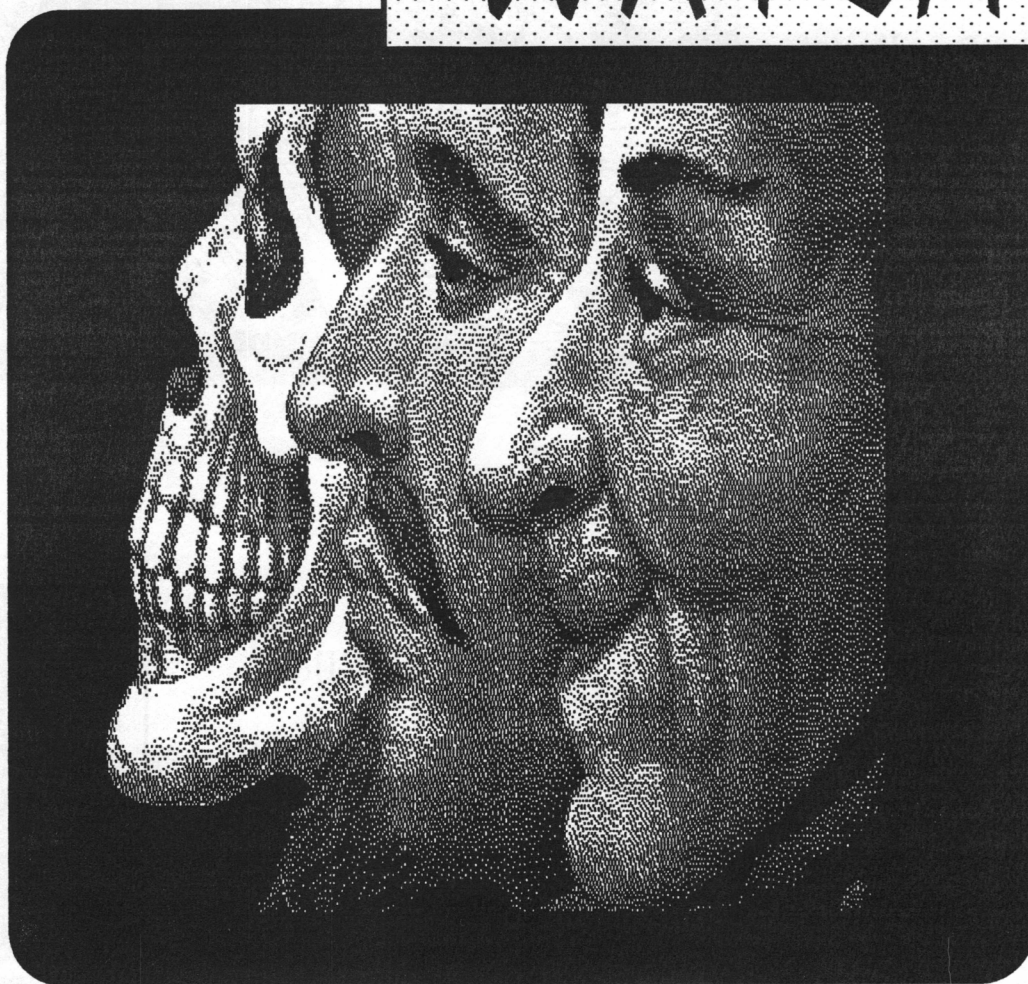# For the Agents of Bureau 13

Chuck Payne &
TTS Graphics
Presents

TERROR WATCH

In this issue...
The Thing Under
The Stairs

The Quarterly Paranormal News

For the Agents of Bureau 13

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Inside This Tome...

Features

New Enemies, Friends, and Contacts of the BUREAU
Featuring Ash, From the *Army of Darkness*
By Mark Jason Durall...4

Cretaceous Sanctuary
By John H. Reiher...8

Keep It Covert
By Bruce Sheffer...12

Adventure
The Thing Under The Stairs
by Tucholka...18

Diceless Character Generation for
BUREAU 13 Agents
By Mark Jason Durall...16

More Spells
by Bruce Sheffer...24

Quotes on Evil
by Famous People from History...25

Quick Body Tables
By John H. Reiher Jr...28

Regular

From the Chief

Issue 2 is here! This comes as no surprise to me. We have the best RPG and the finest role players bar none. After you finish this issue you will know the truth of it. This issue features many new contributors, many who have been on this journey from the beginning, including the old man, Tucholka, himself (sorry about the age crack Rich).

The big news is that Screams in the Night from Outpost Games is now in print. Unlike Stalking the Steel City it covers many different parts of the country instead of adventures associated with a central location. The margins and illustration count have been decreased to make room for 8 adventures instead of just 6. The price is lower too! Work has begun on the next suppliment: Aliens Among Us.

The combined Hells Night, Haunts, Lost Files I & II TTS supplement is on hold for the time being.

The Microprose CD-Rom Bureau 13 adventure is still under development. There is talk of a November release date. It includes excellent animation and live action video clips. Interestingly enough, one of the developers is a long time Bureau 13 player who was trained in the art of supernatural extermination by Bruce Sheffer. Nice to see him putting those Saturday nights to good use.

Supernatural RPGs are dropping like flies. **Chill, Dark Conspiracy, and Beyond the Supernatural** are either no longer published or not supported any more. Still, **Bureau 13** keeps on going. This is due to its loyal following. But, loyalty means nothing if we don't let other know why we enjoy this game. If your local hobby/ comic store doesn't carry the TTS/Outpost line, find out why and if there is something that we can do. We are committed to encouraging any game store or convention that is willing to purchase and promote our products. We offer t-shirts, fliers, tournament prizes and gift certificates. We go to dozens of conventions a year but we can't be everywhere. You, our faithful associates, must be our agents in the field. Let us know what you want and need. Send us your names and the names of your friends who want to be on our mailing lists. If you run a game at a convention or game store, get their names too. The whole is greater than the sum of its parts.

Both Tri Tac & Outpost games will be at Gen Con this year. We are looking forward to seeing all our friends from all over the country.

Incoming Mail....

Dear TERROR WATCH & CO,

CONGRATULATIONS on a truly *superior product*! I have just received TERROR WATCH #1 and found it to be everything I had expected and more! I currently GM three separate "teams" each based in a different location. Team Twilight is based in San Francisco and, besides keeping a careful eye on Matthias Bolt, deals with special cases directly effecting the Bureau or its personnel. Team Arcane is based in Arkham, Massachusetts and deals with the powerful magic in the New England area. Finally, Team Erie is based in (sigh) Detroit and none too happy about it. I have been a fan of Bureau 13 ever since I read the books by Nick Pollotta. If Ace books ever decides to pull out their heads and allow him to complete the series I hope you will tell me and the rest of his fans ASAP. If you have space, here is the address of our Club:

TEAM TWILIGHT

Hey Bureau Fans! Let us know what you think or send us a submission, art, hate-mail or your club address. You can also send us E-Mail:

Like we've said before. We're here for you.

The New Voice of Bureau 13

Terror Watch Hot Spots

These are the newest Bureau cases. All nearby agents should add these to their investigation list. Good luck and Godspeed.

Field Director Gordon

01   God's Home, KS

A local caretaker claims that he was attacked by several undead creatures. He said that theses undead creatures were brought to life by little gray men with Buck Rogers™ ray guns.

02   Moscow, TN

State Polices are puzzled after finding seven dead bodies in what local residents believe to be a Vampire Coven House.

03   Osaka, Japan

Team Tsunami is missing! They were investigating reports that a local city shrine was plagued with Evil Tegun Spirits

HAUNTS

HAUNTS is the second of the TTS casebooks for STALKING THE NIGHT FANTASTIC. More importantly, it is an excellent sourcebook for creating and running ghostly and spiritual encounters. Each haunt is broken down into factors such as cause, cycle of appearance, manifestations, and so on.

Haunts follows in the footsteps of HELLSNIGHT, giving you new equipment, scenarios, and supernatural information. A great addition to your Bureau 13 collection!

Tri Tac Systems

04   MIT, Boston, MA

A undergrad student of MIT, was arrested after releasing a virus over Internet.. The student claims that this virus will be hard to stop since it is both intelligent and a living soul.

Some people report that their computers have been taken over by a humanoid figure that has no face.. They also claim that this figure reached out from the screen and tried to pull them in.
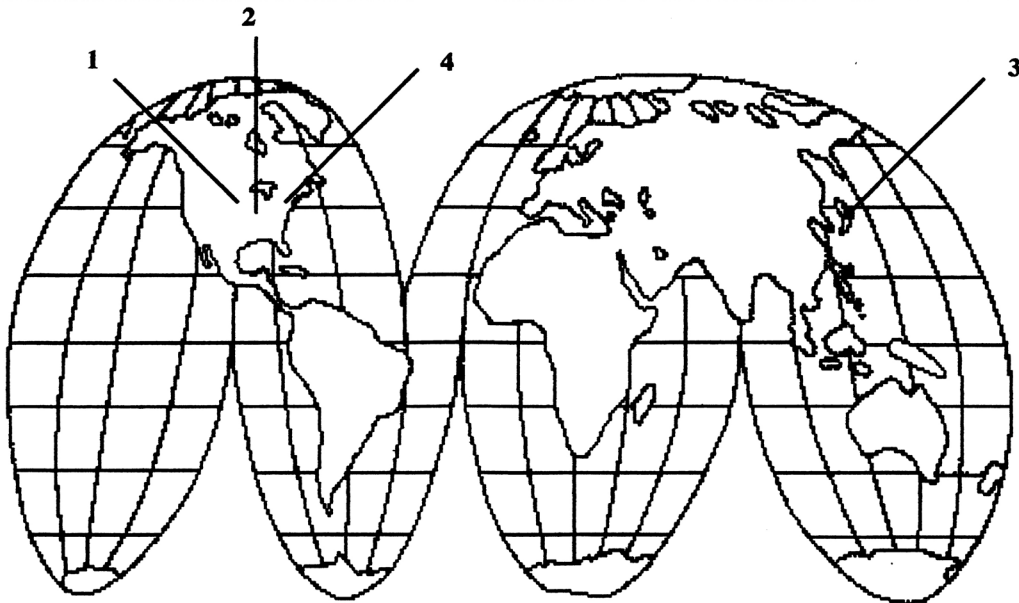
New Enemies, Friends, and Contacts of the Bureau

FEATURED NON-PLAYER CHARACTER-
ASH FROM "ARMY OF DARKNESS"

Featured in director Sam Raimi's Evil Dead trilogy (Evil Dead, Evil Dead 2: Dead by Dawn, and Army of Darkness), the character of Ash, played by actor Bruce Campbell (now on Fox Television's Adventures of Brisco County, Jr.) is a normal man drawn into conflict with the forces of unspeakable evil who triumphs (more or less) over them. He makes for an entertaining and exciting encounter and potential ally for agents of Bureau 13, especially when one considers that when Ash appears, vile supernatural evil is close behind.

ASH

A store-clerk at a mammoth discount retailer (slogan- "Shop smart, shop S-Mart"), Ash's descent into a lifetime of madness and opposition to the world of darkness began innocently enough. He invited his girlfriend out to a cabin lent him for the weekend. Unknown to him, the cabin was owned by an archaeologist who had befallen a terrible fate. Ash found a reel-to-reel tape recorder containing translations of invocations from an ancient book of sorcery and demonology, the Necromonicon Exmortis ("Book of the Once-Dead"). Inadvertently playing the recording, he summoned an ancient demon into this world. After it possessed his girlfriend, he was forced to kill her. The demon and its minions then possessed him briefly, then his hand, which he willingly severed at the wrist with a chain-saw. Trapped in the cabin, Ash fought back as best he could.

With the timely arrival of the daughter of the archaeologist, Ash was able to arm himself against the evil demon which surrounded the home. Adapting the chain-saw into an impressive weapon to replace his missing hand, he went into battle with the demon while the daughter translated sections of the book which banished the demon into the past. Ash was inadvertently pulled into the vortex and arrived several hundred years in the past. There he was again forced to recover the *Necronomicon Exmortis* and battle the undead Army of Darkness, led by his evil duplicate, saving the human race from extinction by the forces of evil. Upon the Army's destruction, the court sorcerers of the day contrived a way to send him forward to our world and time.

Ash's fate after this is uncertain. One possible furture has him returning home safely and continuing to battle evil in the place where it might threaten the American way of life most: mammoth discount retail stores. Another future (availaible on overseas videocassette versions) has that after his battle with the medieval dead, the sorcerers put him into a centuries-long sleep, and in his hibernation he missed the twentieth century entirely, awakening in a post-holocaust world of further nightmares, perhaps to be detailed in further sequels.

STR:	14	CON:	14	DEX:	16	AGL:	13
INT:	13	LCK:	8	CRZ:	13	HPT:	80
ACC:	15	SNS:	11	MRE:	5%	PIE:	6
Throw: 15		Dodge: 13		STB:	43		

OCCUPATION- Assistant Manager at S-Mart

COUNTRY- U.S.A. **SEX-** Male AGE- 30

SKILLS

Accounting 5, Chemistry- General 5, Crude Weapons 4,

Domestic Trade 8, Fabrication-Metal 4, Fencing-Chainsaw 12, Horsemanship 3, Labor Relations 5, Music Performance-Piano 4, Pilot Motor Vehicle 8, Retail Science 6, Shotgun 8, Street Fighting 10, Vehicle Repair -Automobiles 5.

EQUIPMENT

Ash typically uses a double-barreled sport shotgun with 12 guage ammo, and what can best be described as a combat chainsaw with a 24" blade. See the section on Unsual Blade Weapons for details on chainsaws in combat. In the medieval era, Ash was fitted with a mechanical right hand to replace his missing one. It has a STR of 36 and can do 4d6 crushing damage and adds 1d6 to his hand-to-hand attacks with that hand, weapon or no.

APPEARANCE

Tall and muscular, he is black-haired and has a lean face with a strong jaw. Oftentimes he is covered with small injuries and has barely-healed scars all over his face. His clothing is more often than not in tatters, consisting of plain shirt, khaki trousers, and hiking boots. He wears a leather harness with the ripcord for the chainsaw attached for easy starting. Over his back is a shotgun sheath. His right hand is missing. In its place will either be a chainsaw fitted to the socket, or a bulky metal gauntlet which is actually a mechanical hand.

PERSONALITY

Ash is impatient, cocky, rude, and sarcastic, and often speaks to everyone around him as if they were morons. A tough-guy, he sometimes backs down when he realizes what his mouth may have gotten him into. In any tricky situation, count on a comment from Ash to make things go from bad to worse. He's fond of using terms like "baby," "buster," and "buddy" to refer to other people. Still, he has a good side and is not without a sense of honor and duty.

USING ASH IN BUREAU 13: STALKING THE NIGHT FANTASTIC

Ready to battle evil with shotgun and chainsaw, Ash is the perfect NPC Superhero for Bureau agents to encounter. Rough, larger than life, he snarls his way into any combat and fights until beaten. Rarely fazed by the manifestations of evil, Ash will battle zombies, demons, gargoyles, and ghosts with the same reckless abandon. As a last-ditch rescuer, Ash is superb, though he will inevitably manage to annoy or anger any Agents that works work with him .

THE DEMON

No matter where or when he is encountered, Ash's appearance is immediately followed by the demon released from the distant past. It is immaterial, invisible, and can only speak through the reanimation of corpses or the possession of humans. Consider it an Unranked Demon according to the listing given in the section on Demons (B13:STNF p.56). has the following attributes and abilities:

TMP: 50	**MAG:** 20	**MCD:** 20
WKP: 250	**HPT:** 400	

D1 Cause Discourse, G1 Cause Unhealable Wounds, L Control Weather, O Necromantic Conjuration, P Cause Fear

The demon also has use of all the following types of Magic at Skill Level 20: Control, Dispell, Control Nature, Necromancy, and Animation. It often possesses dead or extremely frightened people, turning them into both types of

Ghoul (see Encounter 11 on page 57 for more details on Ghouls). It is insatiable and cruel, and will follow groups, possessing them one at a time, feeding off their terror and insanity, until all are dead. The demon's only known weakness is the spell for banishment detailed in the *Necronomicon Exmortis*. It is immune to normal exorcism.

THE BOOK

The *Necronomicon Exmortis*, ancient book of demonology and sorcery, was never meant to be found by human eyes again. Unfortunately, it was discovered and various invocations were spoken aloud, summoning evil beings to this plane. Its first victims were the archaeologist and his wife who discovered it . Bound in human skin, it is black , large, and written with ink of human blood. The cover bears a screaming human face upon it. The language is long-dead, ancient Sumerian. To handle the volume safely, one must first utter the protective words "Klaatu Varata Niktu." If these words are not spoken correctly beforehand, the book will awaken an army of darkness, ghouls, zombies, and other

monsters to revenge themselves upon the living. Consider these to be Zombies of the Modern or Vengeful types(p.65.) The volume's exact contents are not known, save that it contains many powerful summonings of various types of demons and nether creatures, with the appropriate banishments. Consider it a grimiore with (at the very least) the spell classes of Demon Summoning, Dispelling, Protection, Necromancy, and Curses. When using it, add +25 on the Summoning Result, Escape, and Shield Result charts.

Cretaceous Sanctuary:

A Bureau guide to Dinosaurs

by John H. Reiher Jr.

"Sure, go ahead, pump a few .45 rounds into a Tyrannosaurus Rex, it'll just make him mad, and he might decide that you'd make a good snack."
—Agent Challenger

So, you've climbed that unscalable mesa, crawled through that crevasse, turned on that time machine, cloned them from ancient DNA, and found dinosaurs! Big ones and little ones. All of which are hungry, and you look like lunch to them. How do you defend yourself against them? Simple; use anti-tank weapons.

Why you ask?

Well, I'll tell you why.

A dinosaur has what is called a distributed nervous system, which makes it hard for the dino to realize that it's been hit with a grievous wound. You can shoot and shoot at a dinosaur with a small caliber weapon, and, unless you score a lucky hit on a vital organ, it will come acharging, with dinner on its tiny, angry, little mind.

Now does this mean that you have to worry about ol' T-Rex hunting you down for a midnight snack? No, to a monster that stands three and a half stories tall, you're not worth the calories to hunt down and eat, unless, of course, it's starving.

Nope, T-Rex wouldn't hunt you down, but little ol' Deinonychus thinks that you'd make a great dinner. The smaller carnivorous dinos are the real threat to the agent and citizens of America. These little terrors are lightning fast, running up to 40 MPH with a Dexterity of 15+ and Agility of 17+. Armed with razor sharp claws and teeth, they can disembowel a man with a single swipe of a claw, claw through many types of body armor, and run you down biting your head off with ease. T-Rex would more likely step on you rather than eat you.

And, to make life more interesting, the Dromæoauridæ family of dinosaurs, of which Deinonychus is a member, hunted in packs, ranging from four to eight members each. The pack comes at you from all sides, with one or two of its members trying to distract your attention while their faster buddies attack from behind.

So what's a good selection of arms and armor to take on a Deinonychus hunting pack? Let me tell you what I'd take along.

Pistols: If you're really into handguns, and think you can take on ol' T-Rex with one, I'd recommend either the Wildy .45 Mag or the Foster .577. Load them up with either flat points (type J) for the Wildy, hollow points (types P and Q) for the Foster, or with explosive rounds, (types R, S, and T). If you can find them, DPU rounds, are real good too. Both the Wildy and the Foster have high hydrostatic and knockdown modifiers, which is why I recommend them to the itinerant dino hunter.

Rifles: The absolute favorite here is the Weatherby .460 with softpoint rounds (type M) or high explosive rounds (type T). I prefer the Weatherby over the Barrett Light 50 M82A1 due to its lightness, its ease of maintenance and use, and that it makes big holes in whatever it shoots.

Assault Rifles: The H&K G3 with the 80 round clip. Go with the Jacketed rounds, (type F) as the armor piercing rounds tend to go right through dinos.

Submachine Guns: Use the Walther MPK. Most submachine guns will just P. O. the average dino, but the Walther MPK will chamber Hollow Point rounds (type P) which do more hydrostatic damage than the standard jacketed rounds.

Machine Guns: M2-HB 50 cal. Jacketed or explosive rounds, (types F, R, S, and T), at

least two 250 round belts. Need I say more?

Flame Throwers: Don't use them, as there is nothing worse than 8 tons of burning, maddened, and enraged T-Rex charging straight at you. And dino meat smells bad when it's char-broiled.

Laser Rifle: GE M85 is the only option here unless you have some weird-assed alien stuff, but it is highly effective as all of its damage is Whole Body Damage, (WBD). Aim for the head, you might not hit the brain, but you will cook it. (Editor Note: The Weathermaker is also a great weapon too, See Stalking the Steel City p. 92 for more detail.)

Shotguns: Unless you're using shotgun slugs, I highly recommend not using them.

Heavy Weapons: All of them. They all do enough damage that they will take down the average dino with one shot.

Player Notes: For carnivorous dinosaurs, target the head. You will probably not hit its brain, but if you use the right rounds and the weapons above, you will pulp it from the hydrostatic shock waves racing through the muscles of its head. T-Rex's head is mainly muscle. Not to say that there is hardly any bone, but proportionably there is more muscle than bone, and much more bone than nervous tissue. Fortunately, the smaller carnivorous dinosaurs, Deinonychus for example, are much more susceptible to small arms fire than Tyrannosaurus Rex. Still, due to their less sophisticated nervous systems, they are much more damage resistant, and can take more punishment than we mammals. So excessive fire power is not out of the question when dealing with dinosaurs.

GM Notes: Dinosaurs can absorb a great deal of damage and still keep on kicking.
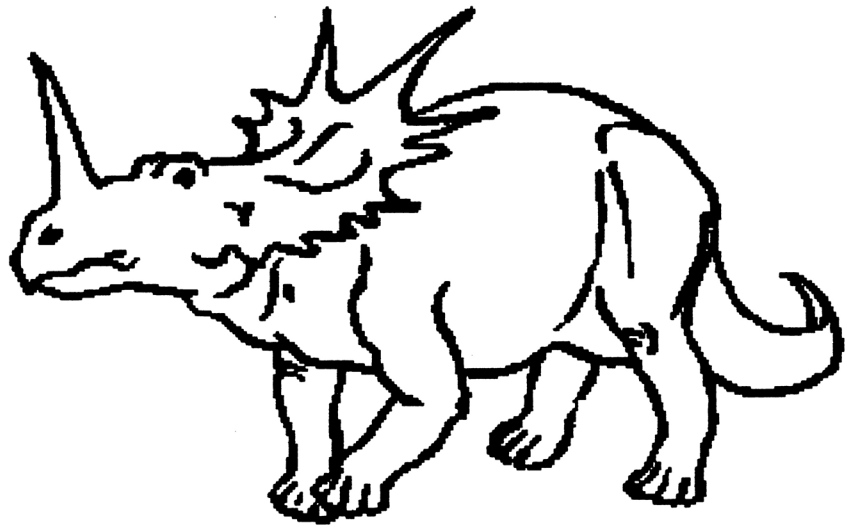
Which explains some of the more outlandish defensive systems the dinosaurs developed to protect themselves from the horrendous offensive capabilities of the carnivores. The following are modifications to the Wound Shock, Body Tables, and some examples of the mighty order of Dinosaurs. The Body Table modifier line is multiplied against either the standard body table points to penetrate or against the Quick Body table T= line.

Tyrannosaurus Rex
AGL: 12 DEX: 10 HPT: 255 TMP: 30 STR: 60
Speed: up to 30mph
Armor: 02, thick skin
Damage: BI06ad x4, CL05d, CL02
Average Size: 39ft long, 18ft 6in tall
Weight: 7 tons
Body Table multiplier: x10
Description: The Tyrannosaurus is and was the supreme killing machine that has ever walked the Earth. It fed primarily on the larger of the herbivorous dinosaurs, though it is not above snacking on smaller animals. Its head is 4 foot long, and jaws lined with 7 inch long teeth. It could easily swallow a human in one gulp.

Deinonychus
AGL: 17 DEX: 15 HPT: 60 TMP: 30 STR: 35
Speed: up to 35MPH
Armor: 02, thick skin
Damage: BI04ad, CL05bd
Average Size: 11ft long, 7ft tall
Weight: 450lbs
Body Table multiplier: x1.5
Description: The Deinonychus was a holy terror to the smaller herbivores of the early Cretaceous period. On each foot they have a 5 inch, switchblade-liked, claw, that, when backed up by its powerful hind legs, can gut a human in a single swipe. Their standard tactic is to attack in a pack of 6 to 8 individuals. The junior members of the pack distract the prey's attention, letting the more experienced hunters attack the prey from behind. When they attack, they use their arm claws to latch onto the prey and then deliver powerful slashing kicks, gutting the victim.

Apatosaurus,
(AKA Brontosaurus)
AGL: 9 DEX: 10 HPT: 500 TMP: 60 STR: 25
Speed: up to 5MPH
Armor: 02, thick skin
Damage: PW05db x2, TA05d, MS06, MS11
Average Size: 70ft long, 14ft 6in tall
Weight: 33 tons
Body Table multiplier: x 10
Description: Besides Tyrannosaurus Rex, the Brontosaur is the most recognizable dinosaur that ever lived. The Brontosaur was a herbivore that is mostly harmless to humans, unless provoked. Then you have 33 tons of irate dino trying to tap dance on your head. Like most dinos, the Brontosaurus will ignore humans, as they are too small to be a threat.

Velociraptor
AGL: 17 DEX: 15 HPT: 45 TMP: 30 STR: 20
Speed: up to 35MPH
Armor: 02, thick skin
Damage: BI04ad, CL04bd
Average Size: 6ft long, 4ft tall
Weight: 100lbs
Body Table multiplier: x1
Description: The economy size Deinonychus.

Travels in packs of 8 to 15 individuals, and hunts in the same manner as its larger cousin.

Struthiomimus
AGL: 19 DEX: 15 HPT: 40 TMP: 35 STR: 22
Speed: up to 40MPH
Armor: 01, thick skin
Damage: BI02, MS09, CL03d
Average Size: 11ft long, 8ft tall
Weight: 300lbs
Body Table multiplier: x1
Description: Struthiomimus was an insectivore primarily, though it was not above raiding another dinosaur's nest for succulent eggs. It's primary defense was its speed, the fastest dinosaur of them all. Against humans, it would probably run away than attack.

Stenonychosaurus
AGL: 16 DEX: 14 HPT: 45 TMP: 30 STR: 24
Speed: up to 20MPH
Armor: 01, thick skin
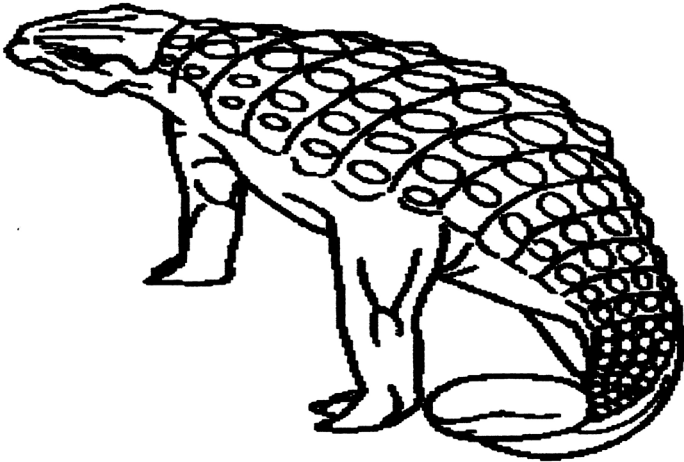Damage: BI04ad, CL03d, CL04ad
Average Size: 6ft long, 4ft tall
Weight: 100lbs
Body Table multiplier: x1
Description: Stenonychosaurus is the brains of the dino family. Smarter than his cousin Deinonychus, he works in packs also, but was not above raiding nests for eggs. This dino stalks his prey, usually at dusk. Then streaks up on it, and attacks from behind. Body coloration makes it hard to spot, as he is camoflaged for work in the deep forest.

Wound Shock Table for Dinosaurs

%TOTAL WBD LOST	CHANCE INCAP	CHANCE UNCON	DEATH SHOCK
76-99%	10%	5%	2%

BRAIN AREA

Graze -	-	-	
01-25%	5%	7%	-
26-50%	20%	25%	5%
51-75%	50%	50%	25%
76-99%	97%	97%	68%

VITAL AREA (Chest, Abdomen, General)

Graze -	-	-	
01-25%	2%	5%	-
26-50%	10%	20%	2%
51-75%	50%	45%	20%
76-99%	97%	68%	50%

EXTREMITY (Arm, Leg)

Graze -	-	-	
01-25%	-	-	-
26-50%	5%	-	-
51-75%	25%	20%	5%
76-99%	40%	40%	10%

FAR EXTREMITY (Hand, Foot)

Graze -	-	-	
01-25%	-	-	-
26-50%	-	-	-
51-75%	5%	2%	-

(Editor Note: There is a damage table on page 221 FTL:2248 that is easy for calculating damage done by Dinosaurs and other large creatures.)

ltrasaurus

AGL: 10 DEX: 12 HPT: 1500 TMP: 80 STR: 40
Speed: up to 5MPH
Armor: 03, thick skin
Damage: PW05db x4, TA05d x2, MS06 x2, MS11
Average size: 100ft long, 79ft tall
Weight: 150 tons
Body Table multiplier: x40
Description: The largest dinosaur that ever lived, this dino is pig-ignorant, and will stomp a VW flat without knowing it. Dangerous more because of its great size, this beast, like all the rest in its family, it can stand on its hindlegs to get at those tender shoots at the top of a tree. Coming back down, it will flatten anything beneath it.

Quick Body table resolution for Dinosaur head hits:

Head Area
d100	Type of hit
01-06	Miss
07-10	Graze A
11-27	Graze B
28-00	Head Hit

T=25
B=8, Chance to hit=80%
Artery hit %= 85%
Spinal hit: 12, %= 10%
Eye hit: 5, %= 8%
DS= 45%

I wonder whatever happen to Agents Woods on his hunting trip.

Keep it Covert

By Bruce Sheffer

How many times has an incident report or briefing ended with this statement? A lot. How many times has it been ignored? Almost the same amount. Since the number two aim of the Bureau is to keep the public unaware of its existence (number one is to protect the American people), it seems odd that few agents conduct themselves in a covert fashion. The following are methods of running an investigation that will improve the odds of survival of fellow agents and optimize the outcome of the mission.

Work in pairs. The buddy system is proven. A partner can generate a distraction when you need a few seconds to download a file, snatch a paper off a desk, or plant a bug. He can watch your back when you need your full attention on a task. You can allow yourself to be captured to draw out your opponent into his line of fire. In the worst case scenario, he can provide emergency medical aid, make bail, or report back to the rest of the team with the info you died to obtain.

Always carry a Kirilian detector set to pulse (vibrate for a second) when it encounters an area with a reading above the average background level. You never know when the enemy might be walking right next to you. If it should happen, do not attack. Preferably, give no sign of awareness. If something needs to be done, let your partner do it. Let him take pictures, plant bugs, or shadow. The enemy's attention is focused on you. Don't expose yourself. When natural, retreat and provide backup for your partner.

If you carry a weapon, pick one that can be completely silenced. The H&K P9S pistol is a good example. Its small size also makes it more concealable. Heavy penetration power is needed only for armored opponents. Even so, a shot in the head usually does it. Keep the Foster .577 and assault rifle in the van.

If you target someone, never confront him until you are alone and away from civilians. Use revolving shadowing, radio tracers, aerial surveillance, blood hounds if necessary, but wait until you are in a position of strength. Give your team time to get equipped, and into position. Your unborn children will thank you.

From the very start, set up your evidence dispersal. Make sure you know where the land fills, dumps, lakes, and rivers are. Purchasing an abandoned building and incinerating it can be a very good way to get rid of bodies, especially if they are not human. If there are any remains they won't be easily identified.

Always keep a member of the team in reserve. You cannot impersonate a FBI section chief if everyone has seen you as the new biker in town. The stories of agents running around in groups like a gaggle of geese are unfortunately too common. There are a lot of Bureau agents languishing in jail because of bonehead moves like this.

Develop code words that are appropriate to your cover which will inform others of your situation. Agents have an eclectic collection of skills and backgrounds. Many times an interviewee gives the case-breaking information and your partner realizes it instead of you. If he's posing as someone unknown to you, a few choice words, innocently dropped, could clue you in.

Wear sunglasses with reflective surfaces inside of the glasses. These provide a clear view 45 degrees behind you on both sides. Wearing sunglasses can be attention attracting. Some agents think it conceals where they are looking since their eyes are hidden. However, an observer can tell where you are looking by the angle of your head. Using a reflective surface like a store window is a giveaway to any trained observer. These glasses allow you see forward as well as behind you since the reflective surfaces are only on the outer parts of the lenses. This allows you to interact with someone in front of you while still observing to the rear. It is also a dandy protection from miscreants who try to sneak up on you.

Always carry at least $500 cash on you at all times. Pay with cash whenever possible. This protects your identity (you don't have to show identification) and keeps your Bureau credit card from being used to trace your movements.

Don't be afraid to bribe but try to do so with non-monetary gifts. To many it isn't really a bribe unless it is cash. Police respond poorly to overt bribes. Bikers get really antsy around suits with cash, but a pickup full of brew is downright sociable. A trunk full of groceries can loosen the tongue of a concerned neighbor where money would make them close ranks. Kindness in a crisis is worth a lot.

Identify who the invisible people are: Mailcarriers, street people, icecream vendors, lawn care providers, bicycle messengers, etc. These are the people who move about the neighborhood and city streets every day and no one notices them. They are part of the background like the color of the houses and the signposts on the corner. The enemy could well be one of them or you could impersonate them as part of the investigation. The last person you want to be identified as in a covert investigation is a stranger. There should be uniforms for each of these roles in sizes for all agents as well as appropriate identification already made up. Good preparation can mean survival.

Find out who the mover and shakers are in town. Get a background check on them for personal information. Drop these bits of personal info when you want to ingratiate yourself with someone who wants to be their friend. Be careful, this can backfire on you.

Never, never, ever use your real name. NEVER!

All agents should have unobstrusive alias that they go by even amongst themselves. Bureau mental conditioning can be broken! There are telepaths out there.

All identification should be as believable as possible. A complete cover can make or break a case, but rarely is there time to establish one. Usually it requires creating a birth certificate, driver's license, car registration, phone & utility listings, and renting an apartment. The short cut is to put this info in the appropriate government and utility databases, but this requires considerable hacking skill (even with the aid of the vehicle computer). The best all-purpose method is to search these databases for individuals who have similar qualities as the person you are purporting yourself to be and use their identities. If you are really lucky, they will look like you as well. Impersonating a real private investigator or police officer also gives you the legal right to carry a concealed firearm.

Don't give out the RV phone number to every Tom, Dick, and Harry you meet. As soon as you do, the enemy can listen in on any phone calls you make. Scrambling the signal will prevent this but now the enemy is sure you are the Feds. This kind of equipment is expensive and hard to maintain. Only someone with good tech support uses this stuff. A better idea is to rent an apartment or office and put an answering machine there. The Bureau has answering machines that can call another phone number to give messages. That way you will know the minute the phone call comes in. It also adds a bit of professionalism to your cover, especially if you call right back. Answering services are good too, but a caller can expose sensitive information to the operator.

Finally, be prepared from the very start to sacrifice yourself for your teammates. Rarely will this cost your life. If you are arrested, take the heat. The US justice system is so overloaded that you can plea bargain your case down to almost nothing. Remember, you will still be paid in jail. Once the investigation is over, the team can try to rescue you. This should never be done if it will screw up the disinformation used to explain the incident just resolved.

Where to catch Tri Tac, Outpost and Great Bureau 13 Games

Dragon Con

Gen Con

B'Hamacon 3

Contraption

Constellation

The Thing Under the Back Stairs
by Tucholka

Old man Wallace was one of those people that every neighborhood had. He kept his yard clean, took his pickup out for groceries, and generally stayed to himself. None of the neighbors could call him friend and his house was always dark at Halloween. Neighborhood kids avoided his lawn like the plague but nobody could quite figure out why.

Long term residents of Oakton Lane remembered him as old when the street was new, and that was at least a half century before. People being people, nobody really could have cared.

LIGHTNING

All might have stayed that way if a summer storm hadn't severed a power line and sent a line worker across his yard. Noticing the back door damaged and the glass knocked out, Harold McKay made his way to the back door and knocked.

Harold noticed the kitchen was a shambles and the sweet/sour stench of rotting food and something else. He could only think of a package of raw hamburger that slid out of the bag and was hidden in his trunk for a week.

At that point he dropped his clipboard off the edge of the stairs and decided to use the Cellular Phone back at the truck.

As he reached for the clipboard something reached for him. A festering arm with three fingered claws. Like lightning, it ripped off his sleeve and pulled his clipboard under the stairs.

Screams of the terrified lineman alerted the neighbors who immediately dialed 911. The frantic call back to Toledo Power and Water was met by amusement and then the realization that something serious had happened. Animal Welfare was dispatched and two workers, amused at the incident, brought a probe and a noose.

Within 10 minutes both were mauled and rushed to Toledo General Hospital. Bureau 13 computer search programs picked up the developing incident and flashed a call to a local team.

P.M. CHAOS

As they show up on the scene they realize they must deal with the following:

1   Animal Welfare Officers
2   Police
3   At least 100 Spectators
4   A sullen news reporter who wanted to cover an
     story at the TOLEDO FISHING EXPO.

Nobody has any idea of what is cornered in the back yard and nobody is about to stick their head under the stairs to collect data. The trail of blood down the driveway is testimony to the previous assurance of the Animal Welfare workers.

The first problem for Bureau Agents is taking control of the situation. The second is figuring out what the problem is and how to dispose of it.

The direct approach is paramount to dueling with a fencing master while armed with a butter knife. The creature has sharp claws and will use them.

Sticking a remote camera into the area shows a steep tunnel leading downwards. The tunnel is made of wood, rock, tires, animal bones and garbage. The tunnel is at least 30 inches and vaguely square. The camera will be grabbed and smashed after 10 feet. Leaving only a fleeting glance of a barrel shaped humanoid with spindly arms. It gibbers at the cam for just a second.

The smell of the lair is the smell of an old factory and rotting garbage. The oil/machinery smell is out of place for such a creature.

Bureau training in the Ecology of the Paranormal or Fairies tells the Agents this may well be a classic European Troll. It is also hungry and amazingly stupid.

CLASSIC EUROPEAN TROLLS

This creature has somehow ended up on American shores. Little more than a yard high, they mostly live in the wilds where they eat small game. Nocturnal, a Troll is nearly indestructible by anything but fire and sunlight. Oddly, Trolls are known to be smart and possess rudimentary language skills.

TRASH TROLL

STR: 19	DEX: 16	AGL: 10	CON: 25
HPT: 245	ARMOR: Bone/Hide		TMP: 10
H/RSV	ARE: A	SPC: 20	BAN: bf,cd,ac
CLAWx4	2d10	BITE	2d10

Somewhere on its life path this unfortunate four armed creature tunneled into a toxic waste storage area and was contaminated.

METHODS OF EXTRACTION

Killing it would be easy, but the underground smells seem to say there is a large toxic dump down there. Fire will create a serious health hazard as the entire dump will go up in a Paint Thinner and Toxic Waste fireball. A block away a dozen houses will be lifted off their foundations and while there will be no loss of life, the cleanup will cost hundreds of millions of dollars.

Drugging it is a hard and touchy process since it must be the right drug and administered very fast before it heads deep into the tunnels. There are 3 drugs known to be Troll specific. It will take a minimum of 24 hours to freight the drugs in from MI-13 in England.

A safer method might be feeding it several goats that are drugged and simply removing it as DNR officials might remove a bear. The Bureau wouldn't mind tagging this creature, detoxifying and studying it before releasing it into Canada's North Woods.

OTHER NOTES

Old Man Wallace has been on vacation in Florida for two weeks. He shows up at the high of the disturbance and begins to create a disturbance of his own. He figured he had a opossum under his porch and won't be convinced it hospitalized two power company workers. He will admit to leaving bowls of canned Cat Food for his pet.

On the other hand, the Troll found a free handout was a good thing and got used to the free lunch. After a week and a half of hunger he raided the kitchen but didn't have the brains to open a can.

Of all the people at the scene, the only person the Troll will not attack is Wallace.

EXPERIENCE

For a successful removal and cover-up, 2000 pts.

UNDERGROUND MAP

A Main Lair   B Methane Lake   C Sleeping Area   D Sewer Pipe   E Waste Drums
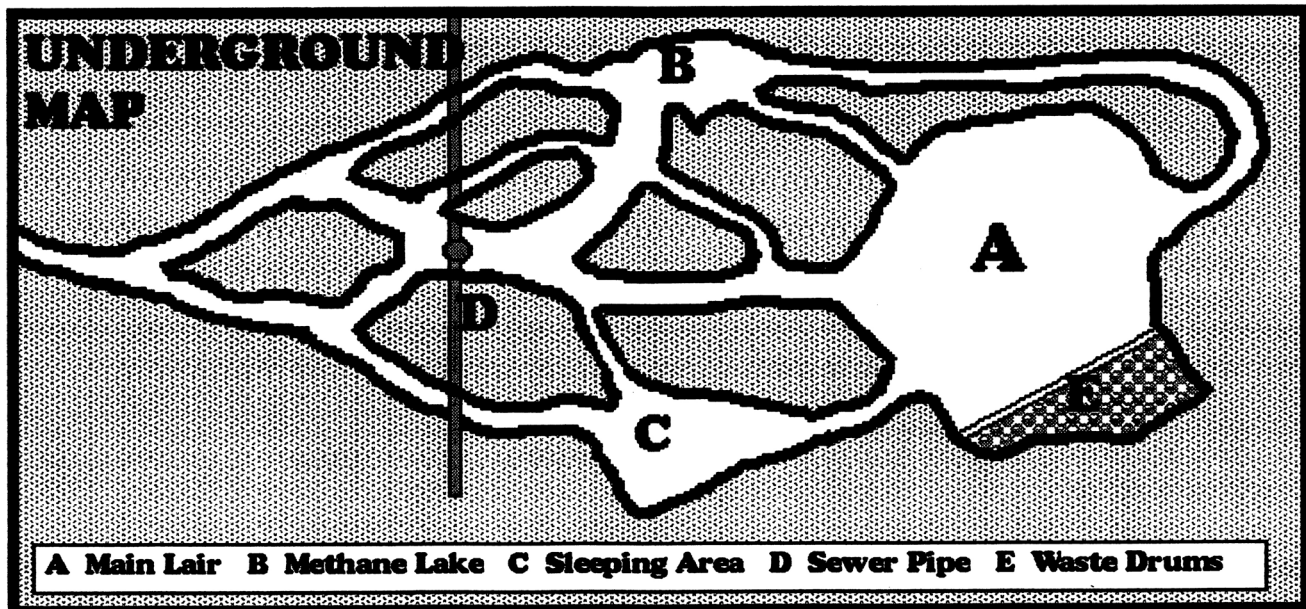
DICELESS CHARACTER GENERATION FOR *BUREAU 13* AGENTS

by Mark Jason Durall

Though the game system for *Bureau 13: Stalking the Night Fantastic* allows players relatively great freedom in creating and customizing character, it is clear that it lags behind other horror games such as *Call of Cthulhu, Kult, GURPS Horror, Vampire, Werewolf,* and *Chill* in terms of how much control the player has over the character that is generated.

This is mainly due to the practice of rolling dice for initial statistics and skills, a onetime pillar of role-playing game design which has now fallen by the wayside due to the emphasis on role-playing and storytelling as opposed to dice-rolling, game systems, and strict adherence to rules.

Bureau 13 is, and always will be, a great game for storytelling, though it sometimes gets too dice oriented for some tastes. While the extremely graphic and realistic combat system is occasionally too detailed for smooth and quick gaming, it adds much to the flavor of the game. Character creation, however, need not be done randomly. Taking away the rolling at this stage detracts nothing from the game and adds player involvement immeasurably.

Following is a revised system of character generation for *Bureau 13: Stalking the Night Fantastic* which uses no dice rolls, letting players allot points to their Statistics and Skills. Also included are some Skills which seem to be "everyman" skills (that is, those which most people would have picked up at least a basic knowledge in).

A significant new addition to character creation is a detailed description of the training available to player characters once recruited by the Bureau, and what minimum competencies are necessary before being allowed into the streets in pursuit of supernatural evil.

FIRST STEP- STARTING STATISTICS

The Gamemaster must decide exactly how powerful the characters will begin. Will they be hapless victims, with only the resources of the Bureau and their own wits to save them, or will they be able to combat evil toe-to-toe and hold their own. The difference between the former and the latter might be described best as comparing the hapless heroes of H. P. Lovecraft's many stories with those described in Nick Pollotta's *Bureau 13* novels. Literary merit aside, Lovecraft's characters never had much of a chance, while Pollotta's seem ready to beat the world.

So the Gamemaster needs to choose how tough the campaign should be. Is it full of psychological horror, with badly underequipped agents working against time and limitations to overcome vastly superior foes? Or is the group more in the mood for a rock-and-roll sort of adventure series, with lots of explosions and automatic weapons fire. Will fistfights, feats of athletic derring-do, and speed determine the outcome of many adventures, or will it be the ability to translate occult tomes and deal with average people which saves the world?

A good idea might be the simple expediant of asking the players what kind of adventures they want to play. Then create a campaign which is specially tailored to the players' and the GM's tastes, and will encourage everyone in the process of role-playing from the onset.

HIGH POWERED CHARACTERS- The players each get 150 points to distribute among the following Statistics: Strength, Constitution, Dexterity, Agility, Intelligence, Wisdom, Luck, Charisma, Accuracy, and Supernatural Sensitivity. They can allot these points in any manner they choose, with the only

exception being that they cannot have any statistics lower than 1 or higher than 20.

TOUGH CHARACTERS- These characters get 125 points to distribute among the same statistics. They cannot have more than one statistic at 20, and no more than 2 at 18 or 19. No statistic can be assigned a value of less than 1.

AVERAGE SPECIMENS OF HUMANITY- These people struggle along with a mere 100 points . This describes the bulk of humankind. No statistic may be lower than 1, and no statistic can be higher than 15.

HOPELESS CASES- Whether weakened through very advanced age, extreme youth, or simple incompetence, these characters are created with a mere 75 points in statistics, making for very low scores. This category is good for hapless victims or extras with little or no chance of survival. They are also good for comic relief.

In all four cases, the statistics of Throw and Dodge are figured the standard way, Piety is still chosen with no restrictions.

HIT POINTS
These are initially figured in the same manner (Strength + [2 x Constitution]), but instead of adding 1d10 to the roll, the Gamemaster has two choices: firstly, allow the character the full 10 hit points (they character will need them and it seems decent to begin the adventuring career in full fettle), to assign the points as follows: High Powered Characters +10, Tough Characters +7, Normal Humans +5, Hopeless Cases +2). Or you could roll for them. Additional hit points through level advancement will be dealt with later in the section called "Doing Away With Levels."

MAGIC RESISTANCE
The rulebook suggests rolling a d6 for this statistic and using it as a percentage, giving characters a 1-6% score in Magic Resistance. This seems unnaturally random to me, so I propose replacing it with the following formula:

CONSTITUTION + SENSITIVITY + LUCK
DIVIDE BY TEN

After rounding off any fractions, this provides the same point spread, but allows characters to have some benefit from relevant statistics.

MAGIC AND PSIONICS
Frankly, the random generation of the potential for Magic and Psionics and the overwhelming power they represent has always seemed problematic. With this revised system, a player wishing for his or her character to have Psionics or Magic must do the following:

Psionics players must pay 20 points from the initial statistic point total. Now allot points from the initial amount into the statistic of Psionics (PSI). Add them together. Subtract 20. Now that you have the PSI potential, you must pay a number of points again (out of the original total) to find your level. The number cannot exceed the Psionic potential. Using this system, a character must pay a minimum of 22 points from characteristics (20 for the initial cost, 1 for psionic potential, and 1 for actual level) to possess Psionics at character generation. This way, higher level use of Psionics is costly in terms of character statistics.

Magic is figured in the same manner as Psionics, but with the stipulation that at least 10 points must be put into Piety for the Magic skill to exist. This makes Magic a bit more expensive than Psionics, which seems natural.

STEP TWO- INITIAL SKILLS
Further customization of the character continues as the characters are given points to allocate to skill levels at 1 point per 1 level . These will be distributed among professional and other skills at the player's discretion. As above, the Gamemaster must decide the level of the characters he or she will allow in the campaign. Will they belong to the rank and file of humanity, with average jobs and skills which reflect this? Should they be drawn from the numbers of talented folk, superior to most people in some aspect of training and education? Or will they be pulp-type heroes, with numerous skills, specialties, and a wide range of knowledge?

There are a few ways to assign initial points for skill levels when considered beside initial statistics. One obvious way is to match up levels of skills to stats, creating highly skilled supermen (high stats and skills), tough competent professionals (mid-level stats and skills), or hapless normals (average stats and skills).

Oftentimes it is more interesting to mix and match levels of statistics and intial skill levels. This creates an intriguing mix of characters such as the

unschooled but full of possibility character (high stats, average skills), the world-weary veteran who's survived on wits and luck for years (high skills, average stats) and finally, the competent figure who gets the job done with little fuss or flourish (competent skill levels and tough stats).

There is no rule in life or literature that people have to be "equals" in anything but the eyes of the law. A party can combine the gifted superman, the talented youngster, the burnt-out veteran, and the competent normal. It's a highly artificial and somewhat paradoxical construct of role-playing systems that dictates that characters must all be "equal," yet uses the element of chance so heavily when designing one's starting benefits.

Gamemasters should talk with the players about what sort of characters they want to play. Explain that not everyone can be the gifted super-character (perhaps limit them to one per group), and explain the downfalls of that position. Such a character will be the nominal leader of the group, turned to for advice, leadership, or aid in times of crisis and peace. They will be the center of most intelligent assaults upon the group, and they will have responsibilities which the others might not have. For example, a villian, having captured the gifted superman and another character, would torture the second character, possibly forcing the superman to betray his allies or beliefs. They will almost never be underestimated by the enemy or treated with anything less than extreme caution, whereas normals will often be overlooked or ignored altogether.

PROFESSIONAL SKILLS

These are those skills by which the character makes his or her living. One skill will be the most important and will be the highest to which points are allocated. Two other skills which work in support of the primary skill are chosen and given point totals to represent the narrow range of comptetent skills required to survive in most jobs.

HIGHLY SKILLED CHARACTERS- Jacks of many trades, these characters get 40 skill levels to assign

to three work skills. These type of people as respected and well known in their fields, if applicable. Oftentimes, if these skills are academic or professional, they are called to lecture or write papers on, perhaps even instruct others. One skill must be at least one point higher than either of the other two. Only one skill may be designated at skill level 20.

COMPETENT CHARACTERS- They know their jobs and they do them well. Often their own bosses, these people are able to perform all but irregular facets of their jobs without needing to refer to anything or ask questions. Dependable and capable of doing quality work, they get 30 skill levels to distribute among skills as they wish.

AVERAGE CHARACTERS- Look around you. There they are. "Normal" humans with average skills are most everyone you know. These people have average education, training, and are able to function in their jobs independently with little assistance. Don't expect a consistently brilliant performance, but expect a flash of excellence to balance out each screwup. These characters begin with 20 skill levels to distribute among the professional skill and the two supporting skills.

UNSKILLED CHARACTERS- These are characters who have little experience in the day-to-day experience of being alive. They begin with a mere 10 levels to distribute among professional skills, if any. This type of character might be one still in training, or relatively incompetent at complex tasks and resigned to simple jobs. They are often stuck in menial unchallenging jobs or living in poverty. At the character and GM's discretion, they might not even possess the basic levels of everyman skills described below.

EVERYMAN SKILLS

These skills are those which most characters should be be expected to know having gone through the school systems

and reached adulthood in the United States or Canada. These are not hard and fast guidelines, merely a suggestion of what sorts of competencies the characters might begin with. Feel free to alter, ignore, or add to them at the Gamemaster's discretion.

Cuisine 2, Domestic Technology 2, Emergency Medical Care 1, History (World) 2, Mathematics 2, Native Language (English in most cases) 20, Pilot Motor Vehicle 2. Additionally, the character may possess the following skills: Child Care 4 (if having one or more children), Religion 1-4 (divide Piety by 5, round up for score).

ADDITIONAL SKILLS

These are assigned in a similar manner to the rulebook. Refer to the chart in the rulebook which allows the number of additional skills based on the character's Intelligence. The character gets that many skills to allocate skill levels to. Then multiply the number by the following factor. The resulting figure becomes the total skill levels available to the character. These are then assigned rather than rolled randomly.

CHARACTER SKILL LEVEL MULTIPLIER

Highly skilled professionals	x 5
Competent character	x 4
Normal humans	x 3
Unskilled character	x 2

Further skills level the character will possess are as follows:

HOBBY- Any 2 hobby skills (such as arts, interests, sports, etc...) will have 6 skill points distributed between them, or added to any incidental interests (not occupational skills).
LONG USED SKILL- One skill which is used regularly by the character gets a +1 bonus to the total.
CREATIVE TALENT- One skill at skill level 2 or +2 to a creative skill such as art, entertainment, journalism, music, or some other form of artistic expression.

LANGUAGE SKILLS

The characters will begin with skill level 20 in their native language, usually English. For those who desire a bilingual background, decide on the exact circumstance and total points. Give the maximum number of points instead of random rolls to characters (i.e. 4 points instead of d4 points). While this seems a bit excessive, rarely do language skills make a significant amount of difference in adventures, and the extra skills lend diversity to characters, which is beneficial to role-playing.

STEP THREE- SPECIAL TRAINING

Many players will wish for their characters to have some form of special training, or a career choice which requires considerably more dedication than run of the mill occupations. Following are some unique cases for specialized training in particular careers.

MEDICAL SKILLS

Frankly, the idea of giving medical personnel a different set of guidelines for level advancement, skill level benefits, and different hit point totals seems a bit unjustified in light of the extreme realism which the game strives for in so many other aspects. I recommend the following guidelines for medical personnel:

01 Intelligence must be a minimum of 12. Otherwise create them as normal characters using the guidelines provided here. The medical practicioner is free to take any skills from the list of medical skills.

02 At least 50% of available skill levels must be allocated to medical skills.

03 To qualify as a practicing M.D. the character must have a skill level of at least 12 in his specialty, and at least 10 in two supporting skills.

04 Going through medical school requires an intelligence of 12, and confers upon the would-be doctor the following skills: Anatomy 4, Biochemistry 2, Community Medicine 4, Emergency Medical Care 6, Genetics 2, and Medical Technology Use 2. These skills can be designated as specialties, in which case the beginning skill level is added to any skill levels allocated later.

05 Instead of figuring the doctor's experience level in determining chances for Resuscitation or Emergency Healing, figure the doctors skill level in Emergency Medical Care or another more applicable skill depending on the situation, such as Burn Technology, Trauma Care, Toxicology, or Surgery. These skills (and others) can also be used as related skills in aiding the percentage chance

for success.

MILITARY TRAINING

A character may opt for past military training in his or her background. This can be done in the following manner:

01 Basic Training confers upon most soldiers the following benefits: Add +1 to Strength, Constitution, and Accuracy if less than 15. Add +1 to any military skills which the character may have trained in while enlisted. These can include journalism, public relations, and medical skills.

02 The following skills are learned at these skill levels in Basic Training: Blade Fighting 2, Cold/Desert/Forest/Jungle Survival (choose one) 4, Commando Training 2, Emergency Medical Care 1, Guerrilla Tactics 1, Martial Arts- Karate 2, Projectile Weapons Technology 2, Pilot Motor Vehicle 2, Weapons Military Light 2, Weapon Use- M16 3.

03 Otherwise, create the ex-military character as any other character. Allow them to allot points into any military skills.

04 Total the points spent in military or military related skills. Add them to the character's age, Luck, Intelligence, Wisdom, and Charisma statistics. Compare the total with the Military Rank table and learn the character's rank when he or she retired from the military, or current rank if still enlisted.

05 Characters who have seen combat gain +1 on any skill relating to hand-to-hand combat, survival, or weapon use. Non-combatants gain a +1 on any skills relating to their technical or training expertise.

06 Any character who has achieved the rank of Sergeant or higher may add +2 onto all military skills, and +1 additional point to Strength, Constitution, and Charisma. They also have training in Weapon Use- Colt 3, Public Speaking 2, and Administration 2.

POLICE TRAINING

Characters who are recruited into the Bureau from the ranks of the police are oftentimes among their best agents. Already skilled in investigation, administrative duties (read: paperwork), and dealing with the public, they are able to concentrate on the supernatural elements of their jobs. Characters with police background, past or present, are created as per normal characters with the following exceptions:

01 Characters begin with levels in the following skills: Civil Law 4, Criminal Investigation 4, Criminal Law 2, Criminal Science 4, Interrogation 1, Law Enforcement 4, Martial Arts 3, Physical Surveillance 2, Projectile Weapons Technology 1, Pilot Motor Vehicle 6, Security 2, Weapon Use- Pistol 3, Weapon Use- Nightstick 2.

02 If the total number of skills allocated to the above skills (and any related skills, at the Gamemaster's discretion) equal 50 or more points, then the character has earned the rank of detective. If the total exceeds 75, then the character may have achieved the rank of captain or chief of smaller cities. Above 100, and the character holds a position as a policecommissioner or chief of a major city.

PRIESTLY EDUCATION

The priesthood often is the vanguard in the assault against supernatural evil, and the frequency which men and women of the cloth encounter the supernatural is many times greater than the mass of humanity. This is undoubtedly due to their basic role, which is in dealing with the manifestations of supernatural beings and influences in the everyday world and in human behavior. From here it is a small step towards confronting that evil directly. Players who wish to recruit their agents from the rank of the clergy should follow these steps:

01 Create the character as outlined above for most regular humans.
02 The character's Wisdom statistic must be at least 10, and Piety at least 12. Add +2 to the priest's Charisma score and +1 to their Sensitivity ability.
03 Allow the player to distribute skill levels among any found in the priestly skills.
04 The character begins with the following basic skills: Dogma 4, Canon 2, Proselytration 2, Religious History 2.
05 Assign a ranking within the church depending on the average level of all priestly skills listed. Total all skill levels spent, then divide by 12. The following result, rounded down, is the "level" of the priest within the church. If the player wishes to create a character from another religion (other than the Catholism described in the rules) he or she can research the appropriate titles.
06 All other restrictions regarding faith and firearms described in the rules apply.

STEP FOUR- INITIAL ENCOUNTER WITH THE SUPERNATURAL (OPTIONAL)

One intriguing way to get the character into the ranks of the Bureau is to actually role-play their initial encounter with the supernatural and agents of Bureau 13. It crystalizes the characters and gives them some life before becoming agents, making each of them a more "real", and giving the Gamemaster the chance to role-play elements of their training rather than just saying "You had an encounter with the supernatural and now you're a Bureau agent." Actually putting the characters through this encounter and making them learn about the Bureau through role-playing can add continuity to a campaign. This step, while detailed here and recommended strongly, is optional and need not be followed. Some Gamemasters and players are more than content to play without needing to know player background.

To generate the character's background and the initial encounter with the supernatural and their subsequent recruitment into the Bureau takes a bit of work, but is well worth the effort. The following is a step-by-step procedure for determining these factors:

01   Create the character as per normal, *without any Bureau 13 skills;*. These will come later.

02   Generate an encounter with the paranormal which seems likely that the character would become emeshed in as a civilian. This can range from a short, simple adventure to a massive conspiracy which the character will continue to struggle against as an agent. Perhaps the adventure itself will provide sufficient reason for the character to want to become an agent, possibly giving up their careers and very lifestyles to become footsoldiers against the unknown.

03   At some point in the adventure, the characters come to the attention of Bureau 13 agents, either being rescued by them, opposed by them before things are straightened out, or even aiding them. After becoming aware of the existence of the unreal and those who attempt to right it, they are recruited. Perhaps they are even extorted into the Bureau's service (through threats of tax audits, disbarrment, legal harassment) or actually "killed," their deaths faked and their new life begun (ala *Remo Williams* or the character from *La Femme Nikita* or the American remake *Point of No Return*).

STEP FIVE- BUREAU TRAINING

From here, there is only one step before the character is ready to begin play, and this step is also optional. Many GMs will feel justified in glossing through it, or simply describing it when characters are prepared, previous to the first adventure.

01   They are spirited to one of a number of places for training. An obvious choice is to have a top-secret base for Bureau 13 training, secreted somewhere underground or in some mountain retreat. Another option involves having them train alongside CIA or FBI agents, giving them similar training and oftentimes a number of contacts who have no idea of the character's true agency.

02   They will be put through the Bureau's basic training course, which will provide them with the following bonuses to statistics: Strength +1, Agility +1, Constitution +1, Accuracy +1, and Sensitivity +1. They will also gain levels in the following skills: Criminal Investigation 2, Computer Operation 2, Civil Law 2, Emergency Medical Care 2, Document Forgery 2, Computer Tapping 2, Paranormal Psychology 2, Weapon Use (any firearm) 2, and Evidence Dispersal 2. They have 6 skill levels to add to the following skills: Magic (White or Grey), Magic (Black), Supernatural (Spirits and Undead), Supernatural (Natural), and Psionic Study. They have another 6 points to distribute among these or any remaining Bureau 13 skills, or any other government and

law enforcement-related skills which are appropriate.

03 This period might be marked by accompaniment with an experienced group as sort of an "internship" or training exercise. It could be interesting seeing how the new character reacts to being assigned to an older, more experienced Bureau agent or team. The other team might even bristle at being used as baby-sitters for newcomers, forgetting that they were in the same position themselves some time ago. Doing this creates the chance for the characters to know other agents and perhaps observe firsthand teams in action. Roleplaying this can be done with the GM taking on the role of the many NPCs, using the other players to play specially-created NPC agents for each other, or through "farming" the player and character out to another gaming group for one session, if possible.

04 Allow the character to equip themselves to their tastes. Be generous, but refrain from anything extravagant. Explain that they'll be able to requisition equipment if they need to, or purchase it themselves and be reembursed for it later.

05 After being trained in the various guidelines, responsibilities, operating procedures, special equipment, and resources available to Bureau agents,they meet their new partners. Just as they are settled in, the specially encoded fax machine in their base vehicle beeps, spooling out a sheet of paper. On it is their first assignment. They fire up the engines of their vehicle, and then it's off into the streets in search of the unknown.

OPTIONAL RULES MODIFICATION- DOING AWAY WITH LEVELS ALTOGETHER

One particularly artificial construct in the rules is the presence of experience points and levels. While the idea of gaining experience from adventuring and getting better with skills seems logical, the arbitrary nature of experience totals and levels adds nothing to the game. The following suggestions are given to replace the experience point/level progression system.

EXPERIENCE POINTS- Eliminate these completely. The conditions for success are so difficult to describe accurately with point totals (what is 1 point worth, exactly), and the practice of dividing the points equally among surviving characters regardless of their actual performance seems unfair rather than fair.

BUREAU TITLES- Already, these were eliminated from later editions. Since they have little relevance within the game, eliminate them without a glance back. See if anyone notices.

HIT POINTS- Why should characters be more able to withstand gunfire as they progress in the game? Characters who wish to increase their hit points should do so by increasing their Strength and Constitution statistics, which determine the initial hit point totals. If this rule is followed, the GM should allow the characters the full amount of hit points available (i.e. 10 points instead of d10 points). An optional rule might be to allow the characters to increase their hit points through training in various forms of physical training. A fair rule of thumb is to give the character one extra hit point per three levels of physical skills. These can include the following: Commando Training, Gymnastics, any Martial Arts, and any impact Sport.

SKILL LEVELS & STATISTICS- This is the most important part of level advancement and the only part of it which makes sense. An easy suggestion is to award raw skill levels instead of experience points. The skill levels can be spent on skills, statistics, or banked for use later. GMs should consult the following listing after each assignment is completed and award points based on it.

OUTCOME OF MISSION   POINTS

Outcome of Mission	Points
Goal of mission accomplished expertly with no civilian casualities or public exposure of Bureau activities	2 points
Goal completed adequately.Messy job, some casualties. Forced to cover up tracks. Innocents suffer because of inaction.	1 point
Goal covered badly. Heavy losses. Expensive and difficult to conceal activities. Very visible in local medical or among population.	0 points
Goal uncompleted. Forced to flee. Enemy escapes. Public attention drawn to supernatural occurrence. Many loose ends.	-1 point
Goal spectacularly bungled. Another Bureau team forced to step in to mop up. Local lawenforcement endangered.	-2 points

Bureau 13's secrecy compromised.
Perhaps heavy loss of agents.

The GM decides where the outcome fall, and begins with this number of points. Everyone in the group will receive this base number.

CHARACTER SUCCESS   POINTS

Dice were really hot, all plans succeeded   +2 point
     character was undefeated in battle.

An even performance. For every mistake or   +1 points
     bungled roll, there was a success.

The odds just weren't in your favor. Plans   0 points
     went wrong, lots of fumbles and
     mediocre rolls.

This is awarded individually to each character. No one should be penalized for poor dice rolling. In this system, they're just not rewarded. Average performances will generally merit one point.

PLAYER INVOLVEMENT   POINTS

Player behaved in character expertly, even   +2 point
     if forced to risk character's life
     or cover. Outstanding leadership.

Player performed character adequately.   +1 points
     Nothing believable, but nothing
     inspired. Character added to the group,
     but did not lead.
Player didn't pay attention, was difficult, didn't 0 points
     offer anything creative or especially
     interesting. Perhaps busy with other
     things.

This is awarded in a case-by-case basis. Note that it can sometimes lead to sore feelings if the GM continually favors certain players over others. This system is recommended only for groups of serious role-players or those who don't take criticism too seriously. If the GM is worried about offending people or discouraging them in the playing, then it is advisable to simply figure out the general level of success and player involvement and award identical points to each player.

FINAL WORD

As you can see, this alternate system generates characters which will undoubtedly have more experience and greater numbers of skills than the random method. This makes for more competent characters with professional or educational backgrounds which aid to their abilities, or in some cases, characters with believable weaknesses in certain areas and strengths in others. Hopefully, this will add to the quality of future **Bureau 13: Stalking the Night Fantastic** campaigns and create characters who are noteworthy additions to the rank of Bureau agents.

More New Spells

This is the second installment of Bruce Sheffer New Alternate Spells for Bureau 13.

ALCHEMY

To create a potion requires a combination of an effect and a form. The DL of the potion is the DL of the form + the DL of the spell. One form can be changed into another with a successful casting based on the new form. However, the cost is only that of the new form only (no spell cost). Failure results in the destruction of the potion. The minimum possible snap casting is the DL in minutes. Full casting is the DL in hours. Potions will remain effective for one week per level of skill in Alchemy. Components may not be omitted in Alchemy.

The number of components are equal to the DL of the form + the components of the spell. The chance of finding components in the wild (no reliable source) is equal to the difficulty percentage of successfully creating the potion plus (DL percentage points * days of searching). This chance may be checked each day.

Example:

Potion of DL 13 = -95% + 13%
    = -82% chance first day
    -95% + 26% = -69%
    chance second day
    -95% +104% = 9%
    chance eighth day

Purity should be checked separately.

Gas Form
DL 11 (110 WKM)
Time to effect 1a

This skill allows the creation of potions that produce a gas that has the desired spell-like effect. DL of 11 is added to the DL of the spell fixed into the gas.

Liquid Form
DL 9 (90 WKM)
Time to effect 10a

Allows the creation of liquids or suspensions that must be drunk. Includes knowledge of appropriate containers. 9 is added to the DL of the spell fixed into the potion.

Powder Form
DL 7 (70 WKM)
Time to effect 1m

Allows creation of powders or dusts that can be sprinkled or blown. 7 is added to the DL of the spell fixed into this form.

Solid Form
DL 5 (50 WKM)
Time to effect 10m

Allows the creation of salves, creams, oils to be spread over the target or pills to be swallowed. 5 is added to the DL of the spell fixed into this form.

AEROMANCY
the elemental control of air

Call Clouds
DL 11 (50 WKM)
CT 10m AOE 1mir Dur 30m
Type G

Summons clouds of a paticular kind. This can be used to stop a storm.

Call Lightning 1
DL 8 (20 WKM) CT 6m Range 100' AOE 1obj Dam d16
Type B

Summons a bolt of lightning from a storm to hit a single target

Call Lightning 2
DL 14 (80 WKM) CT 5m
Range 1mir Dur 30m Type B

Call down a single stroke of lightning (max out the electricity chart). Each higher level produces another stroke. It can be called down anytime during the duration. Otherwise, it permits intermittant flashes of light that ruin night sight.

Call Rain 2
DL 11 (50 WKM) CT 10m
AOE 1mir Dur 30m Type G

Causes a steady rainfall. It is first a simple rain but higher levels can cause an incredible downpour.

Call Thunder
DL 10 (40 WKM) CT 5m AOE 1mir Dur 30m Type G

Causes a terrible thunderstorm

with rolling deafening thunder and lighting . The lightning will hit no land object.

Call Wind
DL 4 (5 WKM) CT 21m AOE 500'r Dur 10m Type G

Stiffen/lessen prevailing winds by 15mph. Each additional level (10 WKM) changes wind by an additional 15mph.

Call/Banish Rain 1
DL 3 (5 WKM) CT 36m AOE 500'r Dur 15m Type G

Change weather slightly: range 1(dry) - 10(downpour). Each change of DL changes the range by 1.

Control Wind
DL 8 (20 WKM) CT 6m AOE 100'r Dur 5m Type G

Allows caster to control winds and provide immunity from its effects, change direction, or direct against an opponent or structure.
Chance to control: (Chance to Cast - Wind Speed (MPH))

Create Air
DL 1 (5 WKM) CT 9m Range t AOE 1per Dur 1h Type G

Creates breathable air that clings to the person. Produces continually. Can be blown away by high winds, but will not disperse in vaccuum.

Cyclone
DL 10 (40 WKM) CT 5m Range 30' AOE 30'r Dur 5m Dam d6 Type B

Creates a 50' high whirlwind that can grab objects, pull to center and hurl upwards. 10lbs/level can be lifted, 40lbs/level will be dragged. Damage is considered LV HBD damage and is from objects striking the PCs. If lifted, add falling damage.

Lighting Ball
DL 7 (10 WKM) CT 3m Range 75' Dam d6 Type B

Produces a small ball of static electricity that can be hurled at an opponent. Damage is indexed as result roll on electrical chart.

Predict Weather
DL 1 (5 WKM) CT 45m AOE 75mir Type W

Allows caster to accurately predict weather for the radius specified for any time in the next 5 days. Spell assumes that no unnatural force is affecting weather.

Summon Air Elemental
DL 12 (60 WKM) CT 75m Dur 1h Type GB

Summons an air elemental. Choice is random among those available. However, level of power will be commensurate with the power of the weather at the time of casting. A mighty storm will result in a more powerful elemental.

Wall of Wind
DL 12 (60 WKM) CT 15m Range 20' AOE 10x10 Dur 30m Dam d30 Type G

Creates a 10'x10'x5' thick wall of wind. A 1/2 DOD roll is necessary to force through. A running start is a normal DOD roll but will require a roll on the Tumble table. Damage is accrued in any case. Thrown objects will be hurled back.

Wind Blast
DL 10 (40 WKM) CT 3m Range 30' AOE 1obj Dam d20 Type GB

Produces a brief blast of hurricane force wind at a single target.

Wind Form
DL 9 (30 WKM) CT 45m Dur 30m Type W

Allows caster + 100lbs to become air and move with any wind present. No physical attacks can affect him in this state. He can only be contained in an airtight chamber.

Quotes on Evil

Evil often triumphs, but never conquers.
— **Joseph Roux**

A little evil is often necessary for obtaining a great good.
— **Voltaire**

Evil unchecked grows, evil tolerated poisons the whole system.
— **Jawaharlal Nehru**

The first lesson of history is the good of evil.
— **Ralph Waldo Emerson**

The mere apprehension of a coming evil has put many into a situation of the utmost danger.
— **Lucan**

Outpost Missives

Local Reality Sets

Occasionally creatures encountered during investigations appear to violate or ignore some or all the laws of nature as we know them. In most cases this is the result of supernatural powers such as spell casting, psi powers, or illusion. However, a significant number of creatures live in a reality not our own. As a result they are proof against many weapons, some to the extent that bullets, explosions, even ranges of electromagnetic radiation do not exist to them.

How these roaming pocket universes came into existence is uncertain. The following are our best guesses so far:

01 Existing by force of will. They establish their own reality based on their own self-concepts. These creatures can be very powerful, but they are highly defined and must adhere stringently to their own rules. Many have attributes that clearly identify them. Djinn and Vampire are examples of this.

02 Conferred by higher powers. These creatures were created by the Higher forces to perform tasks that promote the ends of these forces. They may take any form but their behavior is highly defined. Angels and Demons are examples of these.

03 Remnant of an earlier time. Some theologians and cosmologists believe that the universe passed through many "phases". What we believe to be reality is merely the most recent of these states. Creatures created in these times past would maintain all to a semblance of that previous reality. Most of the Forgotten Gods fall into this category.

04 Incursion from another universe or dimension. Some ultra powerful beings or creatures using immense instrumentality can pass into our world and bring their reality with them. These passages can cause rifts in time and space. Fortunately, most of their power seems to be tied up in maintaining their existence here. Purple Monsters may be of this sort.

These reality sets sometimes extend beyond the personal space of these beings and can be conferred on others in the immediate area around the creature. This is extremely dangerous if a confrontation occurs. A previously weak opponent may become unstoppable. Trusted weapons and devices may no longer work.

When an agent encounters a creature of this sort the first step must be observation. Usually these conferred powers pass quickly, but they may not, especially if they are associated with an object that has been given by the creature to an opponent. The agents must determine what physical laws affect both the team and the target creature. These may be the only methods of attack available to the team. If an object that belongs to the creature can be acquired, it may prove to be a specific or possible weapon against the creature.

If no standard attack is available, the team must search for a bane. This involves noting the basic nature of the creature and seeking materials that exemplify the diametrically opposite qualities. This is why most priests have such a strong effect on many supernatural creatures. Their beliefs almost always set them against certain supernatural forces.

When confronting a creature that may have a local reality set check for the following:

Supernaturally Great Physical Strength: When it picks up something does the target object behave in a structurally correct fashion (ie, when Superman picks up a building at its corner and flys away with it, it should collapse since the load bearing structural points on the other 3 corners are not supported). Most objects can only support themselves at certain points, so a car or house picked up by its roof will crumple, walls will collapse in, windows will shatter, and people will fall out. If these do not occur, then some kind of altered reality may be in operation.

Gigantic creatures: The laws of mass vrs size say that each doubling of size increases weight by a factor of 8, so a six foot, 200 lb man would be 12 foot tall and 1600 lbs if all his dimensions were doubled. Creatures whose size were greater than this would be so heavy that they would sink deep into the earth, or collapse under their own weight. If they do not, then they may be using some kind of scientific, magical, or psionic means to negate their own body weight or the laws of reality have been modified to allow their body substance to be exceptionally strong. Giant Japanese monsters are classic examples.

Lack of Collateral Damage: This is damage to objects and living creatures which were not the primary target of an attack. When explosions occur, or lightning, fireballs, dis-bolts, etc. strike a target, the energy has to go somewhere. Some of it is used to consume or damage its target, but most radiates away from the point of impact, usually as heat or a shock wave. Anything close by is going to suffer damage of one kind or both. This is why agents are warned not to use explosives and missiles indoors. Many have died from the subsequent collapse of the building. If a creature uses an attack which has no collateral damage, is absolutely surgical in nature, there is a very good chance that

the laws of reality have been altered.

Alterations in the flow of time: Any modification to the normal flow of time indicates that a reality affecting force is present. The main problem with time loops and time bubbles is that all the energy expended to create them must go somewhere when it resychronizes with the normal space-time continuum. Theoretically, the Earth could be vaporized by such a jaunt. No time affecting device or spell should be tested anywhere near our home planet.

Unaffected by an attack or environment that normally causes damage: All normal creatures can only survive withing a narrow range of temperatures, usually from about 40 degrees to 150 degrees farenheit. When we must deal with temperatures outside that range, we must use special protections. Creatures that can ignore massive amounts of heat, electricity, impact, radiation, vaccuum, and/or intense cold are either protected by some device or spell, or they exist in some reality where the effects of these forces are reduced or eliminated. If a creature appears to be breathing when in a vaccuum, this is almost certain.

Able to produce and control massive amounts of energy: This manifests in various forms such as strength, speed, or energy attacks. The first Law of Thermodynamics states that energy cannot be created nor destroyed, only changed. This means that energy has to come from somewhere and has to go somewhere. It cannot just appear and disappear. The Second Law says that all high energy sources try to transform into lower energy sources. We now know that a small amount of material can produce prodigeous amounts of nuclear energy, and WKP and WKM have large effects, but none of these are infinite and all are slow to renew. Also, most of the energy produced transforms into lower grade energy like heat. Therefore it is possible to see a huge outlay of energy, but it cannot continue indefinitely. Any creature with limitless amounts of energy, strength, or speed and is producing it effortlessly with no side-effects is getting that energy from another reality or does not truely exist in our reality.

Accellerated healing or Radical Regeneration. Many animals can heal quickly, or regrow a lost limb. However, normal biology is unable to move the cellular building blocks through the body fast enough for visible healing. Any creature that can reform in a few seconds, or reattach a limb by shoving the severed member against the stump for a moment has a physiology unsupported by our reality.

Remember !

Creatures with local reality sets are extremely rare. Most creatures who exhibit these qualities are using illusion or trickery to create these effects. A hologram can reform seconds after it is destroyed. Agents should be wary of such subterfuge. Psi or Magi Corp personnel would be assigned in such cases. A secondary benefit is that most "indestructible" creatures are still vulnerable to mental attack.

Quick Body Table

by

John H. Reiher Jr,

Sometimes in the heat of battle, stopping to index a bullet hit in the body table on a NPC can really slow a game down. So to speed up the process, I put together a set of tables to speed up the flow of combat, without losing the flavor of the standard body tables.

These tables are based upon the standard tables by averaging the values in the following areas: Miss, Graze A, Graze B, and Body. To use table roll on the Hit Location Front or Back or on the Hit Location Side charts for area hit. Also use this table for aimed shots at specific areas to quickly determine hit resolution.

An important hint, don't roll for damage until it is determined that the wound is not a Graze A or B. For a large number of rounds, determine the average damage per round from the firearm or ranged weapon ahead a time.

Example:

Jimbo opens fire on a snaggle-toothed crazy armed with a club, (Hitpoints 35). He aims at the chest area hoping that he will hit something vital. He squeezes off a three round burst, 2 rounds hitting the chest. He is firing a M16-A2, with type F rounds, (4d8 + 8). The GM rolls a 9 for the first round, it doing a Graze B for 8 points of WBD. The second round is rolled as a 71, hitting the chest, doing 31 points of penetration damage. From the GM's rolls, it misses bone in the chest, hits an artery with a clean hit, no extra damage, misses the spine, and the crazy makes his DeathShock roll on a 67. The round caused no extra damage from Hydrostatic shock. The crazy makes his wound shock rolls.

The crazy is getting closer, so Jimbo goes full auto on him. 5 rounds hit, and the GM goes to average damage, 26 points per round. Rolling on the hit location chart the GM rolls a hit on the following areas: Left Arm, Abdomen, Left Leg, Right Arm, and Left Arm. The GM decides to resolve the Abdomen hit first since it is a more vital area than the others. He rolls a 21, the bullet blowing through the guts of the crazy, hitting a major artery severing it, (+d6 WBD every minute) and 5 points of Hydrostatic shock. The GM then quickly rolls for the three arm hits at the same time. The left arm breaks from bullets and contributes and additional +12 WBD from hydrostatic shock, while the right arm survives mainly intact with only +6 WBD from hydrostatic shock. The last bullet does a Graze B on the left leg, for an addtional +6 WBD, totaling +24 WBD for this round, and 31 WBD total from the previous round. The crazy fails his wound shock roll, falls to the ground unconscious, but still lives, though the gut shot will do him in, in a couple of minutes or so.

Quick Body Tables

Description of entries:

Miss= a superficial wound that does no damage.

Graze A = d6 WBD.

Graze B = 2d6 WBD.

T= Amount of damage needed to completely pass through the body.

B= Amount of damage needed to penetrate a bone.

Artery hit %= Chance to hit an artery.

Spinal hit: 12, %= Chance to hit the spine.

Eye hit: 4, %= Chance to hit an eye.

DS= Death Shock percentage/
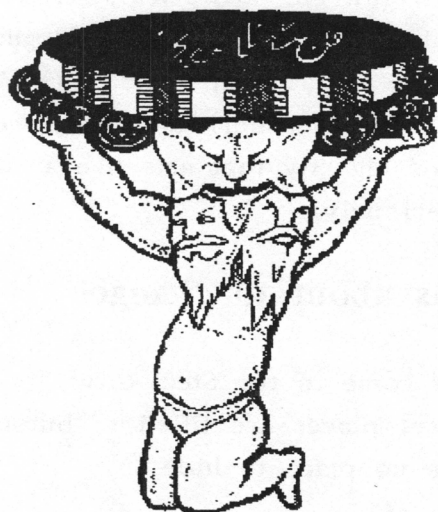
A Head Area

d100	Type of hit
01-06	Miss
07-12	Graze A
13-45	Graze B
46-00	Head Hit

T = 22
B=6, chance to hit= 100%
Artery hit %= 90%
Spinal hit: 12, %= 10%
Eye hit: 4, %= 10%
DS= 68%

B Chest Area

d100	Type of hit
01-20	Graze B
21-00	Body Hit

T = 16
B=5, chance to hit= 75%
Artery hit %= 86%
Spinal hit: 12, %= 20%
DS= 23%

C Abdominal Area

d100	Type of hit
01-08	Graze B
09-00	Body Hit

T = 14
B=5, chance to hit= 58%
Artery hit %= 100%
Spinal hit: 12, %= 11%
DS= 8%

D Arm

d100	Type of hit
01-14	Graze A
15-42	Graze B
43-00	Arm Hit

T = 12
B=7, chance to hit= 76%
Artery hit %= 71%
DS= 0%

E Leg

d100	Type of hit
01-19	Graze A
20-41	Graze B
42-00	Leg Hit

T = 16
B=10, chance to hit= 86%
Artery hit %= 29%
DS= 0%

F Foot

d100	Type of hit
01-11	Graze A
12-30	Graze B
31-00	Foot Hit

T = 11
B=6, chance to hit= 100%
Artery hit %= 32%
DS= 0%

G Hand

d100	Type of hit
01-19	Graze A
20-33	Graze B
34-00	Hand Hit

T = 8
B=3, chance to hit= 100%
Artery hit %= 38%
DS= 0%

GEOMANCY

The elemental control of earth.

These spells deal with earth and confering some qualities of the earth to the mage. SM (strata multiplier) is equal to the blast rating of 1 inch of the material:

STRATA MULTIPLIER EXAMPLES

20 Glass
100 Loose Earth
180 Packed Earth
120 Sand
80 Concrete or Brick
140 Stone
60 Metal, Soft
180 Metal, Hard
380 Metal, Armored

Animate Stone
DL 9 (30 WKM) CT 36m Range T Dur 30m Dam d20 Type GB

Shaped Stone up to the size (not weight) of the caster will animate under the verbal direction of the caster. Damage is divided among the striking limbs.

Assimilate
DL 5 (5 WKM) CT 6m Dur 2h Type W

Allows the caster to take on the hardness of the material he is standing on. Multiply hit points by SM. Affects only caster, not posessions.

Ball of Earth
DL 6 (5 WKM) CT 9m Range t Dur 1m Type G

Creates a 3' diameter ball from whatever material is present. Can be rolled or dropped. Damage depends on material.

Crumble
DL 10 (40 WKM) CT 24m Range t Type G

Causes any earth/stone like material up to a 10'cube to crumble to dust.

Dig
DL 20 (140 WKM) CT 33m Range 10' Type G

Unearths stone/earth from the ground up to a 20' cube into whatever embankments/buttresses that are desired

Divine Material
DL 7 (10 WKM) CT 24m Range 25k Dur 1h Type W

Divines location, amount, and quality of a chosen material within range of the spell. Due to the duration, the caster may move if unsucessful and try again.

Dust Storm
DL 8 (20 WKM) CT 6m Range 50' AOE 50'r Dur 1m Type B

Creates a stinging, blinding, choking cloud (-3 STR -4 DEX -2 AGL -5 WIZ -12 ACC -6 DOD).

Earth Bolts
DL 7 (10 WKM) CT 3m Range 150' Dam d6 Type GB

Causes clots, slivers, and flakes of earth/stone to break free and hurl themselves at a target. Treat as HBD blast.

Earth Bonds
DL 10 (40 WKM) CT 6m Range 50' Dur 1m Type G

The ground rises up and grasps the lower part of the target. If the target fails its DOD roll, it takes a STR - SM roll to break free.

Earthquake
DL 12 (60 WKM) CT 9m AOE 3mir Dur 15m Dam d8 Type B

Produces a mild earthquake (1 on the Richter scale). Which rises 1 for each added DL (10 WKM).

Entomb
DL 14 (80 WKM) CT 6m Range 30 Type B

A pit opens up at the target's feet and, unless he can fly, closes over him after he falls in. Bottom of pit is 10'deep.

Pass Earth
DL 9 (30 WKM) CT 12m Dur 5m Type WG

Allows the caster to take on the properties of the material at hand. Merge with it and move through it at max movement rate/SM in feet.

Stone Shape
DL 5 (5 WKM) CT 6m Dur 1h Type G

Allows the caster to work any stone with his hands at a rate of one cubic ft/minute divided by the SM. Does not give artistic talent. Effects are permanent.

Summon Earth
DL 10 (40 WKM) CT 1m
Range 10mi Type G

Causes 100lb of raw mineral or stone to erupt from the ground of a type chosen by caster at his feet.

Summon Earth Elemental
DL 12 (60 WKM) CT 75m Dur 1h Type G

Summons an earth elemental under the control of the caster. Generate stats like a normal character. Then multiply STR & CON by SM determine HPT.

PYROMANCY

The elemental control of fire.

Part 1

Cause Fire
DL 1 (5 WKM) CT 3m Range 5' Type G

This will ignite a small area of normally flammable substance which will continue to spread.

Create Fire
DL 8 (20 WKM) CT 1m AOE 1'r Dur 30m Type G

Cause combustible materials to burst into flames. As long as air is present, the affected area will continue to burn, renewing after coverings are removed. Human beings are not considered combustible.

Extinguish Fire
DL 3 (5 WKM) CT 9m Range 50' AOE 50'r Dur 15 Type G

This will snuff out any natural fire in the area and prevent any ignition for the duration of the spell. This can be used to disable internal combustion engines and firearms.

Fireball
DL 7 (10 WKM) CT 3m
Range 80m Dam d6 Type B

A small ball of fire is created that streaks from the caster to the target and explodes.

Fireblast
DL 8 (20 WKM) CT 3m
Range 20m Dam d8 Type B
A sheet of flame is created at the hands of the caster and sent at a single target.

Fireburst
DL 9 (30 WKM) CT 15m
Range 40' Dam d24 Type B

This will cause any natural fire to explode and burn all within 10' (this assumes a 5' diameter fire, enlarge the radius for larger fires).

Firedome
DL 9 (30 WKM) CT 6m
AOE 10'r Dur 30m Dam d16
Type GB

Creates an immobile hemisphere of flame centered on the caster which will cause damage only to those who attempt to pass through.

Firefall
DL 13 (70 WKM) CT 12m
Range 50' Dam d20 Type B

Causes a 50' radius rain-like storm of fire centered up to the range listed.

Fireform
DL 10 (40 WKM) CT 9m Dur 15m Dam d12 Type WB

Caster becomes flame and immaterial, almost massless. Only solid matter will support, but not harm the caster. Only cold, mental, or elemental amounts of water can harm.

Firesight
DL 2 (5 WKM) CT 15m Range 50mi Dur 10m Type W

The caster may use any fire as a scrying device to see out of another fire within the range. A random fire in a chosen direction will be targetted. Once located, the caster may accurately return assuming that the caster knows where he is at the time.

Firestorm
DL 16 (100 WKM) CT 24m
AOE 1mir Dam d40 Type B

This causes a crackling wave of fire to flow away from the caster to the limit of the spell range unless otherwise stated. The wave travels at 350' per action at base DL to the limit of the radius.

Note: Many of these spells were inspired by material in the Ysgarth Rule System. A diligent effort was made to rewrite them to avoid copyright violation, but we wanted to give credit where credit was due.

New Alternate Spells will continue next issue.
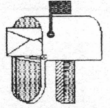
As you finish each Tome we would like to ask your help. To make the next Tomes better please answer the following questions and send them back to us. Please feel free to add any comments, questions, and letters to this.

Remember we are using the one to five, one being hoax(bad) to five being a Major Monster Attack(Excellent).

	1	2	3	4	5
1. The Cover	___	___	___	___	___
2. Terror Watch Hot Spot	___	___	___	___	___
3. NEFCB - Featuring Ash	___	___	___	___	___
4. Cretaceous Sanctuary	___	___	___	___	___
5. Keep it Covert	___	___	___	___	___
6. The Thing Under the Back Stairs	___	___	___	___	___
7. Diceless Characters	___	___	___	___	___
8. More New Spells	___	___	___	___	___
9. Outpost Missives	___	___	___	___	___
10. Quotes on Evil	___	___	___	___	___
10. Quick Body Tables	___	___	___	___	___
11. The Issue As A Whole	___	___	___	___	___

Our Next Tome will be out within three months. Until then...

Coming   Soon....

Jacob's Zombie - - A Bureau Aventure

NEFCB Featuring The X- File Agents

Book Lore and More

The Outpost Missives

And much more...

Check us out!

Simplified Body Hit Chart (Front/Back)

T=Total Penetration for Area
B=Chance of Bone Breakage
A=Chance of Artery Damage
DS=Chance of Death Shock

Head
1-6	Miss	
7-11	Graze A	1d6)
12-44	Graze B	(2d6)
45-50	Not Brain or Spine	T=17, B=100%, DS=3%
51-56	Spine	T=29, B=100%, A=100%, DS=15%
57-100	Brain	T=22, B=100%, A=100%, EYE=13%, DS=85%

Chest
1-19	Graze B	(2d6)
20-72	Not Heart or Spine	T=14, B=79%, A=84%, DS=10%
73-86	Spine only	T=21, B=80%, A=80%, DS=8%
87-94	Heart only	T=17, B=100%, A=100%, DS=87%
95-100	Heart & Spine	T=26, B=100%, A=100%, DS=85%

Abdomen
1-8	Graze B	(2d6)
9-89	Not Spine	T=13, B=66%, A=100%, DS=7%
90-100	Spine	T=20, B=100%, A=100%, DS=10%

Arm
1-14	Graze A	(1d6)
15-42	Graze B	(2d6)
43-100	Arm	T=12, B=76%, A=71%

Hand
1-19	Graze A	(1d6)
20-33	Graze B	(2d6)
34-100	Hand	T=8, B=100%, A=38%

Leg
1-22	Graze A	(1d6)
23-42	Graze B	(2d6)
43-100	Leg	T=16, B=90%, A=29%

Foot
1-11	Graze A	(1d6)
12-31	Graze B	(2d6)
32-100	Foot	T=11, B=100%, A=32%

Simplified Body Hit Chart (Side)

Head
1-6	Miss (Nick)	
7-17	Graze A	(1d6)
18-42	Graze B	(2d6)
43-75	Not Brain or Spine	T=16, B=100%, A=25%, EYE=25%, DS=9%
76-81	Spine	T=18, B=100%, A=100%, DS=50%
82-100	Brain	T=22, B=100%, A=100%, DS=94%

Chest
1-3	Miss	
4-14	Graze A	(1d6)
15-31	Graze B	(2d6)
32-56	Not Spine or Heart	T=19, B=67%, A=67%, DS=30%
57-89	Spine	T=28, B=100%, A=33%, DS=46%
90-100	Heart	T=19, B=75%, A=100%, DS=64%

Abdomen
1-17	Graze A	(1d6)
18-33	Graze B	(2d6)
34-83	Not Spine	T=17, B=39%, A=100%, DS=15%
84-100	Spine	T=27, B=100%, A=17%, DS=27%

* Use Front/Back Charts for Arm, Leg, Hand, or Foot hits

Hit Locations (Front or Back - Size Based)
1-10	Right Leg 25% Tail Hit
11-15	Foot L or R
16-30	Left Leg 25% Tail Hit
31-45	Left Arm
46-56	Right Arm
57-60	Hand L or R
61-75	Abdomen
76-90	Chest
1-100	Head

Hit Location (Side - Size Based)
1-30	Leg L or R
31-35	Foot L or R
36-50	Abdomen
51-70	Chest
71-85	Arm L or R
86-90	Hand L or R
91-100	Head

Hit Location (Regardless of Size)
1-4	Right Foot
5-20	Right Leg
21-24	Left Foot
25-40	Left Leg
41-44	Right Hand
45-60	Right Arm
61-64	Left Hand
65-80	Left Arm
81-88	Abdomen
89-96	Chest
97-100	Head

Bone Breakage
1-5	Clean Break	(subtract d4 from penetration)
6-9	Bone Fractures	(add d4 WBD)
10	Compound Fracture	(add d6+1 WBD)

Artery Damage
1-7 No Special Bloodloss
8-9 Artery Nick (+1 WBD per minute until treated)
10+ Artery Sever (+d6 WBD per minute until repaired)

Adds to Roll

+2 Brain	+4 Heart
+1 Chest not Heart or Spine	+2 Abdomen
+4 Hand or Foot Sever	+3 Arm Sever
+5 Leg Sever	+1 Limb Crush Sever

Spinal Damage
1-4	Graze	(+d6 WBD)
5-6	Heavy Graze	(+2d6 WBD & +4% DS)
7-8	Direct Hit	(+2d10 WBD, 40% Paralyzation, & Roll 2nd DS at 25%)
9	Disc Hit	(+2d10 WBD, 70% Paralyzation, & Roll 2nd DS at 40%)
10	Spinal Shatter	(+3d10 WBD, 90% Paralyzation, & Roll 2nd DS at 60%)

WOUND SHOCK

Break Total HPTs into ranges of 25%, 50%, 75% and 100%. Find out which range total damage taken falls into. Failure to roll over that percentage indicates wound shock. Each more serious condition requires a roll under the percentage for the previous condition before a check is made. Incapacitation adjusts all stats by -50%. Character can no longer move by himself. Success still indicates stun effects (same total damage range)

%Total WBD Lost	Chance Incapacitation	Chance Unconscious	Death Shock
Brain			
1-25	20%	25%	05%
26-50	50%	50%	25%
51-75	75%	70%	50%
76-99	98%	98%	70%
Chest, Abdomen, General			
1-25	10%	20%	05%
26-50	25%	40%	20%
51-75	75%	60%	30%
76-99	95%	70%	50%
Arm, Leg			
1-25	05%		
26-50	10%	20%	05%
51-75	20%	30%	10%
76-99	40%	50%	15%
Hand, Foot, Tail			
26-50	05%		
51-75	10%	05%	
76-99	15%	10%	05%

Stat Adjustments Due to Damage

TYPE	STR	DEX	AGL	WIZ	ACC	DOD	THR
Head							
Graze A	-1	-7	-5	-5	-4	-2	
Graze B	-4	-10	-7	-3	-10	-6	-6
Cosh	-4	-4	-4	-2	-4	-5	-5

Muscles				**Healing Time**	
Sprain	-4	-2	-5	d10+2	days
Torn	-8	-5	-9	d6+4	weeks

Bones					
Bruised	1	-1	-1	d4	weeks
Fractured	-4	-6	-8	d4	months
Splintered	-8	-9	-9	d4+2	months
Crushed	-10	-10	-12	d4+6	months

STUN

Type	Duration	Skills	Stats
Fast	1d10 sec	-0%	-0%
Light	2d10 sec	-0%	-25%
Medium	1d10 min	-25%	-50%
Heavy	2d10 min	-50%	-75%
Hard	3d10 min	-75%	-95%

Percentage WBD Damage	Stun Type
Brain	
Graze	Light
1-25	Medium
26-50	Heavy
51-75	Hard
76-99	Hard
Chest, Abdomen, General	
Graze	Fast
1-25	Light
26-50	Medium
51-75	Heavy
76-99	Hard
Arm, Leg	
Graze	Fast
1-25	Fast
26-50	Light
51-75	Medium
76-99	Heavy
Hands, Feet, Tail	
26-50	Fast
51-75	Light
76-99	Medium

Blast Stun

- Affects whole body as WBD with armor reduction based on the average for all body areas.
- Shock and Stun tables are referenced to least protected body area.
- If any area receives twice or more of its average total penetration it may be removed by the blast (GM descretion) adding no additional WBD. Only blow them to kibbles if they receive over 4 times their maximum HPT.
- Any close detonations will have a minimum effect of causing the character to lose d4x.50 actions and a 40% chance of a d10 hour hearing loss of d100%.

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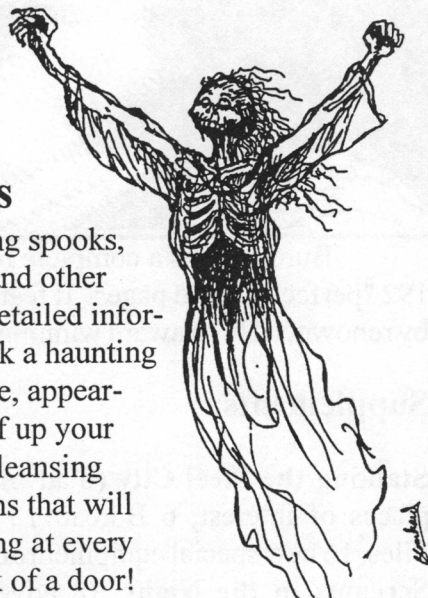
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