BUMP IN THE NIGHT

A HORROR RPG BY MICHAEL DUNLAP
PDF CONVERSION BY GRAHAM DONALD

©Tom Polakis

TABLE OF CONTENTS

CHAPTER ONE: CHARACTER CREATION

As with any RPG, the first step is to create your character. While it helps to have a general concept in mind, this is certainly not a requirement - a theme might occur to you during creation. The following steps are required to build a character:

1. ***Generate vital statistics, note any modifiers.***
2. ***Generate Toughness, Hit Points.***
3. ***Choose character race, record any automatic flaws/powers.***
4. ***Buy Powers with the experience point pool alloted according to race.***
5. ***Choose additional flaws, total the experience points this gives you.***
6. ***Buy/Improve Powers, buy Backgrounds with experience points gained in step 4.***
7. ***Choose starting skills, allot points to them.***
8. ***Choose starting equipment.***

Your character has six vital statistics which are generated by rolling 3d20 and adding 40. If any of the six primary statistics are exceptional, bonuses are applied to related skills and other things. These statistics are:

Strength   Raw physical power. Strength modifies some skills, and adds extra damage in melee.

Dexterity   Agility and quickness. Dexterity modifies some skills, improves base dodge and initiative.

Fitness   Hardiness and health. Fitness helps determine Hit Points.

Willpower   Mental foritude. A high score in Willpower gives the character basic Magic Resistance.

Perception   Perception is the base chance to notice hidden things. It also modifies some skills.

Intellect   Intellect is how smart the character is. It modifies some skills.

Exceptional Stat Bonuses			
Score	**Bonus**	**Score**	**Bonus**
80-84	+5	95-99	+15
85-94	+10	100	+20

Once the six primary statistics are generated, Toughness and Hit Points are calculated. Toughness is a rating of how much punishment a character can withstand before really beginning to take damage; it is also what fuels the character's supernatural powers. Hit Points represent the amount of damage the character can take before dying. Once a character runs out of Hit Points they die, and must wait a day of game time before they revive.

Toughness: ((Strength - 40) + (Fitness - 40)) / 2
Hit Points: 5d10 + Fitness bonus

At this point you have your primary statistics, your hit points and your base magic resistance. Next, choose a race you wish to play, which will assign you some basic flaws and powers. After that it's time to choose any optional flaws you want, and buy more powers and background with the points from those flaws.

Once flaws and powers have been bought to your satisfaction, we move on to the more mundane business of buying skills, generating starting cash, and buying starting equipment.

And that's it - you're ready to start playing

CHAPTER TWO: PLAYABLE RACES

After rolling their statistics, all players choose a race. Below are the playable races in the game, along with their default flaws and powers. Flaws can be paid off to reduce their severity. New flaws can be added in order to buy more Powers or Background.

VAMPIRES

Vampires are humanoid creatures that feed on blood. They were once human but have been afflicted by the curse of Vampirism. The vampires all have dead white skin and red-tinged eyes. They can only come out at night and must rest in the earth during the day. If a vampire ventures into the sunlight he will most certainly die.

Flaws

* **Light Flaw (4)**
* **Aversion: (3) to religious symbols.**

Powers

* **2 Additional Forms at 20 points chosen from mist, rat, bat and wolf**
* **Extended Sight**
* **Extended Hearing**
* **Extended Smell**
* **Night Vision**
* **40 Experience Points to spend on Powers**

Vampires feed on fresh, warm blood - either that of humans or animals. It is possible for a vampire to create a new vampire by draining the victim to near- death and then allowing the victim to taste the vampire's own blood. Vampires do not reproduce in any other manner.

CHAPTER TWO: PLAYABLE RACES

DEMONS

Demons are life drainers, come from lower planes of existence to prey upon Humanity. There are as many types of demons as there are fears in the human mind, and each conforms to its own rules. While all demons trace their roots to abyssal dimensions, most of the ones who roam the earth are not firstcomers. Many are terrestrial, a mix of human and demon. Their great diversity aside, demons live in a strict hierarchy with one law: the strongest rules. All demons are physically more powerful than humans, and often more powerful than other monsters as well. A hatred of religious artifacts and a vulnerability to blessed objects are among the weaknesses attributed to demons. The primary form of a demon is generally divergent enough from human to stand out. Horns, scaly skin, odd colorations, and non- humanoid morphology are all possible variants.

Players can choose whether to be a firstcomer (demon summoned from an abyssal plane to Earth) or terrestrial (born on earth, often the product of a demon/human mating.) Flaws and powers differ for each.

Flaws (Firstcomer)

- **True Name**
- **Substance Flaw (4) to blessed items**
- **Aversion (4) to religious symbols**

Flaws (Terrestrial)

- **Substance Flaw (3) to blessed items**
- **Aversion (3) to religious symbols**

Powers (Firstcomer)

- **+20 to Strength and Fitness**
- **+20 to one Power**
- **50 Experience Points to spend on Powers**
- **3 special senses**

Powers (Terrestrial)

- **+15 to Strength and Fitness**
- **Additional Form at 15 points (form must be human)**
- **40 Experience Points to spend on Powers**
- **2 special senses**

Demons feed on the life force, or vital energy of other creatures. Only humans and animals provide enough energy to be worth draining; even though plants also have life force it is not sufficient to feed a demon. (As a side note, "life force" and "vital energy" is not the same thing as "soul." Life force is just that intangible energy that enables a human to live in a corporeal sense.) Demons can successfully mate with humans and animals, but the offspring is always demonic - the stronger blood overrides the weaker in all cases.

CHAPTER TWO: PLAYABLE RACES

WERE-CREATURES

The wyr are beings who can change from one form to another. They are indigenous to the Earth but are secretive and try to keep their interaction with the human population as minimal as possible. They are often looked upon as an inferior branch of the supernatural population, but they are formidable in their own right. The major advantage the wyr have over other creatures is a high degree of magic resistance. Through this they hold their own in the supernatural community. all wyr have a flaw against silver.

Flaws

- **Substance Flaw (4) to silver**
- **Forced Transformation at the full moon**

Powers

- **Additional Form at 50 points**
- **Magic Resistance at 25 points (plus Willpower modifier)**
- **35 Experience Points to spend on Powers**
- **4 special senses**

The wyr people have no specific dietary restriction - though they tend to be carnivores (even when their other shape would normally be omnivore or herbivore). Meat from a fresh kill is preferrable to the "dead" meat that the humans eat. Wyr can mate with their own kind, with humans, and with the type(s) of animal they transform into. In all cases, the offspring is also wyr.

SOUL-LESS ONES

Some supernatural creatures are able to tear the soul from a human. Often the soul is devoured and the human's body destroyed, but occasionally the human's soul is stored somewhere else. A human afflicted in this manner becomes immortal, the servant of his captor. In time, a soul- less human can gain some supernatural powers. A side effect of the enchantment on them, the soul-less all exhibit some form of "other-ness" that is discernable even by humans.

Flaws

- **Radiate Cold**
- **(or) Radiate Heat**
- **(or) Radiate Fear**

Powers

- **Extended Regeneration at 40 points**
- **35 Experience Points to spend on Powers**
- **2 special senses**

Soulless ones are basically human, and eat the typical human diet. There is no special food that helps them recover Toughness. Soulless ones do not reproduce - a side effect of the process of becoming soulless is sterility (though not impotency).

CHAPTER TWO: PLAYABLE RACES

POSSESSED

The possessed are humans who are the unfortunate home to demons, whether by curse or their own design. They are not the ones in control which makes their situation all the worse. Possessed humans often remember nothing of their past, for their minds are open to the manipulations of the demon inside them. This leads to a very shabby existence most of the time. It is not all that fun for the demon either, who views his host as a prison from which he would escape if he only could. Should the human be killed, the demon is also killed.

Flaws
The human has no automatic flaws. The demon has these flaws:
• **Forced Transformation (certain conditions allow the demon to take over - a specific chant, a visual cue, a time of day perhaps)**
• **Powers Restricted to One Form (demonic form)**

Powers
• **The human has no powers save Luck at 25 points (a safeguard given by the demon)**
• **The demon gets 45 Experience Points to spend on destructive Powers**
• **2 special senses usable by demon and host alike**

The possessed human eats a typical human diet, but is often compelled to unnatural eating - unpleasant or undercooked foods in the mildest cases and such things as feces and hair in the worst. Reproductive acts are likewise perverted by the demon inside a possessed human, often displaying a tendency toward violence and perversity. Offspring from such encounters are always human, but often are born disfigured or deformed.

CONSTRUCTS

Constructs are creatures that have been created, for good or ill, and then given some semblance of life and animation. The materials used vary greatly, ranging from intricate clockwork mechanisms to mismatched body parts crudely sewn together. Constructs can have any physical Powers, depending on the wishes of their creator, but they cannot develop new powers on their own. (A construct can be modified by the creator or someone else with sufficient knowledge to gain a new Power, however.)

Flaws

• **Cannot develop new Powers after character generation, must be given them by their creator**

Powers

• **+20 to Strength score**
• **60 points to spend on any Physical Powers**
• **1 special sense**

Constructs feed themselves based on how they have been constructed. A mechanical construct may feed on electricity, a flesh construct may feed on other organic matter, it varies greatly. Constructs do not reproduce.

7

CHAPTER TWO: PLAYABLE RACES

GHOSTS

Ghosts are the disembodied spirits of the dead who, for a variety of reasons, have not gone to their rest. They are intangible, unable to affect or be affected by the physical world. Some ghosts are malevolent, driven by a desire to harm the living whom they envy. Others are bound to the world in order to finish some task before they can rest.

Ghosts are intangible and invisible in their normal state, but can become solid with effort. The ghost's Tangibility power operates the same way as Intangibility, only in reverse. When a ghost becomes tangible, it also becomes visible. Any creature with Aura Sight will be able to see ghosts even when intangible/invisible.

Flaws

- **Substance Flaw (3): Wrought Iron**
- **Compulsion (3): player choice**
- **Radiate Cold**

Powers

- **Tangibility at 20 points**
- **Telekinesis at 10 points**
- **25 Experience Points to spend on any Mental Powers**
- **2 special senses**

Ghosts do not eat in the same sense as other creatures. They can take the warmth of the living to nourish themselves. Often this is not a conscious act, as their mere existence drains strength from the living. In dire cases, a ghost can attack a living being this way and drain all the warmth from the victim, which kills. Ghosts do not reproduce in any fashion.

CHAPTER THREE: FLAWS

Players buy extra Powers and Background by giving their character Flaws. Flaws are disadvantages that the character has that affect the way they interact with the world. They range from minor nuisances and flavor to seriously harmful. Most playable races get a few automatic flaws. These cannot be used to buy extra powers.

Many flaws require role-playing. A flaw of "kleptomania" for instance is very dependent on the player actually acting in character. Most flaws that compel the character to act a certain way can be avoided by rolling a Willpower check - but this should only be used when acting in character would be particularly harmful to the character. The GM should make sure to penalize players who consistently ignore their flaws.

1 Flaw Level = 5 Experience Points = 1 Background Level.

Flaws (even automatic ones) can be "paid off" by spending experience. One flaw level can be paid off by spending the flaw level x10. For example, a Substance Flaw (4) can be reduced to a Substance Flaw (3) for 40 exp. That Substance Flaw (3) could thenbe lowered again to Substance Flaw (2) for 30 exp, etc. If a flaw does not have a lesser version, the entire cost of the flaw has to be paid at one time. Example: True Name is a level 4 Flaw. To pay a level 4 flaw off entirely would cost 100 experience (40+30+20+10).

LEVEL I FLAWS (LIMIT 8 PER CHARACTER)

Addiction/Obsession (1)   character has a fondness for something

Attachment (1)   character owns something of value to him

Aversion (1)   character avoids something

Compulsion (1)   character is compelled to some task

Disfigurement (1)   character has a disfigurement - no affect to skills

Dislike (1)   character dislikes something

Distinguishing Mark   character has a mark making him easily identified

Feeding Restriction (1)   certain food tastes horrible to character

Hunted: Rare   character has a nemesis who appears rarely

Idealistic   character has high ideals

Honor (1)   character espouses some form of honor code

Light Flaw (1)   sunlight is an irritant

No Second Form   character cannot change form, assuming race has an extra form in base
package

Reputation (1)   character is well known locally

Speech Impediment   character speaks with a lisp or some other impediment

Substance Flaw (1)   certain material is an irritant to character

Weakness (1)   one attribute lowered 10 points

CHAPTER THREE: FLAWS

LEVEL 2 FLAWS (LIMIT 5 PER CHARACTER)

Addiction/Obsession (2)   roll under Willpower to avoid compulsion/negative effects

Arrogance   character is arrogant - NPCs react accordingly

Attachment (2)   character has something valuable to him and others and will try to protect it within reason

Aversion (2)   roll under Willpower to remain within sight of object of Aversion

Bloodlust (1)   character frenzies at sight of blood, roll under Willpower to avoid. If the character fails the roll they go into a killing frenzy at sight of blood. Each combat round a Willpower roll can be made to become rational. Unless a Willpower roll is successful, the character will keep killing until everything nearby is dead.

Clumsy   character has critical failure on roll of 01-15 rather than 01-05

Compulsion (2)   roll under Willpower to avoid compulsion/negative effects

Damaged Limb   -20 to skills relating to the use of that limb

Delusion   character believes something that is untrue

Dislike (2)   character avoids the object of his dislike if at all possible

Feeding Restriction (2)   particular food does 10 damage to HP if ingested

Feeding Urge (1)   if Toughness reduced to 0, roll under Will to avoid feeding on nearest target

Hunted: Intermittent   character has a nemesis who turns up intermittently

Idiosyncracy   character has a personality quirk that others find odd

Honest   character will under most circumstances not tell lies

Honor (2)   character is bound to a code of honor, may roll under Willpower to go against honor

Light Flaw (2)   sunlight does 10 damage per round to HP

Loyalty   character owes loyalty to some other being

Mission: Passive   character has a quest, but is willing to put it off until later

Non-photogenic   character does not show up on photography or in mirrors

CHAPTER THREE: FLAWS

LEVEL 2 FLAWS (LIMIT 5 PER CHARACTER)

Overconfidence — character believes he is stronger than he really is

Phobia (1) — character fears something irrational. must roll under Willpower to avoid panic

Radiates Cold temperature — character radiates an aura of cold 10 degrees cooler than room

Radiates Heat temperature — character radiates an aura of heat 10 degrees hotter than room

Radiates Fear — other people are filled with irrational dread when near character, may roll under Willpower to ignore

Restricted Healing hitpoints — character has some condition that must be met before he recovers

Restricted Sense involving that sense — one of the 5 senses works imperfectly, -30 to perception rolls

Reputation (2) — character is well known in the city within which he resides

Substance Flaw (2) — substance does 10 damage to HP on contact

Underconfidence — character believes he is weaker than he really is

Unlucky — -15 to all rolls

Unsubtle Power — one power that can do damage must do full damage when used

Weakness (2) — one attribute lowered 20 points

CHAPTER THREE: FLAWS

LEVEL 3 FLAWS (LIMIT 5 PER CHARACTER)

Addiction/Obsession (3)   roll under Willpower -20 to avoid compulsion/negative effects

Amnesia   character has no memories of his past

Attachment (3)   character has something valuable to him and others and will guard it
even at great risk

Aversion (3)   roll under Willpower -20 to remain within sight of object of Aversion

Bloodlust (2)   character frenzies at sight of blood, roll under Willpower -20 to avoid.
If the character fails the roll they go into a killing frenzy at sight of blood. Each combat round a
Willpower roll can be made to become rational. Unless a Willpower roll is successful, the character will
keep killing until everything nearby is dead.

Compulsion (3)   roll under Willpower -20 to avoid compulsion/negative effects

Dislike (3)   roll under Willpower -20 to ignore dislike

Fearless   character knows no fear, even when it would be wiser to be afraid

Feeding Urge (2)   if Toughness reduced to 0, roll under Will -20 to avoid feeding on
nearest target

Feeding Restriction (3)   certain food does 20 points damage upon ingestion character is
vomiting and helpess for 2 rounds

Forced Transformation   some condition forces the character to assume his non-human form

Hunted: Often   character has a nemesis who shows up often

Insanity   character has one insanity of any type

Honor (3)   character espouses honor code - roll under Willpower -20 to break
honor

Kleptomania   character steals compulsively - roll under Willpower -20 to avoid

Light Flaw (3)   sunlight does 20 points damage per round of exposure

Missing Sense   character lacks one of the 5 basic senses and cannot roll perception
for that sense

Missing Limb   character is missing an arm or a leg in all forms

CHAPTER THREE: FLAWS

LEVEL 3 FLAWS (LIMIT 5 PER CHARACTER)

Mission: Important   character has a quest that will only be put aside temporarily

Non-Violent   character dislikes violence, -50 to all combat rolls

Phobia (2)   roll under Willpower -20 to avoid panic

Powers Restricted to One Form character's powers only operate in non-human form

Psychic Link   character is psychically linked to a person or thing and takes half
damage done to object

Pyromania   character lights things on fire. roll under Willpower -20 to avoid

Reputation (3)   character is well known in the state within which he resides

Substance Flaw (3)   substance does 20 damage to HP on contact

Tactile Power   one power can only be used if the character touches the target

Violent   character is irrationally violent

Weakness (3)   one attribute lowered by 30 points

CHAPTER THREE: FLAWS

LEVEL 4 FLAWS (LIMIT 3 PER CHARACTER)

Addiction/Obsession (4) roll under Willpower -50 to avoid compulsion/negative effects

Attachment (4) character has something valuable to him and others and will guard it
to the death

Aversion (4) roll under Willpower -50 to remain within sight of object of Aversion

Bloodlust (3) character frenzies at sight of blood, roll under Willpower -50 to avoid.
If the character fails the roll they go into a killing frenzy at sight of blood. Each combat round a
Willpower roll can be made to become rational. Unless a Willpower roll is successful, the character will
keep killing until everything nearby is dead.

Compulsion (4) roll under Willpower -50 to avoid compulsion/negative effects

Dislike (4) roll under Willpower -50 to ignore dislike

Feeding Urge (3) if Toughness reduced to 0, roll under Will -50 to avoid feeding on
nearest target

Feeding Restriction (4)` certain food does 50 points damage upon ingestion.character is
vomiting and helpess for 2 rounds

Hunted: Constant character has a nemesis who shows up very frequently

Honor (4) character espouses honor code - roll under Willpower -50 to break
honor

Light Flaw (4) sunlight does 50 points damage per round of exposure

Limited Regeneration character can only come back from death (Fitness /10) times

Mission: Consuming character has a quest that leaves no time for other persuits

Obvious Abnormality even in human form the character exhibits non- human traits and
stands out

Phobia (3) roll under Willpower -50 to avoid panic

Reputation (4) character is well known throughout his country

Substance Flaw (4) substance does 50 damage to HP on contact

True Name character has a True Name through which he can be summoned and
controlled

Weakness (4) one attribute lowered by 40 points

CHAPTER THREE: FLAWS

LEVEL 5 FLAWS (LIMIT 1 PER CHARACTER)

Feeding Restriction (5)   ingestion of certain food causes instant death

Light Flaw (5)   exposure to sunlight causes instant death

Mortality   character is mortal and cannot rise from the grave

Substance Flaw (5)   certain substance causes instant death to character on contact

CHAPTER FOUR: POWERS

Powers are paid for using Experience Points. At creation time, each character is given a certain number of "free" points to use. More points can be gained by taking additional Flaws. Powers vary in cost based on their usefulness. Powers have maximum scores associated with them, are each either Physical Powers or Mental/Spiritual, and sometimes are percentage- based.

Advancing a Power above 100 points costs extra. From 101 to 150 points, cost per point is doubled. From 151 to 200 cost is quadrupled. Whether it is worth it to spend so much experience in order to have a very strong Power is your own concern.

Key:
Power Name [max score / type / percentage-based?] Cost to use in toughness points

LEVEL 1 POWERS (COST TO BUY: 1 EXPERIENCE POINT = 1 POWER POINT)

Addict [100 / Mental / %] Cost to use: 0
As a general rule, being fed upon is an unpleasant experience for humans. However, some supernatural creatures have the ability to make this experience pleasurable to the victim, even addictive. If Addict is successful, the victim will long for the sensation of being fed upon by the character. The score in Addict is a percentage chance of being effective.

Additional Form [50 / Physical] Cost to use: 0
Most supernatural creatures have the ability to take on another form. This Power allows the character to take on one additional form in addition to that. Multiple Additional Forms can be bought by the same character. Initially, the character doesn't know how to use the new form if it is substantially different from his own. At 20 points and below, the additional form is merely cosmetic and the character cannot use any Powers in that form. If the score in Additional Form is between 21 and 49, Mental Powers can be used. At 50 the additional form is fully usable as if it were the character's natural form.

Body Spurs [200 / Physical] Cost to use: 1 Toughness
A character with this power is able to project sharp bony spurs from various locations on his body. There are a number of uses for this power, from combat to assistance in climbing to defense. Damage done by body spurs is 1 damage per 5 points in the Power's score.

Burning Touch [200 / Physical] Cost to use: 1 Toughness
This power allows the character to secrete a powerful acid from his skin. It can be used in combat, imparting 3 damage per 10 points in the Power's score, or in other ways such as destroying padlocks or burning holes in doors.

Cause Pain [200 / Mental] Cost to use: 1 Toughness
This power is a psychic attack, attempting to induce as much (imaginary) pain as possible. Damage is done to the target's Toughness only, and can cause 2 damage per 5 points in the Power's score.

Claws [200 / Physical] Cost to use: 0
With this power, the character gains retractable claws that can be used in combat. The claws do 3 damage per 10 points in the Power's score.

CHAPTER FOUR: POWERS

LEVEL 1 POWERS (COST TO BUY: 1 EXPERIENCE POINT = 1 POWER POINT)

Extended Strength [200 / Physical] Cost to use: 1 Toughness
Most supernatural creatures are stronger than the average human. This Power provides a temporary boost to that already impressive physical prowess. This Power can be used to improve skill checks that involve strength by favorably modifying the dice roll with its score. In combat, extended strength deals 2 damage per 10 points in the Power's score. This is a "helper" power in combat - it can be used to augment an attack. (For instance, a player can attack using their Hand-to-Hand skill with their Claws and Extended Strength. In this case, damage from the claws and extended strength are added to the base hand-to-hand damage.

Extended Dexterity [200 / Physical] Cost to use: 1 Toughness
Much like Extended Strength, this Power provides a temporary boost to the character's speed and agility. It can be used to improve skill checks that involve dexterity by favorably modifying the dice roll with its score. When used, Extended Dexterity adds 5 points for every 10 points in the Power's score to rolls. (A score of 50 in Extended Dexterity would allow the character to add 25 to their Evade in combat, for instance, or to their attack with a dexterity- based weapon.)

Extended Regeneration [200 / Physical] Cost to use: 0
All supernatural creatures heal quickly from wounds and even death. Extended Regeneration causes the character to heal even faster. For every 10 points in this Power, the character can recover 1 Hit Point. If Hit Points are already at their maximum, Toughness is regenerated at 2 points per every 10 in the Power's score. **This Power is only available to Soul-less Ones.

Flicker [200 / Mental] Cost to use: 1 Toughness per round
This ability causes the user to flicker in and out of visibility, making him that much harder to hit in combat. When used, Flicker adds 5 points for every 10 points in the Power's score to defense rolls. Activating Flicker in combat only counts as an action the first time - for all subsequent rounds (as long as the character pays 1 Toughness per round) it is assumed to be
"on."

Glamour [100 / Mental] Cost to use: 1 Toughness per effect
Glamour is the art of illusions. Characters with this power can create illusions that affect any (or all) of the 5 standard senses. People viewing these illusions can attempt to disbelieve them by rolling under (Willpower - Glamour score). Most humans will not be able to make this check. If a victim's Willpower is lower than the character's score in Glamour, they will believe the illusion. Illusions cannot actually do damage to the victim.

Mark [100 / Mental] Cost to use: 1 Toughness
This Power enables the character to place a special mark on a person or thing. The mark can be anything - pictures, symbols, letters, etc. The mark can also be visible or invisible, though an invisible mark can be seen with Magic Sense or Aura Sight. The duration of the mark is the Power's score in days.

Mesmerize [100 / Mental / %] Cost to use: 1 Toughness
The average human mind is weak. With this power, the character can prey on that weakness and send the victim into a trance where they will be vulnerable to suggestion. Any suggestion made cannot go directly against the victim's insticts for self preservation. When used against other supernatural creatures the Power's score minus the victim's Willpower modifier (if applicable) is the percentage chance of success. Each round the victim can try to break the spell by making the above check again.

CHAPTER FOUR: POWERS

LEVEL 1 POWERS (COST TO BUY: 1 EXPERIENCE POINT = 1 POWER POINT)

Sending [100 / Mental] Cost to use: 1 Toughness
This is the ability to telepathically send thoughts but not receive them. The range of such communication is the power's score in meters.

Shielding [150 / Mental] Cost to use: 1 Toughness
This power blocks physical and mental attacks by erecting a shimmering field of energy around the person being shielded. The amount of damage that can be resisted is 2 points for every 5 points in the Power's score. Targets other than the character using Shielding can be protected. Damage done to the shield is cumulative - if a 20 point shield absorbs 10 damage, the next time it is attacked it will only be able to take 10 points more before failing. Any damage done that the shield cannot absorb is taken by the target.

Web Spinning [100 / Physical] Cost to use: 1 Toughness
The character with this Power can spin sticky webs like a spider. It can be used to quickly seal off a corridor or bind up a victim. The webbing can hold twice it's score in kilograms and can take up to its score in damage.

CHAPTER FOUR: POWERS

LEVEL 2 POWERS (COST TO BUY: 2 EXPERIENCE POINTS = 1 POWER POINT)

Binding [100 / Mental / %] Cost to use: 2 Toughness per creature bound
Through the force of this power, the character lays his will upon another being making them his thrall. The type of creature that can be bound is decided when the Power is bought, and only that type of creature is effected. Supernatural creatures can be bound, but they have a stronger resistance than mundane beings. When used against other supernatural creatures the Power's score minus the victim's Willpower modifier (if applicable) is the percentage chance of success.

Breath Weapon [200 / Physical] Cost to use: 1 Toughness per target
This is the ability to expel a harmful substance from the mouth. The type of breath weapon is chosen at character creation and could be anything innately dangerous - fire, cold, poison, acid, etc. Damage done by the breath weapon is 2 damage per 5 points in the Power's score. Multiple targets may be breathed upon per round by spending an extra Toughness point per target.

Dispel [200 / Mental] Cost to use: 2 Toughness
This power disrupts the operation of any magical effect or Mental/Spiritual Power currently in operation for one round. It can also render Armor ineffective for one round. When used against another supernatural creature, Dispel diminishes the effectiveness of the targeted Power by it's score. (*For instance: Vampire A has Binding with a score of 50 and tries to use that Power on Demon B. Demon B has no special Willpower bonus, so Vampire A could succeed in Binding him on a roll of 50 or lower on 1d100. Demon B has Dispel with a score of 20, and uses it in an attempt to counter the Vampire's Binding. The Vampire now needs a roll of 30 or lower on 1d100.*)

Energy Manipulation [200 / Physical] Cost to use: 2 Toughness
The character with this Power can control electrical flows and generate an electrical charge. The character can do damage with this power equal to 3 points for every 5 points of the Power's score plus a +20 electricity critical. The electrical charge can be projected over any conductive medium, or discharged directly from the character's body. The +20 critical is only applied if damage was done to hit points.

Flight [200 / Physical] Cost to use: 2 Toughness per round/minute
With this power the character is able to fly unaided through the skies. Wings are not required for this power. Flight speed equals the score in kilometers/hour. If the character is flying in a combat situation, the flight score is used in place of any other defense scores for the purposes of avoiding blows.

Foretelling [100 / Mental / %] Cost to use: 2 Toughness
This is the ability to look into the immediate future to see whether a decision would be beneficial or not. The chance of success is the Power's score as a percentage, and if the roll fails then no information is gained and no further rolls may be made on that issue. At the GM's discretion, Foretelling may also be used as a plot device to steer players toward important events.

Life Trapping [100 / Mental / %] Cost to use: 2 Toughness
This ability has one function with two possible outcomes. The character uses Life Trapping on a being with a soul to tear that soul from them and seal it away or devour it. Depending on the wishes of the character, the victim's becomes a lifeless husk and the victim dies, or the victim is imbued with a measure of supernatural power and becomes a Soul-less One. The newly created Soul-less owes no allegiance to his captor, but self-interest might convince him to obey his new captor in the hopes of getting his soul back.

Luck [50 / Mental] Cost to use: 0
Characters with this power seem to have things go right for them. Luck's score is added favorably to any non-combat rolls the character makes. In combat, a Lucky character only fumbles on a roll of 01-02 instead of 01-05.

CHAPTER FOUR: POWERS

LEVEL 2 POWERS (COST TO BUY: 2 EXPERIENCE POINTS = 1 POWER POINT)

Magic Resistance [200 / special] Cost to use: 0
Magic Resistance allows its owner to ignore damaging magical effects. Any Mental Power can be resisted this way. The Willpower bonus, which is the base Magic Resistance for all characters, is added to this Power. The Magic Resistance score is subtracted from any Mental power used against the character. (*Bors Longtusk the werepig has Magic Resistance of 60. For any Mental Power to be used against him, it must have a score higher than 60. Further, it will be reduced in potency by 60 each time it is used against Bors.*)
*** Only were-creatures have access to Magic Resistance.

Patterning [100 / Special]
Patterning is symbolic magic. The caster makes use of symbols and pictograms to effect a magical event. The Patterner is an artist - these symbols are often complex and time consuming to make, and any error in the creation means the magic will fail. Pattern symbols can be carved into surfaces, painted, or even marked out with a finger on a dusty tabletop. A pattern symbol may be as permanent or as temporary as the caster wishes. Patterning, while exacting, is a relatively easy art to learn compared to the other Magical styles. See the Magic section for more information.

Telekinesis [200 / Mental] Cost to use: 2 Toughness
This is the ability to manipulate objects with the power of the mind alone. It can be subtle or overt, either used to manipulate switches or push buttons, or to bend bars and lift heavy objects. The amount that can be lifted equals the power's score in kilograms multiplied by five. It can be used as an attack as well, doing 5 point for every 10 points of the Power's score plus a +20 impact critical.

Telepathy [100 / Mental / %] Cost to use: 2 Toughness
A telepathic character can look into the minds of others as well as send his own thoughts out to another's mind. It cannot be used to control others like Mesmerize and Binding. The range of this power is its score in meters. If the character is trying to probe another mind, the success of the probe is the Power's score as a percentage.

CHAPTER FOUR: POWERS

LEVEL 3 POWERS (COST: 3 EXPERIENCE POINTS = 1 POWER POINT)

Armor [200 / special] Cost to use: 0
This power grants the bearer natural resistance to damage. It negates damage from physical sources for 7 damage for each 10 points in the Power's score. (Armor of 50 negates 45 points of physical damage.) While it seems to be a physical Power, it can be negated for a round with the Dispel power and is ineffective against null-magic weapons.

Body Control [200 / Mental] Cost to use: 3 Toughness
This very evil power grants its user complete control over another being's body. It can be as subtle as making a tooth ache, or can be as overt as causing the victim's intestines to tear themselves from his body cavity in a mess of blood and gore. It can also be used for "puppeteering" another being, causing their bodies to move against their will. This power can only be used against a target whos Toughness has been reduced to 0. Damage done with this power equals 7 points for every 10 points of the Power's score plus a +20 shrapnel critical. Only one target can be affected per round.

Clairvoyance [100 / Mental / %] Cost to use: 3 Toughness
This is the ability to see into another place, even at a great distance. The place or people to be scried upon must be familiar to the character using this Power. Clairvoyance can be blocked using special wards, and a clairvoyant presence can be noticed by people with Aura Sight who make a successful Perception Roll -50. Clairvoyance's score acts as a percentage chance of success, but failures can be re-rolled if the character pays the cost again. Dispel can be used to block a Clairvoyant's attempt to scry.

Death Gaze [200 / Mental] Cost to use: 5 Toughness
This power has been illustrated in mythology many times: Medusa's gaze, Balor's evil eye and other baleful effects. It does damage equal to the Power's score plus a roll on a random critical table, even if Toughness is still present. The amount of Toughness that the victim still has acts as a negative modifier to the crit roll. This power requires both parties to see each other and is thus not effective on the blind.

Healing [200 / Mental] Cost to use: 3 Toughness
Though humans believe the supernatural creatures to be evil and malicious, some posess beneficial powers as well. Through mystical Healing, the character can cause bones to knit and wounds to close. The character must lay hands on the target, and can heal 1 Hit Point per every 10 points in the Power's score, or 3 Toughness per every 10 points. This power can be used multiple times on the same target as long as the character continues to pay the cost in Toughness. A character can use Healing on itself, but only to cure Hit Point damage.

CHAPTER FOUR: POWERS

LEVEL 3 POWERS (COST: 3 EXPERIENCE POINTS = 1 POWER POINT)

Intangibility [100 / Mental / %] Cost to use: 3 Toughness
With this power the character can ignore all physical barriers and sources of harm. No other powers can be used by the character while Intangible, nor can he affect the physical world. The duration of the intangibility is the score in minutes. If this power is used under stressful conditions (combat, roof collapsing, etc) the Power's score acts as the percentage chance of success.

Ritual Magic [100 / Special]
Ritual Magic is the exercise of bringing about ones wishes through the use of arcane incantation, complicated hand gestures, and mystical tools such as wands and special stones. Like Patterning, the correctness of the spell preparation is vital to the success of the magic. Unlike Patterning, though, the spell might not simply fail, but cause a completely unanticipated magical effect. A blue candle where there should be red could mean death to the careless magician. Ritual Magic is dangerous and sometimes random. There are so many variables to take into account that only the very dedicated ever become more than simple conjurers. Those who do become adept at Ritual Magic, however, can be quite powerful in their own right. See the Magic section for more information.

Teleportation [100 / Mental / %] Cost to use: 3 Toughness
This is the ability to instantly transport oneself and ones belongings elsewhere on the same plane of existence. The range equals the Power's score in meters. If this power is used under stressful conditions (combat, roof collapsing, etc) the Power's score acts as the percentage chance of success. Multiple people can be teleported at an extra cost of 3 Toughness points per tools of various types (special powders, symbols, wands and knives) will be required. person.

LEVEL 4 POWERS (COST: 4 EXPERIENCE POINTS = 1 POWER POINT)

Leech [100/Mental] Cost to Use: 5 Toughness
By using this power, the character can steal the powers of another being for a short time. The user has to know what sort of power he is trying to leech. When Leech is used, the character gains the stolen power for an hour with the same score as Leech, even if the victim's score in that power is lower. The victim of Leech has his score in that power diminished by Leech's score. If the score in Leech is below 50, the character must touch the victim to use Leech. If the score in Leech is over 50, the character must simply be in visual range of the target. Only one power can be Leeched at one time. The victim's power returns to its normal level after an hour.

CHAPTER FOUR: POWERS

SPECIAL SENSES (COST: 1 EXPERIENCE POINT = 1 SENSE POINT)

The number of special senses a character can have are dependent on his race. Senses gained at character creation have a score of 0 associated with them and work on a basic level. Most senses do not need points to operate, but with points added more information can be gained. It is at the GM's discretion how much information can be gained based on how high a score a Sense has.

Aura Sight
This is the ability to differentiate between the mundane and the supernatural. Characters with Aura Sight will know if a person is human or non for instance, which makes it much easier to pick victims. With points, extra information can be gained such as general power level, type of supernatural being, etc.

Danger Sense
With no points, the character can sense immediate danger to their person, but no specifics. With points the character can also sense what direction the danger is coming from. Danger sense can help minimize a character being surprised.

Extended Vision
With Extended Vision the character can see greater detail at greater distance. Any points in this sense add directly to vision-based perception rolls.

Extended Hearing
Extended Hearing allows the character to hear sounds at a distance that would normally be inaudible, as well as the ability to filter out different sounds. Any points in this sense add directly to audio-based perception rolls.

Extended Smell
The character can differentiate between subtle scents and can even track via smell. Points added to this sense add directly to smell-based perception rolls.

Extended Touch
With Extended Touch the character has much finer tactile sense than others. He can detect subtle vibrations and inconsistencies in surfaces. Points in this sense add to perception rolls that relate to touch.

Extended Taste
The character has a much more developed sense of taste. Very subtle differences can be detected in objects that are tasted. With points, the character can even taste the air like a snake, improving perception rolls that relate to smell as well as taste.

Magic Sense
This is the ability to sense the presence of magic by touch. With points added, more information can be gotten from a touched item, including some idea of what the nature of the enchantment is. Any points in this sense also serve as the percentage chance of detecting magical effects at a distance.

Night Vision
This is the ability to see in low light conditions as if it were day. With points added, the character can see in absolute darkness at a rate of 1 meter per point.

Object Reading
This is the only special sense that requires points to function. It is the ability to read the past from an object. Also called psychometry, it allows the character to pick up on any important and psychically charged event that happened near the object. Not everything has a past that can be read, though. The score in this sense is the percentage chance of an accurate reading.

CHAPTER FIVE: BACKGROUNDS

Backgrounds are beneficial circumstances the character happens to be in. They are bought at character creation using points from Flaws that the character takes. Backgrounds do not have to be bought with flaws of the same level - two level one flaws could pay for one level 2 background for instance.

LEVEL 1 BACKGROUND (COST: 1 FLAW LEVEL)

Beauty   character is physically striking - NPCs react more positively toward this character

Contact (1)   character has a contact in some organization (corporation, mob, military, government) contact has no special priveleges or influence within the organization

Direction Sense   Character has an unfailing sense of direction

Income (1)   character has an unskilled job - clerk, short order cook, etc. Pay < $20k / year

Registered   character is a citizen of the country/city in which he resides. has relevant documentation

Strength (1)   one of the character's statistics is raised 5 points

LEVEL 2 BACKGROUND (COST: 2 FLAW LEVELS)

Contact (2)   character has a contact in an organization. the contact is non- influential but may have some special priveledges.

Lucky   character has +10 to non-combat rolls

Income (2)   character has a lower level skilled job - secretary, assistant manager, etc. Pay < $35k / year

Strength (2)   one of the character's statistics is raised 10 points

Unusually Dexterous character only fumbles on a roll of 01-03 rather than 01-05

CHAPTER FIVE: BACKGROUNDS

LEVEL 3 BACKGROUND (COST: 3 FLAW LEVELS)

Contact (3)   character has a contact in an organization. the contact has some influence and special priveleges

Education   character has had some formal education - high school or technical training. +5 to any Intelligence based skill at character creation. also opens some restricted skills.

Photographic Memory character has a visual memory and can recall with detail things that had been seen

Income (3)   character has a skilled job - lower level executive, trade worker, etc. Pay < $50k / year

Special Item   character owns a special item, magical or otherwise. If a weapon, it does 3d10 damage. If magical, it can simulate a Level 1 Power with a score of 30. The item could also be valuable, worth $3,000 to the right buyer. This background can be bought multiple times and used cumulatively for a better item.

Strength (3)   one of the character's statistics is raised 15 points

LEVEL 4 BACKGROUND (COST: 4 FLAW LEVELS)

Contact (4)   character has a contact in an organization. the contact has influence and special priveleges/clearance.

Elemental Resistance   character has a strong resistance to one element and only takes half damage from attacks based on that element. TD>

Higher Education   character has had at least some college education or equivalent on-the-job training. +10 to any Intelligence-based skill at character creation. also opens a few restricted skills.

Immunity   one of the character's automatic flaws is lowered one level of severity

Iron Will   character has, through training, disciplined their mind. the character's Willpower modifier (and thus their magic resistance as well) is increased by 20

Income (4)   character has a highly skilled job, typically white collar. Pay < 65k / year

Military Education   character has had some military training. +10 to any Combat skill at character creation. also opens a few restricted skills.

Strength (4)   one of the character's statistics is raised 20 points

CHAPTER SIX: SKILLS

Skills are simply that - abilities that a character has mastered, at least on a very basic level. All characters begin the game with 100 skill points to allocate to various skills, and can pick up more as the game progresses. The GM can award skills during the game also if there is a good reason to - if for instance a player does something that gives him a new understanding of some skill that he didn't have before.

Combat skills are used against opposing combat skills. See the section on combat for rules. All combat skills have a maximum score of 250 that represents utter mastery of that skill.

Non-combat skills ar simple success/failure scores using 1d100. For this reason, non-combat skills have a maximum score of 100. The GM can apply bonuses or penalties based on the difficulty of the task to be performed. For instance, if a character wanted to simply ride a trained horse with saddle and reins the GM might give a bonus to the roll or not require a roll at all. However, if the character was riding bareback on a wild horse as it galloped madly over uneven ground, the GM might apply a penalty as the character rolls to see whether he can stay mounted.

Below is a sample listing of skills that might be taken. If a skill isn't listed below, either create that skill or pick a skill that does exist that can be "close enough." Next to the name of the skill in parentheses is its primary statistic. If the character has modifiers from that stat (if the stat is over 80) that modifier is applied to the skill when it is bought due to the character's natural aptitude in that arena. For instance, a character with a Strength of 86 gets +10 to any Strength-based skills he might want to buy.

At character creation time (and any time a character is picking up a new skill), the player must spend at least 10 points on a skill to buy it. The skill starts at whatever the player has spent on it, but it must be at least 10.

MANEUVER SKILLS (MAXIMUM SCORE: 100)

Horsemanship (Dex)
Riding of horses. Can also be used for other riding animals, possibly with penalties.

Bicycle (Dex)
Road bikes, mountain bikes, anything powered by the rider.

Skating (Dex)
Ice skating, rollerblading, even skateboarding.

Automobile (Int)
Any sort of motor vehicle with four wheels from sports cars to SUVs.

Industrial Auto (Int)
Dump trucks, semis, construction equipment, etc.

Small Aircraft (Int)
Single-person / two seater aircraft like the Cessna

Large Aircraft (Int)*
Large passenger aircraft such as the Boeing line.

Motorcycle (Dex)
Anything from small dirtbikes to large cruisers.

Sail Boats (Int)
Sails and rigging, any wind-propelled watercraft.

Motor Boats (Int)
Outboard boats, speedboats, etc.

CHAPTER SIX: SKILLS

SUPERNATURAL SKILLS (MAXIMUM SCORE : 100)

Occult Lore (Int)
Specialized knowledge about the occult and the dark side of the world. Includes such things as particular monster weaknesses, knowledge of rites and rituals and other things deemed important to the demon world.

Magical Theory (Int)
Understanding of how magic works - the tools of the trade, properties of various reagents and how one might go about producing a desired result with magic. This is required for any magically-inclined character to develop new spells. See the Magic section for more information.

Power Focus (Will)
The character focuses his energies and can spend multiples of the required amount of Toughness Points to use a Power, causing the power to be more effective. (If the character spends double Toughness, an attack power does double damage, for instance.)

GENERAL SKILLS (MAXIMUM SCORE : 100)

Acrobatics (Dex)
Tumbling, flips, tightrope walking and such.

Artistic (Perc)
Sculpture, painting, drawing, etc. Visual arts.

Athletics (Fit)
Swimming, running, climbing, sports, other physical activities.

Chemistry (Int)*
Knowledge of chemical properties and their interactions.

Computer Use (Int)
Use of computer operating systems, possibly programming and administration.

Cryptography (Int)
Knowledge of codes, encryption schemes, etc.

Demolitions (Int)*
Knowledge of explosives and techniques for their use.

Disguise (Perc)
The ability to appear as someone else, using prosthetics, disguise kits, etc.

Domestics (Perc)
Cooking, cleaning, sewing. General domestic tasks.

Electronics (Int)*
Knowledge of circuits and current and how to work with electricity.

Farmsteading (Int)
General understanding of farming, herding, basic carpentry and blacksmithing.

History (Int)
Knowledge, possibly esoteric, of events of the past.

27

CHAPTER SIX: SKILLS

GENERAL SKILLS (MAXIMUM SCORE : 100)

Language (Int)
A foreign language. This skill must be taken for each language the character wishes to speak beyond English (the game's standard.)

Legerdemain (Dex)
The ability to remove items from someone elses pockets without their noticing. Also sleight-of-hand tricks.

Mechanics (Int)*
Knowledge of mechanical principles and methods. Includes ability to build mechanical devices and maintain them.

Medical (Int)*
Medical learning, including pharmacology and herbalism to some degree.

Mimicry (Perc)
The ability to modulate one's voice to sound like someone or something else.

Music (Perc)
Ability to play a musical instrument, includes the ability to read sheet music.

Performance (Perc)
Dance, singing, acting - any type of public performing art.

Photography (Perc)
Knowledge and use of cameras and other photographic equipment. Includes video cameras and possibly surveilance cameras.

Pick Locks (Dex)
The ability to unlock locks without keys. Can also include cracking safes.

Skills Focus (Will)
Character can spend time (1 minute, or 1 combat round) focusing to improve the effectiveness of a skill. When that skill is used after focusing, its score is doubled for one action.

Stealth (Dex)
The ability to move quietly and avoid being seen and heard.

Tailing (Perc)
The ability to follow someone without their noticing. Not the same as tracking.

Taxidermy (Int)
Knowledge of preserving methods and techniques for stuffing dead animals.

Tracking (Perc)
The ability to follow tracks left by other beings. Can be used in the wilderness, but is not as useful in the city.

Woodslore (Int)
Hunting, fishing, trapping, scavenging, etc.

CHAPTER SIX: SKILLS

COMBAT SKILLS (MAXIMUM SCORE: 250)

Hand-to-Hand (Str)
Any style of bare-handed combat. This is also the skill a character would use for touch-based Powers, such as Claws or Burning Touch.
Damage = 1d6 + Strength modifier.

Knife (Dex)
Short blades, bowie knife length and smaller. Damage = 1d10 + Strength modifier.

Sword (Str)
Long blades of all types. Damage = 2d10 + Strength modifier.

Small Club (Str)
Short cudgel-type weapons, including baseball bats, hammers, lead pipes, etc. Damage = 2d6 + Strength modifier.

Large Club (Str)
Larger cudgel weapons. Includes maces, axes, sledge hammers. Damage = 2d10 + Strength modifier.

Small Handgun (Dex)
Smaller handguns, like the Baretta. Easily concealed but not especially powerful. Damage = 1d10+5

Large Handgun (Dex)
Larger, more powerful handguns, like the .357 Magnum and .38 Police Special. Not as concealable as smaller handguns. Damage = 2d10+5.

Rifle (Dex)
Long barreled rifles with shoulder stocks. Not concealable but more powerful than most handguns and with a longer range. Damage = 3d10

Assault Rifle (Dex)*
Military style rifles capable of burst and full-auto fire. Most assault rifles are illegal to own by the general public. Burst and auto mode do more damage, but also has a worse chance to hit the target due to recoil; -20 and -40 penalties to attack respectively. Damage = 3d10/3d10+10/3d10+20

Shotgun (Dex)
Short barrelled rifles with or without a stock that fire a small spray of shot. Range isn't great but accuracy isn't usually an issue. Sawed-off shotguns can be concealed beneath a long coat. +10 bonus to attack. Damage = 3d6+12

Portable AT (Dex)*
Any portable heavy weaponry, such as various rocket launchers. These weapons are usually high explosives and cause a lot of collateral damage and are therefore illegal to the general public. Damage = 5d10+30

CHAPTER SIX: SKILLS

COMBAT SKILLS (MAXIMUM SCORE: 250)

Gunnery (Dex)*
Mounted heavy artillery, including vulcan cannons, mortars, and other weaponry that cannot be carried around on one's person. Much like Portable AT, it is not available to the general public. Damage = 5d10+30

Thrown Weapons (Dex)
Catch-all for any thrown weapons, from half-bricks to grenades to knives. Damage depends on weapon type.

Archery (Dex)
Bows and arrows, including crossbows. Damage = 1d10.

Evasion (Dex/Perc)
A purely defensive skill, it is how well you can avoid being hit. It is probably a good skill to take. Evasion has two prime statistics, Dexterity and Perception. Bonuses for either of these apply to Evasion - with the one, you're fast enough to get out of the way; with the other you were alert enough to see it coming.

Skills marked with an asterisk (*) are only available to characters with Education, Higher Education, or Military Education backgrounds. Marked combat skills are only available to Military Education. Large Aircraft and Medical is only available to Higher Education.

CHAPTER SEVEN: COMBAT

In any RPG, conflict resolution is essential. Most often, conflict is expressed in terms of combat. Combat in Bump in the Night is primarily theatrical and "over the top" with characters absorbing blasts from shotguns and tearing at each other with claws and fang.

Combat is very simple in BitN. Combat is divided into rounds, in which each character makes an action. There are two phases to each combat round, Initiative and Action. Once everyone has acted, a new round begins, assuming that there is still conflict to resolve.

INITIATIVE

Players roll 1d20 then add their Dexterity modifier and Weapon speed to determine their Initiative score. The highest score gets to act first in the Action phase. Weapon speed is described below.

ACTION

Characters may make a single action per combat round. Actions include movement, use of a Power, use of a skill, bide, attack and defense.

Movement: Character can move ten feet per action.

Powers: Character can use one of his Powers. If the power is a touch-based attack, it is assumed that the character attacks at the same time.

Skills: Character can use one of his skills. Many skills are unsuited to combat and the GM can apply penalties to the skill's success roll.

Bide: Character is preparing to act. Next round he gets a +20 bonus to his Initiative roll.

Attack: Character uses one of his attack skills against opponent.

Defence: Character is focusing on defence until his next action - defensive skills are doubled.

HITTING THE ENEMY

When an attack is made using attack skills or Physical Powers, we compare the numbers. Mental Powers operate differently - see below.

The attacker rolls 1d100 and adds it to the combat skill he is using. In the case of touch-based Powers, use the Hand-to-Hand combat skill. Applicable bonuses are added as well. Statistic modifiers are **NOT** added, since they are already factored in to the relevant skills. In the case of Physical Powers which are not touch based, the Power's score is used as the combat skill.

The defender rolls 1d100 and adds it to the defense skill he is using. Evade is the most useful, but it is possible to use other skills, such as Acrobatics. Applicable bonuses are added as well, though once again statistic modifiers are not added.

The two totals are compared, and the higher number wins. If it is the attacker, the hit was made and damage needs to be determined. If it is the defender, the attack was not successful and no damage was dealt.

1d100 +attack skill & bonuses vs. 1d100 +defense skill & bonuses

Mental powers used in combat cannot be blocked, though they can be lessened or negated with Magic Resistance. If a character has Magic Resistance, they can effectively ignore any Mental Power with a score below their Magic Resistance. Read the entry for Magic Resistance in the Powers section for more detail.

mental power - magic resistance = power's effective score

CHAPTER SEVEN: COMBAT

FUMBLING

If either of the characters rolls 01-05, this is considered a Fumble. When an attacker fumbles, he automatically misses his target. When a defender fumbles, he is automatically hit. In either case, a roll on the Fumble Chart is required:

Fumble Chart
01-60   Attacker/defender recovers from fumble.
61-80   Attacker/defender stumbles, -20 to defense until next turn
81-90   Attacker/defender falls over - opponent gets an immediate extra attack
91-95   Attacker drops weapon and injures self with it
Defender zigs when he should have zagged - takes double damage
96-100   Attacker drops weapon and injures self with it - double damage
Defender zigs when he should have zagged - takes triple damage

DAMAGE

If an attack or Power is successful, damage is dealt. Any Power capable of doing damage describes how much damage it does in the Powers section. Weapons do damage based on weapons class - all weapons will fall into one of the major categories. It is possible for a weapon to be better than the average weapon of its class, but this is up to the GM and is simply a bonus applied to the specific weapon. Some Powers (like Armor and Shielding) prevent some forms of damage.

Damage is subtracted first from Toughness, then from Hit Points. Once Hit Points reach zero, the character has died and must wait a day of game time to regenerate. It is possible to regenerate badly - a regeneration chart can be found in the Running the Game Section.

CHAPTER SEVEN: COMBAT

CRITICAL HITS

Critical Hits are rolled whenever damage is done to Hit Points. Damage is done to Hit Points after Toughness has been depleted or in special cases, like being hit with something the character has a substance flaw against. If a critical is rolled while the character still has Toughness left, the amount of Toughness is used as a negative modifier for the critical.

Which table is used depends on the weapon type. Certain weapons and Powers have bonuses or penalties to their critical hits. Crits are rolled using 1d100 and adjusting for bonuses and penalties.

If the unmodified attack roll (1d100) at the beginning of the attack was less than 20 the strike was weak and a -20 penalty is applied to the critical hit roll. If the unmodified attack roll at was greater than 80, the strike was very effective and a +20 bonus is applied to the critical hit roll.

Terminology
Stun: unable to attack, -50 to defense rolls
Unconscious: unable to attack, defend, move or use Powers
Bloodloss: -1 HP loss per round

Slash Critical (blades, claws)
-19 to -10   no extra damage
-9 to 0   no extra damage
0 to 10   no extra damage
11 to 20   no extra damage
21 to 30   no extra damage
31 to 40   no extra damage
41 to 50   +5 damage
51 to 60   +5 damage
61 to 70   +10 damage
71 to 80   +10 damage, bloodloss
81 to 90   +15 damage, bloodloss
91 to 100   +15 damage, stun 1 rounds, bloodloss
101 to 110   +20 damage, stun 2 rounds, bloodlossx2
111 to 120   +20 damage, stun 2 rounds, bloodloss, location severed, -40 to applicable skills

Impact Critical (falls, fists, clubs)
-19 to -10   no extra damage
-9 to 0   no extra damage
0 to 10   no extra damage
11 to 20   no extra damage
21 to 30   no extra damage
31 to 40   no extra damage
41 to 50   no extra damage
51 to 60   no extra damage
61 to 70   +5 damage
71 to 80   +5 damage, stun 1 round
81 to 90   +10 damage, stun 2 rounds
91 to 100   +10 damage, stun 2 rounds, location broken, -30 to applicable skills
101 to 110   +15 damage, stun 3 rounds, location broken, -30 to applicable skills
111 to 120   +15 damage, unconscious 1 round

Puncture Critical (bullets, spears, stakes)

-19 to -10	no extra damage
-9 to 0	no extra damage
0 to 10	no extra damage
11 to 20	no extra damage
21 to 30	no extra damage
31 to 40	no extra damage
41 to 50	no extra damage
51 to 60	+5 damage
61 to 70	+10 damage
71 to 80	+15 damage
81 to 90	+20 damage, bloodloss
91 to 100	+20 damage, bloodloss
101 to 110	+25 damage, bloodloss, stun 1 round
111 to 120	+25 damage, bloodloss, stun 1 round, location damaged, -20 to applicable skills

Shrapnel Critical (grenades, shotguns)

-19 to -10	no extra damage
-9 to 0	no extra damage
0 to 10	no extra damage
11 to 20	+5 damage
21 to 30	+5 damage
31 to 40	+10 damage
41 to 50	+10 damage, bloodloss
51 to 60	+15 damage, bloodloss
61 to 70	+15 damage, bloodloss, stun 1 round
71 to 80	+20 damage, bloodloss, stun 1 round
81 to 90	+20 damage, bloodloss x2, stun 1 round, location damaged, -20 to aplicable skills
91 to 100	+30 damage, bloodloss x2, stun 2 rounds, location damaged, -20 to aplicable skills
101 to 110	+40 damage, bloodloss x3, unconscious 1 round, location destroyed, -40 to aplicable skills
111 to 120	+50 damage, bloodloss x5, unconscious 2 rounds, location damaged, -40 to aplicable skills

Burn Critical (fire, electricity, acid)

-19 to -10	no extra damage
-9 to 0	no extra damage
0 to 10	no extra damage
11 to 20	no extra damage
21 to 30	no extra damage
31 to 40	+5 damage
41 to 50	+5 damage
51 to 60	+5 damage
61 to 70	+5 damage, location damaged -20 to applicable skills
71 to 80	+10 damage, location damaged -20 to applicable skills
81 to 90	+10 damage, location severely damaged -30 to applicable skills
91 to 100	+15 damage, location severely damaged -30 to applicable skills
101 to 110	+15 damage, location destroyed -40 to applicable skills
111 to 120	+20 damage, location destroyed -40 to applicable skills

CHAPTER SEVEN: COMBAT

WEAPON STATISTICS

All weapons fall into one of the classes listed below. Most physical Powers (those that require touch) use the Hand-to-Hand skill to determine attack success. Hand-to-Hand damage is applied on a successful hit in addition to the damage done by the Power.

The Speed Factor is used in determining initiative - the higher the number, the better the chance of acting first in combat.

Weapon Class	Speed Factor	Damage
Hand-to-Hand	30	1d6+strength modifer
Thrown Weapons	25	based on weapon
Archery	15	1d10
Knife	25	1d10+strength modifier
Sword	20	2d10+strength modifier
Small Club	25	2d6+strength modifier
Large Club	20	2d10+strength modifier
Small Handgun	35	1d10+5
Large Handgun	20	2d10+5
Rifle	15	3d10
Assault Rifle	10	3d10/3d10+10/3d10+20
Shotgun	15	3d10+5
Portable AT	0	5d10+30
Gunnery	5	5d10+30

CHAPTER EIGHT: MAGIC

MAGICAL STYLES

Magic in Bump in the Night is considerably different from the Powers that can be bought by characters. Magic is the ability to alter reality by means of special inscriptions, incantations, or acts of Will. While Powers are intrinsic to their owners, Magic is more of a tool for characters to make use of.

In Bump in the Night, Magical powers take three forms: Patterning, Ritual Magic and Witchery. Each have their own style and area of expertise. All three forms of Magic follow the same basic rules and require the caster to spend energy and time in preparation.

PATTERNING

Patterning is symbolic magic. The caster makes use of symbols and pictograms to effect a magical event. The Patterner is an artist - these symbols are often complex and time consuming to make, and any error in the creation means the magic will fail. Pattern symbols can be carved into surfaces, painted, or even marked out with a finger on a dusty tabletop. A pattern symbol may be as permanent or as temporary as the caster wishes. Patterning, while exacting, is a relatively easy art to learn compared to the other Magical styles. Patterning is bought as a Level 2 Power.

RITUAL MAGIC

Ritual Magic is the exercise of bringing about ones wishes through the use of arcane incantation, complicated hand gestures, and mystical tools such as wands and special stones. Like Patterning, the correctness of the spell preparation is vital to the success of the magic. Unlike Patterning, though, the spell might not simply fail, but cause a completely unanticipated magical effect. A blue candle where there should be red could mean death to the careless magician. Ritual Magic is dangerous and sometimes random. There are so many variables to take into account that only the very dedicated ever become more than simple conjurers. Those who do become adept at Ritual Magic, however, can be quite powerful in their own right. Ritual Magic is bought as a Level 3 Power.

WITCHERY

Witchery is innate magic that relies on no tools other than the Magician's own power and Will. With a simple gesture and a word of command, a strong witch can throw an automobile through a wall or transform an iron gate into glass. Witchery is not hampered by long preparation times as the other two styles of Magic are. Even so, witches take a long time to truly come into their power. Only Humans can be witches. Witchery is bought as a Level 4 Power.

CHAPTER EIGHT: MAGIC

SPHERES OF MAGIC

There are eight spheres of magical influence in Bump in the Night. Each encapsulates a certain form of magic and produces a certain kind of effect. It is possible for some spheres to overlap each other in what they are capable of. The eight spheres are Enchantment, Illusion, Divination, Transformation, Warding, Summoning, Movement and Conflict. The magical styles listed above each have their strengths and weaknesses regarding these spheres.

Enchantment

This sphere encompasses spells that make something take on an additional characteristic, usually enhancing its effectiveness. A knife could be enchanted to become sharper, or to do extra damage to a vampire. A person could be enchanted to fall into a deep sleep, or a wall could be enchanted to become stickier, thus enabling the magician to climb it easier. A ball could be enchanted to glow in the dark. In most cases, an enchantment is a useful augmentation, though it could be detrimental, like a curse for instance.

Illusion

Illusions are magical creations meant to trick the observer into believing that one thing is another, or that something that does not exist at all is in fact there. The illusion sphere of magic is concerned with creating these mirages and fooling the five conventional senses. Sight, hearing, taste, touch and smell can all be affected, but only a powerful magician would be able to create an illusion to all of these senses at the same time. Illusions can misdirect people into danger, but cannot in and of themselves be dangerous - after all, in reality there is nothing there.

Divination

This is the sphere of magic involved with sensing that which is hidden. At the most simple level, a magician could use divination to temporarily improve his hearing or to see in the dark. At more powerful levels, divination spells could be used to glean information about objects, see through walls, and even scry on remote locations. Divination can also be used to predict the future, though this is not always accurate since the future is fashioned from actions taken in the present.

Transformation

The transformation sphere of magic is just that. Any conversion of one thing to another is the domain of transformation. Transformation could be as simple as creating ice from water or making a 5 pound rock into five 1 pound rocks, or as complex as changing an object into something unrelated - like lead into gold. Transformation is also the change of states - a door could be transformed from unlocked to locked, for instance or a glass panel from broken to unbroken. Only a very powerful magician can *safely* perform a transformation on living matter.

CHAPTER EIGHT: MAGIC

WARDING

Wards are magical effects that do nothing until they are activated. Magical wards are almost always inscribed on a surface somewhere and left alone until they are needed. A simple ward could alert the magician when someone has come near it, and a more complex ward could be used to repell or cause fear in creatures that enter its range. A very powerful ward could even be charged to explode when it is read. Witchery magicians do not learn how to make wards - the use of tools is contrary to the way they work magic.

SUMMONING

Summoning is concerned with calling objects, creatures or people to yourself magically. The subject of the summoning must be known, of course but distance doesn't have to be a factor. A simple summoning might call nearby animals to the caster. A more powerful summoning might make an object vanish from where it was and appear before the caster. Very powerful magicians are able to summon elemental spirits, ghosts, and even demons. Summoning can be dangerous - it merely opens a door through which another being steps through. Summoning in and of itself does not bind the beings to the magician's service.

MOVEMENT

Spells of movement allow the caster to move himself or other people and things by the power of magic. This could also include certain augmentation spells that involve movement - making a thing faster or slower moving, for instance. Telekinesis and teleportation are two of the most common applications of the movement sphere. A powerful magician could transport himself to a known location far away. A less powerful magician might be able to make himself fly.

CONFLICT

Conflict spells are spells that are designed to inflict harm or protect from it. This is the only sphere of magic that can directly damage a living being or deflect a mystical attack. All conflict spells are somewhat complex, and only Witches are particularly good at them. Patterners cannot cast conflict spells at all, due to the nature of their style and ritual magicians need more time than is usually available to cast.

CHAPTER EIGHT: MAGIC

GAME MECHANICS

The magical system in BitN is designed to give a large amount of latitude to both players and the GM in regards to what magic can do and how difficult a magical task is. It is beyond the scope of the rules set to go into specific details regarding magical spells. Instead, there are guidelines to apply to any given spell, as well as casting cost and time requirements. Almost anything that can be thought of can be worked out within the 8 spheres of magic, so there should be no need to add a new sphere. A healing sphere was omitted purposefully - magic cannot be used to truly heal. A magician could enchant someone to fall into a deep, restful sleep to speed recovery, or transform a bleeding wound into a closed wound, but time would still be required for the wounded person to recover fully.

Magic spells are thought about in BitN in terms of how complex they are to prepare. There are five levels of complexity: Effortless, Simple, Average, Complex and Very Complex. How much a spell will cost to cast and how long it will take to prepare is dependent on this. The more powerful a character is in magical arts (how high their score is in Patterning, Ritual Magic or Witchery) the more complex a spell they can cast.

Effortless

An effortless spell is one whose effects could be replicated without magic by just about anyone. Anyone can pick up a pencil and carry it across the room - an effortless spell might also cause a pencil to travel across the room, only without the carrying. Anyone could melt ice by holding it in their hand - a magician could effortlessly cause ice to melt or water to freeze with a spell.

Simple

A simple spell is one whose effects could be replicated without magic by a skilled individual, or an individual with a particular tool. A strong person could carry a heavy object, while a magician could use a simple spell to do the same thing. A locksmith could (with the proper tools) unlock a door - with a simple spell a magician could do the same.

Average

A spell of average complexity could perform the same task as a skilled individual with highly specialized tools, or more than one person without tools. Large and unwieldy items that need a moving team to port (a baby grand piano for instance) could be moved with an average spell. A blacksmith could take a lump of iron and forge it into a horseshoe or knife blade - a magician could use an average spell to perform the same feat without the need for a furnace and anvil.

Complex

Complex spells perform feats that, for all intent and purposes, could not be replicated by non-magical means. A magician powerful enough to cast this sort of spell could summon minor spirits and elementals, enchant items to a specific purpose, or create an illusion that could fool all five senses.

Very Complex

Very complex spells are the same as complex spells, but the results are much more powerful. A magician who could cast this level of spell can make an entire building seem to disappear, magically divine the true name of a demon and summon it, and even transform a living being into something else entirely.

CHAPTER EIGHT: MAGIC

The table below shows the relationship between a magical style's score, how complex a spell can be cast, how much chi or toughness must be spent to cast the spell, and how long a given spell will take. The score only affects how complex a spell the character can cast. Cost and casting time are functions of spell complexity.

Patterning, Ritual Magic, Witchery Spell Chart

Score	Complexity	Cost	Casting Time*
1-20	Effortless	2	1 minute/round
21-40	Simple	5	3-5 minutes/rounds
41-60	Average	10	10-30 minutes/rounds
61-80	Complex	25	30 minutes to 1 hour
81-100	Very Complex	50	an hour or more

Casting Time does not apply to Witchery

As mentioned above, the various spell casting styles have their own strengths and weaknesses too. Patterners, for instance, are quite good at Warding but are unable to use Conflict spells. Ritual Magicians are strong in Summoning but weak in Transformation spells. The table below explains the individual strengths and weaknesses of the styles.

Strength and weakness in a magical sphere affects the caster's ability. Being strong in a magical sphere imparts +20 to the caster's score for spells from that sphere.

Conversely, being weak in a magical sphere imparts a -20 penalty to the caster's score for spells from that sphere. If a penalty lowers a character's score to zero or below, spells from that sphere cannot be cast yet.

	Patterning	Ritual Magic	Witchery
Enchantment	++	00	00
Illusion	00	00	00
Divination	00	++	00
Transformation	--	--	++
Warding	++	00	NA
Summoning	--	++	--
Movement	--	--	++
Conflict	NA	--	++

Key
++ : this magical style is strong in this sphere (+20 to score)
-- : this magical style is weak in this sphere (-20 to score)
00 : this magical style is neither strong nor weak in this sphere
NA : this magical style cannot perform this kind of magic

CHAPTER EIGHT: MAGIC

SUCCESS VS. FAILURE

When all is said and done, the player will want to know whether the spell he cast worked, and how effective it was. Both of these questions depend on the score the player has in his spell casting style.

Success checks are rolled using one or more 20-sided dice. One die is rolled for effortless spells, two are rolled for simple spells, three are rolled for an average spell, etc. To successfully cast a spell the sum of these dice must be lower than the caster's score. Modifiers to the caster's score for strength/weakness in a given sphere apply. A success check only needs to be rolled if the player is trying to cast a spell at the highest complexity level he has available. Mathematically, there is no way for a player to fail casting a low complexity spell if they can cast a higher one of the same type.

Once success has been determined (or assumed) the GM must determine how effective the spell was. Remember that "success" in this context is simply whether the character was able to prepare and cast the spell correctly.

The effectiveness of a spell should have been determined by the GM and the player ahead of time. Since characters cast spells that they have previously studied and/or developed, any magic using character should have a list of the spells he knows how to use. Obviously, a more complex spell will produce a more powerful or useful result.

LEARNING SPELLS

Regardless of magical style, players must learn their spells. Whether they have developed the spell themselves, learned it from another magician or learned it from a book, it should be recorded as a known spell. Magicians do not have a limit to the number of spells they are capable of learning - unlike our favorite fantasy RPG, where after a spell is cast it vanishes from their heads and they have to relearn it. Once a magician knows how to cast a spell, it is his forever. It is the GM's job to carefully monitor what spells he makes available to the players. As they say, only give out what you want to be available.

Learning spells from another character (PC or NPC) or from a grimoire

A magician can learn spells most easily from another character. It's like following a recipe - do this, that and the other thing and this result happens. A magician could learn a spell from a book of magic as well. The book would have to be a true grimoire, not something that could be bought at Barnes & Nobles - real magics are kept as secret as they can be by their users. Learning a spell from a PC is easy, as long as the two characters work with the same type of magic and the student can cast that potent a spell. As for grimoires and NPC magicians, the GM should be *very* stingy with these. This is the method to use to introduce new spells to the game, and it should be used infrequently. Like learning from another PC, the student should be strong enough to cast the spell he's learning. Finding a grimoire shouldn't be an easy task, nor will every NPC be willing to pass on his knowledge. Make it difficult.

Developing spells with the Magical Theory skill

The Magical Theory skill can be used to develop a spell based on one the magician already knows. A simple spell could be developed into a complex spell, or adjusted in some way that it changes. If the magician knows a spell to teleport himself, he might spend time learning how to teleport someone else if he doesn't know how to do that yet. As usual, the GM is the final word on whether such an adjustment can be done. The Magical Theory skill works like any other skill. See the Using Skills section in the Running the Game chapter for more information.

41

CHAPTER EIGHT: MAGIC

MAGIC IN COMBAT

The only magical sphere truly suited for combat is Conflict. While Ritual Magicians can cast Conflict spells, the time requirement makes it impractical. For this reason Witchery adepts are the only magic users who are likely to be effective in combat.

Conflict spells at their simplest are spells to either deal damage or prevent it. A force bolt and a deflection spell both serve this purpose. These spells will get more powerful as their complexity rises (the magician is able to pour more energy through the spell) but they are essentially single spells that span complexity levels. To keep magic balanced with the other Powers in the game, the following table is suggested:

	Conflict Spells
Effortless	5 damage
Simple	10 damage
Average	1/2 power's score
Complex	3/4 power's score
Very Complex	the power's score

As you can see, the more complex the spell becomes the more damage it is capable of inflicting or preventing. Witches would be able to use this effectively to adjust the damage they incur or reduce and the resources they expend doing so.

The above table is intended to be general. There are many ways it can be altered - a touch based attack means the spell doesn't have to worry about distance and could be more damaging. Conversely, a spell could add another aspect to its effect - a flame gout would deal fire-based damage which makes it more dangerous to enemies susceptable to fire. As this makes the spell more effective, it either becomes a more complex spell (costing more chi to cast) or some other aspect (like damage) would have to be adjusted down.

Obviously, other types of spells can be used in combat as well, but they are not as directly applicable. The GM should use his best judgement in any case.

CHAPTER EIGHT: MAGIC

SUGGESTIONS FOR MAGIC USE

1.   The GM **must** keep a handle on what Magic can and can't do and what is available to the players. For a player to obtain even a single spell could be a plot hook to base an entire adventure around. Keep magic rare.

2.   Spells can cross complexity levels. Perhaps the Telekinesis spell is the same spell at all levels and has more potent effects as the magician is able to pass more power
through it. This reduces the number of spells the GM needs to keep track of. You don't need a new spell to do the same thing an old one did, only better.

3.   Before the game starts, the GM should build a list of some general spells, what their complexity level is, and what their effects are.

4.   Divination spells do not need to be precise, especially when dealing with the future. A player might feel "a sense of dread" that indicates there is danger ahead instead of seeing the five vampires waiting around the corner. The future is made of bits of the present - don't let players see too much of what's ahead.

5.   Spells that directly harm or protect others are owned by the Conflict sphere, period. Other spheres might seem useful for combat (like a Telekinesis spell from the Transportation sphere) but they all rely on something else to do the damaging. You could drop a safe on the enemy to do damage, but not use a telekinetic blast all by itself.

6.   Consider distance...many spells might require the magician to touch the object a spell is being cast upon. Improving a spell for distance casting is a sure way to make it more complicated. The obvious exception is the Transportation sphere, which is all about distance.

7.   Conflict spells do not automatically hit - the same rules apply to defense against magical spells as to defense against Powers.

8.   ...more as I think of it

CHAPTER NINE: RUNNING THE GAME

At this point, you should have a good idea of how to make a character, complete with skills, powers, etc. The character will have a pool of resources with which to address problems and a pool of disabilities that the GM can exploit. Now it's time to explain the things that are likely to happen while playing.

FEEDING

The characters in Bump in the Night are (most of the time) supernatural creatures with different requirements for survival than human beings. How exactly a character feeds depends on his race, and the details are in the Races section.

As a general rule, characters do not need to feed on humans to sustain themselves. Animals are sufficient for day-to-day upkeep. However, humans are the only creature that can be drained as a method of healing oneself. This does not mean killing, necessarily, though the more a character drains the more benefit he recieves.

In game terms, a character recovers as much Toughness points as he drains Hit Points from his victim. If he drains the victim completely, he recovers that amount of Toughness and one quarter that amont of Hit Points. The victim dies when drained completely.

USING SKILLS

Players can use the skills they have taken whenever they want - though some skills are more restrictive than others. To use the Horsemanship skill, for instance, requires a horse. Players can attempt to perform actions which they have no skills in, but they are very likely to fail. Simple actions might not require a roll, like riding a horse at a slow walk...but if a character tries to gallop bareback without the Horsemanship skill, he is more likely to fall off than anything else. The GM can allow the character to roll against some arbitrary number, or just assume failure. Alternately, if a character has 100 in a skill, unmodified tasks are assumed to be successful without a roll.

The GM should apply modifiers whenever a task is especially easy or difficult, even for someone with the appropriate skill. Take the Demolitions skill for instance. The character is faced with a bomb and decides to disarm it. This would be a regular roll. However, if the bomb were particularly crude, the GM could apply a bonus to the roll saying, "Roll under your skill +30." This would make it much easier to perform the task. If the bomb was very sophisticated, if it had a mercury switch for instance, the GM could apply a penalty - "Roll under your skill, -30." The player can attempt to roll, or could decide that the price of failure is too high. These modifiers adjust the player's score in that skill for the attempt. A Demolitions skill of 50 would be treated as a score of 80 in the easy example, and as a 20 in the difficult one.

As in combat, a character can fumble a skill roll too. Because non-combat skills are percentage based, a high roll can be disasterous. Any roll above 95 is a fumble and means that the "worst case" has occurred. In the example above, a fumble might mean the mercury
switch was set off and the bomb has exploded. Remember though that a score of 100 in a skill means assumed success in unmodified tasks - there is no worry of a fumble in that case.

Check the Skills Section for more information.

CHAPTER NINE: RUNNING THE GAME

COMBAT

Characters are going to get into fights. That's one of the major parts of any role-playing game. Combat is designed to be deadly, but can be also be used in non-lethal ways without changing the rules. The GM may decide for a given combat whether the players' opponents are trying to kill them or not. The players can decide whether they are trying to kill their opponents. If killing is not desired, when a player or NPC reaches 0 hit points they are knocked
unconscious and left at 1 hit point. They can do nothing while unconscious, but they are still alive.

Combat is theatrical. It can start and stop at any point, characters can make speeches that don't count as actions, and generally be as descriptive as they want to be. As such, the GM should focus more on the action taking place than the mechanics of combat. (One thing the GM should **not** do however is fudge rolls. If you need your super villain to escape, have him run off, or teleport or whatever. Don't pretend that the player's killing blow missed.)

Check the Combat Section for more information.

DEATH

Occasionally death happens. One of the great benefits of being a player in the game is the ability to get over it. Almost all characters will be able to recover from death by waiting a day of game time while they regenerate. Regeneration does not always go well though...it often causes the character to come back weaker. The following chart can be used to determine the adverse effects (if any) of regenerating, using 1d100:

Roll	Adverse Effect
01-50	no adverse effect
51-60	One Power lowered 10 points (chosen by GM or at random)
61-70	one Power lowered 20 points (chosen by GM or at random)
71-85	two Powers lowered 10 points (chosen by GM or at random)
86-90	two Powers lowered 20 points (chosen by GM or at random)
91-95	one Power halved (chosen by GM or at random)
96-98	most powerful Power lowered 30 points
99	most powerful Power lost completely
00	no regeneration - true death

This can be used for NPCs too, if they are important enough to be brought back. Players might want to permanently kill an NPC, but this should be treated as particularly difficult. For one thing, no player should be able to permanently kill another monster without rolling Occult Lore to see whether they have the necessary knowledge of how to do it.

Additionally, the supernatural community (such as it is) will view someone who permanently kills one of them as a threat. Committing such an act should not be undertaken lightly.

CHAPTER NINE: RUNNING THE GAME

GAINING AND SPENDING EXPERIENCE

Characters all gain experience through their adventures which they use to improve themselves. Experience can be used to buy and improve Powers, lessen the impact of Flaws, and buy and improve Skills. Experience points can also be used to increase Toughness and Hit Points. Backgrounds can only be bought at character creation.

The GM gives out experience at the end of a session based on how the characters have performed. Successful combat, ingenious thinking, humor, completion of goals, and any number of other factors can be used as opportunities to award experience. (I like to keep a running tally through the game - it helps in being fair when awarding experience points.)

Characters can either spend this experience immediately, or bank it for the future. If they choose to spend it on Toughness or Hit Points, one experience point buys one Toughness or one Hit Point.

See the sections on Powers, Skills and Flaws for more information on spending experience points.

Appendix One: Playing Human Characters

The main focus of Bump in the Night RPG is playing monsters - creatures that have supernatural abilities like returning to life after being killed and various "magical" powers. However, for a variety of reasons, a player might want to be a human in this world of demons and the undead. The following rules are meant to support that desire. It is important to note that while humans are almost always weaker than the other playable races, human player characters are somehow extraordinary and stand out more from the rest of their kin.

In terms of game balance, human player characters are at a disadvantage compared to monster player characters. For one thing, humans do not revive from death - if they are killed, it's time to write up a new character sheet. For another, monsters do not prey upon themselves - they prey upon humans. Playing a human means not only watching out for external dangers, but often watching out for the other players in the party.

Human PCs are generated in a similar manner to regular characters - they have the same vital statistics (Str, Dex, Fit, Will, Perc, Int), they have Powers they can take and Flaws, and use the same pool of Skills and Backgrounds. Only reasonable Flaws and Backgrounds are available to humans - you could adapt "feeding restriction" to mean "allergy" but no humans are likely to be hurt by sunlight like a vampire would be. There are some differences in how a human character is generated - see below.

Humans roll **3d20+20** to generate their statistics instead of 3d20+40 like the other races. This reflects the Human's tendency to be weaker in all respects than the other races. A human character can use Backgrounds to raise his/her vital statistics to as high as 100 (the highest possible score for all races.) Bonuses for exceptional statistics apply in the same manner as other races.

Once these statistics are rolled and distributed, you can compute Hit Points, Toughness and Chi. While monsters have a single pool of points that both fuel Powers and also provide damage resistance, humans have two. Chi is what a human uses to fuel his or her powers, and Toughness is the pool from which damage is taken before Hit Points start to be impacted. These three numbers can be recalculated if Backgrounds are taken to increase statistics.

Chi: ((Intelligence - 20) + (Willpower - 20)) /3
Toughness: ((Strength - 20) + (Fitness - 20)) /3
Hit Points: 4d10 + Fitness bonus

APPENDIX ONE: PLAYING HUMAN CHARACTERS

Humans have only one inherent Flaw, the fact that they cannot raise from the grave (aka Mortality.) They also have no inherent Powers, though they do get 40 points to spend at creation time. Humans can buy Powers from the following list.

Key:
Power Name [max score / type / percentage-based?] Cost to use in chi points

LEVEL 1 POWERS (COST TO BUY: 1 EXPERIENCE POINT = 1 POWER POINT)

Aura Sight Cost to Use: 0
See main Powers section for details. A human must spend 5 points to buy this sense at a basic level (no points allotted.) Further points can be spent to improve this senses.

Danger Sense Cost to Use: 0
See main Powers section for details. A human must spend 5 points to buy this sense at a basic level (no points allotted.) Further points can be spent to improve this senses.

Extended Vision Cost to Use: 0
See main Powers section for details. A human must spend 5 points to buy this sense at a basic level (no points allotted.) Further points can be spent to improve this senses.

Extended Hearing Cost to Use: 0
See main Powers section for details. A human must spend 5 points to buy this sense at a basic level (no points allotted.) Further points can be spent to improve this senses.

Extended Smell Cost to Use: 0
See main Powers section for details. A human must spend 5 points to buy this sense at a basic level (no points allotted.) Further points can be spent to improve this senses.

Extended Touch Cost to Use: 0
See main Powers section for details. A human must spend 5 points to buy this sense at a basic level (no points allotted.) Further points can be spent to improve this senses.

Extended Taste Cost to Use: 0
See main Powers section for details. A human must spend 5 points to buy this sense at a basic level (no points allotted.) Further points can be spent to improve this senses.

Magic Sense Cost to Use: 0
See main Powers section for details. A human must spend 5 points to buy this sense at a basic level (no points allotted.) Further points can be spent to improve this senses.

APPENDIX ONE:
PLAYING HUMAN CHARACTERS

LEVEL 1 POWERS (COST TO BUY: 1 EXPERIENCE POINT = 1 POWER POINT)

Object Reading Cost to Use: 0
See main Powers section for details.

Extended Strength [200 / Physical] Cost to use: 1 Chi
See main Powers section for details.

Extended Dexterity [200 / Physical] Cost to use: 1 Chi
See main Powers section for details.

One True Faith Cost to Use: 0
This power costs 5 to buy, and no further points need to be added to it. The human character with Faith can use the holy symbol of his religion to repel supernatural creatures. This Power is required before getting any of the Holy powers. See the section on Theology for more information.

Rapid Healing [200 / Physical] Cost to use: 0
The character heals faster than other humans. For every ten points in this Power, the character can recover one hit point, toughness point and chi point per hour. This power works without effort, but only if the character is resting.

LEVEL 2 POWERS (COST TO BUY: 2 EXPERIENCE POINTS = 1 POWER POINT)

Holy Fist [200 / Physical] Cost to Use: 1 Chi
Humans have souls, and thus a connection to the Divine. With training and faith, a human can channel this divine power to smite that which is an abomination to the Creator. With a successful physical attack, the character does extra damage to his supernatural opponent: 1 point of damage for every 5 points in Holy Fist's score. Holy power is incompatible with the practice of Magic - a character with Patterning, Ritual Magic or Witchery cannot learn any of the Holy powers.

Mesmerize [100 / Mental / %] Cost to use: 2 Chi
see main Powers section for details

Patterning [100 / Special]
Patterning is symbolic magic. The caster makes use of symbols and pictograms to effect a magical event. The Patterner is an artist - these symbols are often complex and time consuming to make, and any error in the creation means the magic will fail. Pattern symbols can be carved into surfaces, painted, or even marked out with a finger on a dusty tabletop. A pattern symbol may be as permanent or as temporary as the caster wishes. Patterning, while exacting, is a relatively easy art to learn compared to the other Magical styles. See the Magic section for more information.

49

Appendix One:
Playing Human Characters

Level 3 Powers (Cost To Buy: 3 Experience Points = 1 Power Point)

Ritual Magic [100 / Special]
Ritual Magic is the exercise of bringing about ones wishes through the use of arcane incantation, complicated hand gestures, and mystical tools such as wands and special stones. Like Patterning, the correctness of the spell preparation is vital to the success of the magic. Unlike Patterning, though, the spell might not simply fail, but cause a completely unanticipated magical effect. A blue candle where there should be red could mean death to the careless magician. Ritual Magic is dangerous and sometimes random. There are so many variables to take into account that only the very dedicated ever become more than simple conjurers. Those who do become adept at Ritual Magic, however, can be quite powerful in their own right. See the Magic section for more information.

Telekinesis [200 / Mental] Cost to use: 3 Chi
see main Powers section for details

Telepathy [100 / Mental / %] Cost to use: 3 Chi
see main Powers section for details

Level 4 Powers (Cost To Buy: 4 Experience Points = 1 Power Point)

Holy Aura [100 / Physical] Cost to use: 4 Chi per combat round/minute
Humans have souls, and thus a connection to the Divine. With training and faith, a human can channel this divine power for defensive purposes. A player using Holy Aura creates a sanctified space around himself that supernatural creatures cannot survive. The aura repels supernatural creatures, and if one is caught within its radius does 2 points of damage for every 5 points in Holy Aura's score. The Aura extends out from the character half a meter for each ten points in Holy Aura's score. While using this Power, the character cannot perform other actions, and can only move at a slow walk. Holy power is incompatible with the practice of Magic - a character with Patterning, Ritual Magic or Witchery cannot learn any of the Holy powers.

Witchery [100 / Special]
Witchery is innate magic that relies on no tools other than the Magician's own power and Will. With a simple gesture and a word of command, a strong witch can throw an automobile through a wall or transform an iron gate into glass. Witchery is not hampered by long preparation times as the other two styles of Magic are. Even so, witches take a long time to truly come into their power. Only Humans can be witches. See the Magic section for more information.

APPENDIX ONE:
PLAYING HUMAN CHARACTERS

THEOLOGY (ONE POSSIBLE VIEW)

The core rules of Bump in the Night are very light on the theological questions that come up when you have a world populated by humans and darker, unnatural things. This supplement is intended to provide one set of answers. It is not the only possible set, so if the game master has a better (different / more inclusive / more comfortable) theology for his world, by all means use it. This is the theology I use when I run the game, but it's not a part of the core rules. Feel free to diverge.

God, the one True God, is unknowable. There is no proof that God exists, yet billions of people worship Him devotedly, expecting nothing in return. God takes no hand directly in human affairs in the game universe - God will never appear in a glowing halo of light to smite the unclean, nor will he send his armies of angels to cleanse the world of evil. He does however touch the lives of a chosen few, bestowing upon them Holy Powers. These are His champions in the world, chosen to fight the battle against evil. He may even guide these few
at times, though never obviously or in a fashion that forces the proof of His existence on creation. The battle against the dark is a mortal battle - God's involvement in it is very tangential.

In game terms, a human who has bought the power "One True Faith" can use holy symbols to repel supernatural creatures, even if they don't have a specific flaw of being repelled by religeous symbols. This is one of the few weapons humanity has against the dark forces. Only humans who serve God can get this power - the polytheistic faiths are false ones at worst or ineffective against the dark at the least.

Human characters in the game who follow the path of One True Faith can buy Holy powers to better enable them to battle the forces of darkness. These powers are their best weapons - while other humans can use magic and witchery, those powers are forbidden in all monotheistic texts and any benefits gained through One True Faith are lost to those who practice magic. See the Supplementary rules on Playing a Human for more information on Holy powers, and the section on Magic for more information in that regard.

Questions such as "what happens to human souls when they die" and "will my character go to Hell if s/he uses magic" are immaterial, and I don't cover those questions. For all intent and purposes, the only thing that happens when a human character dies is the player needs to make a new character. If a human is brought back from the dead, they return as something other than human - possibly as a Soulless One, possibly as something else.

So what about Hindus, Buddhists, Wiccans or anyone else who might worship a plurality of gods? In my game, their deities do not grant them special holy powers. (Whether this is because their gods don't exist or some other reason is immaterial.) They can use magic however - there are many religions that have magical aspects. While a human does not have to ascribe to a particular faith in order to use magic, it is not uncommon. As I run it, these faiths view magical powers as gifts from the gods - it strengthens their faith just as a holy power does for monotheists.

As I said at the beginning of this supplement: this is not part of the core Bump in the Night rules. Feel free to use it or not.

APPENDIX TWO:
NON PLAYER CHARACTERS

These NPCs were actually player characters from our campaign in the first version of BitN. I've changed some names and reworked some powers/flaws in the interest of keeping them in accordance with the new rules, but their background is essentially the same. They are provided here as examples of player characters and figures that can be used to populate the game world. I hope you enjoy them as much as we enjoyed creating them.

DARIEN KANYTE
POSSESSED HUMAN, 34 YEARS OLD

Strength: 94
Dexterity: 85
Fitness: 83

Willpower: 80
Perception: 75
Intelligence: 70

Magic Resist: 5
Toughness: 48
Hit Points: 37

Flaws

- Forced Transformation
- Powers Restricted to One Form
- Mortality
- Addiction (3): Holy Water
- Light Flaw (1)
- Radiate Fear
- Phobia (1): Claustrophobia
- Delusion: Sees self as demon in mirrors
- Obvious Abnormality: mobile demon tattoo
- Mission (3): hunt/kill demons

Powers

Darien can use the demonic powers, but it costs him double when his human side is in control.

- Dispel [35]
- Armor [25]
- Telepathy [35]
- Burning Touch [45]
- Leech [10]
- Aura Sight
- Danger Sense

Skills

- Hand-to-Hand [70]
- Evade [70]
- Rifle [135]
- Large Handguns [100]
- Occult Lore [30]
- Stealth [100]
- Automobile [15]
- Disguise [20]
- Tracking [100]

Darien Kanyte has the reputation as a slayer of demons. What most people don't know is that he's the host of one.

Darien remembers only fragments of his past, and has no recollection of how he came to be possessed. He remembers that he wasn't always like this - the demon has left him shreds of memories of happier times. For a long time the demon had control of Darien, until he was assisted by an order of Dominicans and became able to exert some control over his destiny.

The demon which possesses Darien is a wild animal spirit with no form of its own. It takes the shape of a grotesque tattoo that can move around Darien's skin. It tries to reach his face, for that is how the demon can exert control of Darien - by stretching itself over his eyes and asserting its dominance.

The Dominican order which helped Darien gave him a piece of advice before he left them - drinking holy water forces the demon to hide itself and leave Darien in control.

Background

- none

As long as Darien is his own master, he makes it his mission to destroy pockets of evil wherever he can find it. He has even managed to tap into the demon's energy and make user of its Powers as if they were his own. This does not come without a price, for any use of the demonic powers weakens Darien and provides the demon with an opportunity for control.

52

APPENDIX TWO:
NON PLAYER CHARACTERS

ALEX DUNBAR

VAMPIRE, 120 YEARS OLD

Strength:	90	**Willpower:**	83	**Magic Resist:**	5
Dexterity:	85	**Perception:**	83	**Toughness:**	91
Fitness:	83	**Intelligence:**	93	**Hit Points:**	60

Flaws

- Light Flaw (4)
- Aversion (3): religious symbols
- Feeding Restriction (3): fresh blood only
- Substance Flaw (4): oak
- Dislike (1): humans
- Dislike (2): police
- Bloodlust (2)
- Attachment (1): antiques

Powers

- Extended Dexterity [20]
- Extended Strength [50]
- Body Control [100]
- Claws [40]
- Shadow Form [25]
- Wolf Form [25]
- Extended Sight
- Extended Hearing
- Extended Smell
- Night Vision

Skills

- Small Handguns [135]
- Sword [215]
- Throwing [100]
- Hand-to-Hand [150]
- Evade [100]
- Occult Lore [80]
- Computer Use [100]
- Automobiles [30]
- Motorcycle [55]
- Horsemanship [10]
- Tailing [20]
- Stealth [55]

Background

- Income (3): Vecchio Antiques

Alex Dunbar has lived in New York for many years, working the overnight shift at Vecchio Antiques in the western part of Greenwich Village. He hunts outside that neighborhood, preferring the rougher areas of Brooklyn and the Bronx.

He doesn't like humans too much, but does his best to keep a "work face" when in the shop. He has been known to mercilessly cheat customers who waste his time or seem to be amateur collectors. He takes antiques seriously and is easily irked by tyros. He harbors an even stronger resentment for police of all kinds, though he makes it a point to avoid killing them unless he can make sure the evidence points to other members of the force.

Alex feels a great deal of loyalty to Marcello Vecchio, the man who employs him. Marcello is not human either and frequently sends Alex on the more delicate collection jobs - he trusts Alex completely. And when Marcello, who is getting very old, needs a bite to eat, Alex is happy to bring something (someone) back to the shop.

Life is not completely easy for Alex though - in one of his dealings on behalf of Vecchio he made a very dangerous enemy in the person of Rafael Sinvargos, a rival of Veccio's from the old country.

APPENDIX TWO:
NON PLAYER CHARACTERS

OLIVER GRAY

VAMPIRE, 24 YEARS OLD

Strength:	89	**Willpower:**	68	**Magic Resist:**	0
Dexterity:	68	**Perception:**	73	**Toughness:**	50
Fitness:	100	**Intelligence:**	77	**Hit Points:**	54

Flaws

- Light Flaw (4)
- Aversion (3): religious symbols
- Distinguishing Mark: albino
- Missing Sense (sight)
- Substance Flaw (4): holy water
- Restricted Healing: only when resting in temperatures below 40 degrees Farenheit
- Aversion (2): running water
- Feeding Restriction (2): garlic

Powers

- Addict [50]
- Armor [25]
- Claws [40]
- Mist Form [20]
- Rat Form [20]
- Extended Sight
- Extended Hearing [30]
- Extended Smell
- Night Vision

Skills

- Hand-to-Hand [115]
- Evade [80]
- Throwing [50]
- Large Club [40]
- Tracking [45]
- Stealth [40]
- Acrobatics [25]

Background

- none

Oliver Gray is a newcomer to New York. Blind since birth, he nevertheless managed pretty well in the city. He was attending Columbia University as a graduate student when, during a night of drinking with friends, he ran afoul of one of the nastier elements of the city. He awoke on a slab in the morgue three nights later, a horrible hunger in his veins and much sharper senses. Though still blind, he found that in this new state his senses more than made up for it. He made his first kill that night - a prostitute in an alley.

Before too long, Oliver learned that he didn't really need to kill his victims. Many of them seemed to enjoy the experience, and out of curiosity he left them alive. He now has easy meals scattered throughout Manhattan.

Oliver has become solitary since his change, though he was quite gregarious before. He stays mostly in the deeper parts of the sewers, down where it is cold and he isn't reminded of the warmth of the living.

APPENDIX TWO:
NON PLAYER CHARACTERS

PAVI   TRICLOPTIC DEMON, 350 YEARS OLD

Strength:	52	**Willpower:**	61	**Magic Resist:**	0
Dexterity:	77	**Perception:**	97	**Toughness:**	40
Fitness:	87	**Intelligence:**	93	**Hit Points:**	60

Flaws

- Substance Flaw (2): blessed items
- Aversion (3): religious symbols
- Weakness (2): Strength -20
- Idealistic (trusting)
- Fearless
- Mission (3): to become human

Powers

- Human Form [15]
- Binding (demons) [30]
- Life Trapping [20]
- Teleportation [50]
- Telekinesis [70]
- Shielding [60]
- Aura Sight
- Magic Sense

Skills

- Hand-to-Hand [60]
- Evade [65]
- Small Aircraft [15]
- Occult Lore [95]
- Tracking [55]
- Language (english) [65]

Background

- Immunity (sub. flaw from 3 to 2)
- Special Item (demon staff, summons bird demon familiar)
- Special Item (magical rucksack - large capacity, 5% chance of finding anything in it. (GM discretion))

Pavi (no last name) is a demon born in Tibet 350 years ago. She is part of a race of three-eyed demons. Under usual circumstances she looks like a typical girl, and acts so...until she needs to unleash her demonic powers. Then her third eye opens and she becomes quite dangerous.

Pavi and her servant Yan came from Tibet to New York following Pavi's fondest dream - to be human. The first people they met were Marcello Vecchio and Alex Dunbar. Not understanding her motivation but still feeling obliged to help, Marcello set her up in the just- vacated apartment above his antiques shop.

Rafael Sinvargos, a long time adversary of Vecchio's has heard of Pavi and her kind - he has hinted that he knows how to make her wish come true. Whether this is truth or just a perverse game is unknown.

Note: The character Pavi is an adaptation of another character, so if you are thinking you've heard this story before, you probably have.

APPENDIX TWO:
NON PLAYER CHARACTERS

YAN

SOUL-LESS ONE, 19 YEARS OLD

Strength:	81	**Willpower:**	73	**Magic Resist:**	0
Dexterity:	99	**Perception:**	96	**Toughness:**	44
Fitness:	58	**Intelligence:**	70	**Hit Points:**	29

Flaws

- Radiates Heat
- Mission (4) protect Pavi
- Distinguishing Mark: symbol of Void on forehead
- Phobia (1) heights
- Phobia (1) demons
- Addiction (2) alcohol
- Aversion (3) buddhist / shinto holy objects

Powers

- Extended Regeneration [100]
- Body Spurs [90]
- Luck [30]
- Night Vision
- Extended Sight

Skills

- Large Handguns [113]
- Rifle [45]
- Assault Rifle [55]
- Hand-to-Hand [75]
- Evade [70]
- Domestics [40]
- Motorcycle [35]
- Automobile [41]
- Occult Lore [56]
- Disguise [44]
- Language (english) [100]
- Athletics [10]

Background

- Registered

Yan is the servant of Pavi, a Tricloptic demon from Tibet. He met her in the mountains near her home while on a hiking expedition. In need of a servant, Pavi tore his soul from his body and joined it with her own, granting him immortality and the powers he would need to protect her.

For all that Yan has become a slave to Pavi, he has a very positive outlook on life. She treats him well, especially when her third eye is closed, and they are more like friends than anything else. Pavi is also quite beautiful, and Yan has romantic aspirations toward her.

Yan has another reason to guard and assist Pavi. If she is killed, he dies too...and if he can help her become human, then his soul will be returned to him and he can be a normal human again.

Note: like Pavi, Yan is an adaptation of another character - so if you think you know what the inspiration for Yan and Pavi is, you are probably right.

56

Appendix Three:
Beasties

Players in Bump in the Night are themselves monsters, and as such are pretty high up the food chain. Most of the dangerous conflicts will occur with other supernatural creatures. Here is a sample list of "mooks" to send against the players.

Revenants

A revenant is a form of vampire, usually not at all on the same level as a true vampire such as the players might play. Revenants are often called "accidental" vampires - they weren't purposefully turned, but died from a vampire bite and rose from the grave three days later. Revenants lust for blood and will attack warm bodies recklessly and at random. The minds of revenants are reduced to the most simple animalistic impulses - the urge to violence and insatiable hunger. Revenants do not sire others as a true vampire does, though their victims often become revenants themselves. Revenants are human formed, and resemble vagabonds; they are filthy, smelly creatures. True vampires look upon revenants with disgust and have no compunctions about killing them. Revenants are killed permanently by exposure to sunlight, decapitation and a stake through the heart.

Toughness:20 **HitPoints:**30 **Attack/Evade Skill:**50 **Damage:**2d10 claws & fangs

Pitcrawlers

Pitcrawlers are much like revenants - they are savage, mindless beasts with instincts only to kill and feed. Pitcrawlers are lesser demons which are called from Hell by magicians for the purpose of eliminating their enemies. Occasionally, a pitcrawler escapes the magician (or kills him) and takes up residence in the world. They frequent dark, nasty places - sewers, subway tunnels, basements of condemned buildings. Pitcrawlers will attack anything, living or supernatural with no regard for their own safety. They do not conform to any specific shape but are almost always quadrupedal and sport razor-like claws and fangs. Pitcrawlers do not drain life energy as true demons do - they are carnivores. Pitcrawlers have been known to mate with (read that as rape) humans and animals...though they do not typically leave their prey alive, enough survive to later give birth to a litter of the evil beasts, and die in the process. Pitcrawlers can be killed in any usual fashion and are vulnerable to sunlight too.

Toughness:40 **HitPoints:**30 **Attack/Evade Skill:**70 **Damage:**4d10 claws & fangs

Zombies, Ghouls

Zombies and ghouls are simply dead yet animate bodies. Possessing little to no thought, they make excellent slaves to anyone who can endure the stench. These wretched things are among the most easily created minions for a being of power. Zombies and ghouls do not possess enough self-determinism to attempt escape from their masters and are thus not often found in the wild. Zombies especially will stand around until they have completely decomposed unless ordered to some other task. Ghouls on the other hand seek out sustenance in the form of raw flesh. Like the scavengers they are, ghouls will eat corpses and attack weak-seeming prey such as children, the crippled and the elderly.

Toughness:20 **HitPoints:**10 **Attack/Evade Skill:**30 **Damage:**by weapon type

APPENDIX THREE: BEASTIES

SKINNERS

Skinners are nasty creatures, and no one is quite sure where they came from. None of the beast clans are willing to admit the skinners came from their camp at any rate. Skinners are humanoid beings with no obvious special features - they do not have sharp teeth, they have no claws nor horns. They also lack an epidermis of any sort - to see one is to see a walking mass of raw muscle, tendon and sinew. To walk among humans they have taken to wearing human skin. A skinner can expertly flay a creature with the sharp blade they all carry and wear the skin such that only a close examination reveals their true nature. The skin eventually rots and the skinner will "harvest" a new suit. More worrisome to players, skinners feel no qualms about harvesting skin from supernatural creatures either - in fact, demon and werewolf skin rots slower than human skin making them very prized aquisitions. Skinners are quite clever - they can mimic human speech and mannerisms and are very deliberate in their actions. A skinner will wait for a favorable opportunity to present itself before attempting a harvest. They try to avoid overt combat, since it might damage their skin suit and make their target useless for harvesting as well.

Toughness:50 **HitPoints:**45 **Attack/Evade Skill:**40 **Damage:**by weapon type

Slayers

Slayers are humans from all walks of life who have found out about the supernatural world and feel a strong calling to "do something about it." They study the beasts, arm themselves and go out to fight. Few survive. Some however are careful enough and get experienced enough to become dangerous. Some Slayers even form organizations to train and send out raiding parties. There are rumors that a government-backed group of Slayers are organizing and being equiped with the best weaponry and training. These rumors disturb the supernatural community intensely - it is worrisome when the food starts to fight back.

**Toughness:**none **HitPoints:**variable **Attack/Evade Skill:**variable **Damage:**by weapon

BUMP IN THE NIGHT

Player:	Name:		Race:
Strength:			Dexterity:
Fitness:			Willpower:
Perception:			Intellect:
Toughness:			Hit Points:

Background Story:

Inventory:

Armour:

59

BUMP IN THE NIGHT

Flaws:			Backgrounds:	
Name:	Description:		Name:	Description:

Powers	Score	Type	Cost							

MAGICAL STYLE

SPELLS

Powers	Score	Type	Cost		Name	Sphere	Score	Comp	Cost	CT
Skills:	Score:	Stat:								
									60	

RECLAIM THE NIGHT!

Is the slogan the Humans use when they describe their desire to rid their cites of criminals and other human monsters that roam the night. But what about the *other* inhabitants of the night, the Vampires, the Demons, the Weres and the Ghosts. In the face of the challenge of the Slayers, the *Skinners* and ordinary fearful Humans their slogan is:

WE CLAIM THE NIGHT!
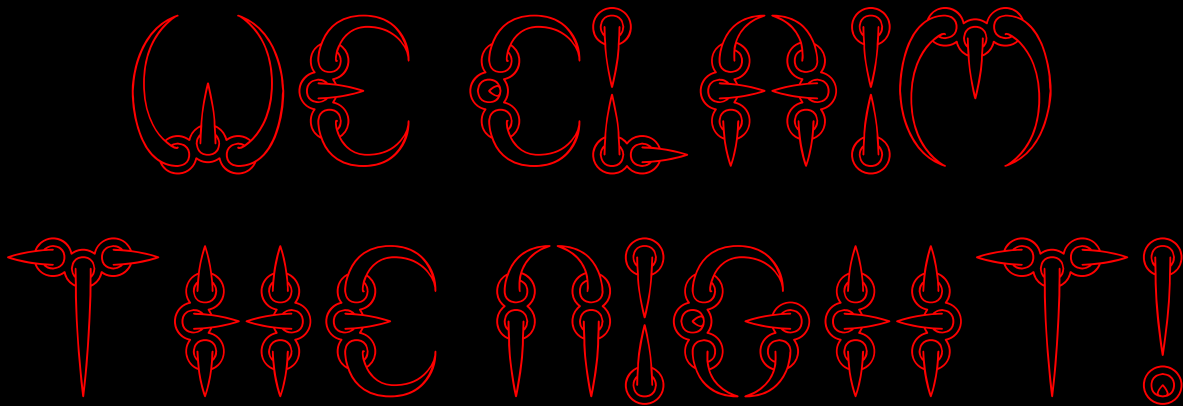
In the dark of night it is hard to tell friend from foe, agree on what is wrong and what is right. But everyone human or *other* agrees on one thing, everybody fears things that go:

BUMP IN THE NIGHT

A Horror Roleplaying Game by Michael Dunlap