

CREATURE FEATURE™

**M****MONSTROUS**Restricted to Mature Audiences
with a Dark Sense of Humor.

By Mark Acres

The logo for Pacesetter, featuring the word "Pacesetter" in a bold, sans-serif font, with a stylized arch above it.

CREATURE FEATURE™



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INTRODUCTION

Hello again. How have ... things been since last we met? It may have been a while since I introduced you to the world of CHILL®, but I've been perched over your shoulder ever since, gliding through the currents of your darkest dreams, lingering at the edge of your deepest fears, lurking in the corners of your deadliest thoughts. It's been fun, but now I'm *ravenous* for some major new CHILL material, and this volume, I'm glad to say, is it.

For you annoyingly pure envoy-types, these pages offer a wealth of valuable information: new skills, new disciplines of the Art, complete background information about S.A.V.E., its resources, policies and membership—even some optional rules you and your CM can use to make combat in your adventures more gruesomely realistic.

But that's not all. At last, the other side is getting equal time. (And none too soon, I might add.) All these new skills and Art disciplines developed by S.A.V.E. are enough to make a self-respecting creature wish it had never been ... formed. No doubt thousands of envoy-players out there just can't wait to put these new weapons in the hands of the righteous. Well, that's only sporting, I guess. Because this volume contains something for players who are more like birds of *my* feather, those who are tired of all this goody-two-shoes stuff, those who think it's time for the vampires to have a better ... stake in this game, for the creatures to get an *uneven* break.

Yes, this volume contains CREATURE FEATURE™, the game where the *player characters* go bump in the night. As the saying goes, it's a whole new maul-game! Heh, heh, heh... In the CREATURE FEATURE game, players take the roles of creatures in the world of CHILL. No more wearisome trudging through fog-shrouded cemeteries in the dead of night, armed with stakes and crosses; now you can lie serenely in your coffin, influencing that weak-willed, stake-bearing envoy to plunge his whittled weapon into someone *else's* chest for a change. No more researching through endless piles of uncatalogued papyri, looking

for a mummy's scroll; now you can gleefully strangle those infidel researchers, avenging the ancient Egyptian rulers against defilers of the houses of the dead! You've got to plant your tongue firmly in cheek to play this game—but that's half the fun. After all, when you're traveling down the back alleys of your imagination, it's best to keep a sense of humor.

Now, a word about how this delightfully dreadful volume is organized, and how you should approach it:

- *Part One* is my favorite; it contains the CREATURE FEATURE game itself, including tips for CMs. Skim this part from start to finish before you even *think* about playing it.

- *Part Two* contains optional combat rules, usable with both CHILL and CREATURE FEATURE. Some players and CMs prefer a more detailed combat system than the one in the original CHILL game; they want to know the difference between being shot with a .45 and being blasted by a shotgun. This part of the book is just for them.

- *Part Three* is strictly for the arsenals of envoys. It's written with CHILL PCs in mind, but to make CREATURE FEATURE more interesting, you should give NPC envoys the benefit of this material, too. This section includes Desmond Kearney's update on the S.A.V.E. organization and its policies, plus two chapters from yours truly describing new skills, equipment, and disciplines of the Art for envoys. CHILL players should plunge in and *start using this material immediately*. Unlike Part Two, Part Three is not considered optional.

- *The final pages* of this volume contain character sheets, tables, and maps for both CREATURE FEATURE and CHILL. Most of this stuff is yours to photocopy for personal use during play.

Well, that about sums up this volume. So now, turn down the lights, curl up in your favorite chair, and get *very* warm and comfortable. I'm going to shake my tailfeathers on into Part One, where the horror of CREATURE FEATURE awaits.



PART ONE:

CREATURE FEATURE™ GAME

Ah... Welcome to my favorite part of this book. This is the CREATURE FEATURE™ game, where creatures are the player characters, and S.A.V.E. envoys are the powerful, nasty, and perhaps even ... tasty NPCs.

CREATURE FEATURE is a wild, delightfully macabre variant of the CHILL® game. The CHILL role-playing game serves as the foundation for CREATURE FEATURE, and if you know the first game well, learning this one should be easy. In most cases, CHILL rules still apply; exceptions are carefully noted in the chapters that follow.

Now that we know CHILL serves as this new game's foundation, let's get two things straight: One, CREATURE FEATURE is not CHILL. And two, CREATURE FEATURE is in no way intended to replace the traditional CHILL role-playing game. CHILL is based on suspense and genuine fear. CREATURE FEATURE is based on humor as black as yours truly; it provides the kind of entertainment that turns a peaceful, moonlit night into a ... howling good time.

But that's only the start of what's new. CHILL works with two to eight players, in addition to the CM. CREATURE FEATURE works with one to *four* players, in addition to the CM. (It's an excellent one-on-one game, and it plays best with just two or three PCs.) The reason for this is simple: CHILL creatures are powerful beings; it often takes all eight envoys just to tackle *one* creature. Turn that situation around, giving one creature to each player, who promptly fuels its powers with a dose of "playerly imagination," and the game becomes too wild to handle.

Continued...

Another important difference separates CHILL from CREATURE FEATURE. In CHILL, the creatures come in an endless variety. That's not quite true in CREATURE FEATURE. Not all CHILL creatures would be fun to play; their lives are too monotonous. (Would *you* like to play a banshee, driven only by the insatiable desire to scream at people and steal their life forces? The game would be horribly noisy, not to mention boring.) For this reason, only four types of creatures have been selected to serve as CREATURE FEATURE PCs. All are creatures which are challenging to play. They can ... enliven their basic need for victims. They can plan, plot, and plunder with marvelously sly maliciousness. They are intelligent, and make "playing with their food" a refined art. The four basic creatures—featured in fiction, film, and now in this game—are none other than vampires, werewolves, mummies, and ghosts.

These four creatures have awesome powers, but playing them is not all ... food and games. The Known World is no paradise for tourists from the Unknown. Just ask a mummy who's trying to find a cab in a rainstorm when he's almost out of Willpower and his Purified Shell has expired—and *then* discovers that the cab he does hail has an envoy at the wheel! Believe me, those envoys may look weak, but they cling to a creature's trail like an ill-tempered cur, never ceasing until their prey is destroyed (or, of course, *they* are, heh, heh, heh...)

It's a cold, weird world you're facing. But if you've read this far, you're probably bold enough to play CREATURE FEATURE. Here's what the "rules" include:

Chapter One shows how creatures view the Known World, putting life in the ... *improper* perspective.

Chapter Two explains how to build a CREATURE FEATURE PC—the bare bones of it, I like to say.

Chapter Three tells how to ... flesh out those newly-formed creatures with appropriate histories and backgrounds.

Chapter Four describes "abodes," the residences creatures require. (I like to call them "creature comforts," heh, heh, heh.)

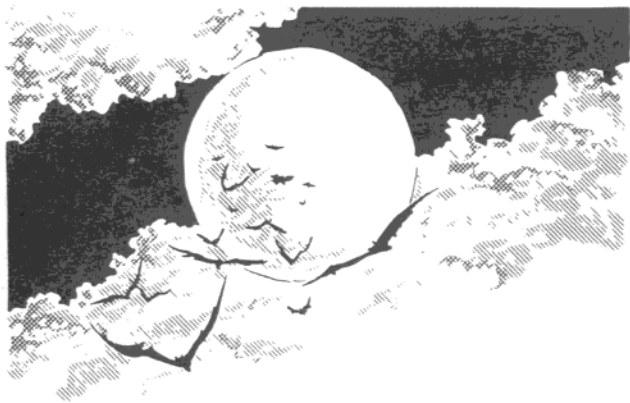
Chapter Five explains Creature Points, which are to creatures what Insight Points are to envoys.

Chapter Six presents creatures in action—outlining new rules for combat, communication, and movement, and amending some of the old rules from the CHILL Campaign Book.

Chapter Seven describes what happens when mortals meet creatures, and live to tell about it.

Chapter Eight tells CMs how to run this game at its best.

And that, my delightfully foul-feathered friends, sums up Part One. Shall we begin?



Chapter 1 How Creatures See the World

Earth, as creatures know, is a bleak and boring planet made tolerable only by the ongoing efforts of the Unknown's missionaries. Its landscapes are nauseous; its inhabitants are all dull-witted worms. And still, creatures strive to make improvements. It's a difficult task, feasible only with the proper perspective.

Below is a letter written by a vampire named Ambrose Carson Smith. The letter illustrates how *intelligent* beings view the Known World. The letter was uncovered and published by none other than the Societas Albae Viae Eternitata. (Remarks by Desmond Kearney are included for your amusement...heh, heh, heh.)

THE LETTER OF AMBROSE CARSON SMITH *with an introduction and observations by Dr. Desmond Kearney, Curator, S.A.V.E. Central Archives*

"I have seen the darkness in its many forms...."

Michael O'Boylan, 1922

In the years since Michael O'Boylan wrote those famous words in the preface to his *Devices of the Enemy*, we of S.A.V.E. have continued to see the darkness, often in many more forms than even O'Boylan could have imagined. Indeed, we often have been so involved in the effort to shed light upon the darkness that we have overlooked a simple fact: the darkness is looking back at us.

Therein lies the singular interest of the letter composed by Ambrose Carson Smith. Not only is this work the sole known piece of any length written by a bona fide creature from the Unknown; it is the only document which purports to confide to us mortals the way in which a creature views the Known World.

Before considering the document itself, it is essential to review what little is known of its author. Ambrose Carson Smith was a vampire of more than common powers and intelligence. S.A.V.E. has no way of knowing Smith's exact date of birth, or precisely when he became a vampire. Careful analysis of his writings suggests that Smith was born a few years prior to the American Civil War, in the late 1850s, and that he became a vampire some 30 years later. If these admittedly hypothesized dates are correct, Smith would have been more than 110 years old when he was destroyed in 1972, and close to 80 years of age when he wrote the letter which interests us, in the year 1938.

Smith's background is almost unknown. The first accurate records of his existence do not appear until 1928, at which time he took a position as Professor of American Literature at City University in New York. The information he provided his employers about his own background was almost certainly false; S.A.V.E. investigators uncovered only a cold trail of forged papers. But there is no doubt that Smith was already a vampire when he began his academic career. Examination of the course listings attributed to Smith reveals that he specialized in evening seminars, and no student who studied with him can recall

attending a lecture during daylight hours.

Smith's students do remember a teacher with an extraordinary grasp of American literature. Some say that he taught Mark Twain's works, especially, almost as if he were an intimate friend of the author. (S.A.V.E. is still researching a possible connection between Smith and the long suppressed satirical writings of Twain, which reveal Twain's familiarity and brooding obsession with the darkest side of human nature and his rejection of the comforts of the ordinary religious faith of his times.)

As for Smith's own writings, only the letter of note has been discovered. Unfortunately for the Known World, it appears that Smith retained his position in defiance of the American academic tradition, "publish or perish." His academic papers never appeared in the usual journals. And aside from the reminiscences of his students, all works are lost. After all these years, the remembrances of his students are at best vague, completely lacking the type of detail necessary for a critical evaluation of Smith's contributions to literary scholarship—not that his scholarship is our primary concern.

S.A.V.E. did not learn of Smith until 1970, when a young New York envoy noted that an unusual number of missing persons reports had been filed in the neighborhood surrounding City University. Investigation soon uncovered evidence of vampirism, and the trail in time led to Ambrose Carson Smith. It is sufficient to say that the envoys involved in his destruction found Smith much more cunning than the average vampire, and much more insidious in the manner in which he propagated evil.

That brings us to the subject matter of Smith's letter, which was discovered among the vampire's belongings after his destruction. The letter, written to a young student known only as "Kate," purports to set out for her what it is like to be a vampire. Internal evidence in the document itself allows us to draw the following conclusions:

1. Smith was pursuing this Kate with intentions of making her a victim of his vampiric cravings.
2. Certain friends and family members of Kate were becoming aware that Smith was not what he appeared (a kindly professor of literature in his 30s) and at least one of them knew the truth—that he was, in fact, a vampire.
3. Smith was refining the practice of his evil. It was no longer sufficient for him to simply Influence and then take his victims. At least in the case of Kate, Smith wanted the girl to choose a vampiric existence of her own free will. Such a choice on her part would represent the complete triumph of Smith's evil.

The outcome of Smith's pursuit of Kate remains unknown to us. S.A.V.E. has been unable to trace the identity of the girl, and every reference to her in the records of the university where Smith taught has disappeared.

It is interesting to note the mention of a "Dutchman" in the letter as an individual who attempted to destroy Smith. While this "Dutchman" cannot be identified with certainty, records show that in 1938 the New York police listed a Samuel D. Van Helsing, age 24, as the victim of an

unsolved homicide. This unfortunate young man was distantly related to the famous Abraham Van Helsing, who successfully drove the vampire Count Dracula from London in the late nineteenth century.

Every S.A.V.E. envoy should have a keen interest in Smith's letter; its subject matter and point of view are unique. Envoys need hardly be warned, of course, that the letter is written with a view toward making existence as an undead creature appear attractive to a romantically minded girl. Naturally, we expect to find the truth mixed with lies in a cunning and seductive way, and Smith does not disappoint us. Envoys will know that they must read between the lines to find the truth.

The letter is now presented simply as it is, on its own merits, with little further commentary. S.A.V.E. hopes its publication will be of value in shedding light upon the dark mind of a creature from the Unknown, allowing us a glimpse of ourselves as at least one horrid other saw us. While S.A.V.E. has never undertaken a comprehensive analysis of this letter, I have taken the liberty of appending a few observations following the text.

The Letter of Ambrose Carson Smith

12 Browning Street
New York, New York
Dec. 2, 1938

My dearest Kate,

Sadness overwhelms me. The revelations of our last—oh, let it not be the last, only the most recent!—tryst, your father's sudden decision to recall you to the shelter of his rustic Vermont provincialism, the craving for your warmth which I suffer since your departure, all wound me. And yet these wounds are not mortal; for no death comes to quiet my pain. Of a truth, I would rather blood *would* flow than that I should suffer such longing for you!

But forgive me, Kate, for so dwelling on my own sorrow. My dearest one... Truly we share the habit of great minds desperate for that deepest need of all: an endless reflecting on our own feelings, often to the exclusion of all else. I must not now allow myself this preoccupation. For how could I forget your tears when last we touched one another? Your pleading for understanding, your torment of soul, torn between all that is known, and all that would be known once we are truly united. Your sorrow mirrors mine; it *is* mine, and only a heartless beast would not extend his compassion to you now.

My sweet Kate, how natural it is that tender emotions cloud now your thoughts. It is my duty, the duty of undying love, to put you in remembrance once again of those events which led to our uncommon bond, hoping thereby to move you from tears of sorrow to those of quiet joy, from the lonely anxiety of one without her lover to the perfect peace of one who has found all by giving all. Remember now, our former happy days....

It began—do you recall?—at an evening seminar in my study. You were but one of several students when the evening began, but how quickly you distinguished yourself from the others! The topic was Henry James. I agreed with you at once that his work was so dry, so abstract, so lacking in that rich, full-blooded quality that distinguishes America's better authors, and, I must add, its better students of literature, such as yourself. You were a ruby among paste! Soon, the attraction between us grew. This was willed by neither of us; it was, if you like, fate; we were both in the hands of a force more powerful than ourselves. What you saw in me, only you can say; as for myself, I saw in you that fullness, that ripeness of life which is so lacking in my inner self and which is my constant passion, my purest desire.

Soon, beloved, we began our private seminars. Need I remind you of those tender words which passed between us? I know, I know; I too find my memory of those evenings hazy, clouded by passion and romance. But the details are unimportant. I think only of how your vivaciousness, your vitality, flowed into me in the course of those delicious evenings, filling me with a delight so exquisite, so rapturous, that even though our trysts were pure, platonic, one might still call them sensual. After several such evenings together, I dared to hope that I might one day call you mine. This, I believed, was your wish as well, for you shared with me that which is most precious from your inner self, and I cannot believe such gifts were given falsely.

It was then that our troubles began. Ah, no one knows better than I that a girl of your age, your charm, your intellect, could attract several suitors—indeed, does attract them, whether she wills it or not, just as you attracted me. Naturally, they were jealous of our bond, and loathed my utter devotion to you with that special hatred young men harbor for those who have succeeded while they have failed—while they take those crude, faltering steps toward intellectual maturity. How right you were then, to see the insignificance of these young men, to thwart their crass, ridiculous advances, even to crush them; for, my dear Kate, a woman of your unexcelled capacities must sometimes be cruel in order to be kind. Do not grieve for their momentary pain; you have wounded their pride, these vain young peacocks, but not their shallow hearts. And this was necessary, dearest Kate, to spare them greater suffering later on, for, I assure you, had you not spurned them now, they never would have left you in peace, and you would not have seen the last of them till you had burned their very hearts with a fire, a pain worse than death. This you will understand more fully, my love, as you continue to blossom with my guidance.

I am certain it was that young Dutchman—you do remember him? the demented one who offered to “save” you, and gave you that revolting necklace of garlic?—it was he who began to agitate your friends and finally your family against me. I will not pain you by repeating all the foul lies he told your brother and your father. Why should I, since they themselves could see he was mad with jeal-

ousy, deranged by a passion, driven almost to the point of criminal insanity! And I need hardly remind you of that horrid day he came upon me in my sleep, murderous intent within his heart! Fortunately, I am well schooled in the psychology of violence, and was able to calm him at length. I have not heard of his recent whereabouts; suffice it that he troubles us no more.

But alas, your father was sufficiently put off to object to our seeing one another, and now has taken you from me, my beloved Kate. And your brother—a friend, I believe, of that young Dutchman—he continues to barrage you with the foulest lies concerning me. And so now, dear one, I can remain silent no longer. I am resolved to reveal myself to you completely—to slice open the flesh of my heart and draw you closer to the blood of truth. Realize, that by writing what I am about to write, I place my very existence in your loving hands. I have no fear; I am confident of your affection, and I believe you will do nothing which would cause me to come to harm. For you, dear Kate, you are a woman of understanding, of both intellect and heart, one unafraid to understand, even to love, that which may be different from what you have known before.

Let me begin by saying I am not a monster. Has ever before a lover had to begin with such a disclaimer? Pity me, Kate, to have fallen so low to have such a starting point in declaring myself to you! But I know, you see, what the Dutchman said, and what your brother believes in his heart, what lunatic notions they tried to place in your mind, and with what hatred they reviled me before your father. They called me vampire, nosferatu, undead, a venomous leech luring the living to their destruction. Oh, that such men with such ideas still exist is a constant threat to my very existence; witness the attack upon me by that Dutchman! You cannot imagine the practical difficulties that men of this type have caused me, the constant dread, the need for extreme care—all not to mention the mental anguish incumbent upon being so thoroughly misunderstood.

True, I am of a race somewhat different from yours, a race whose men are superior to those you have known since birth, superior to all men you may know henceforth. I admit this difference humbly, for I have never denied you the truth. I am a child of the night, a dweller in the perfect peace of cool darkness, one whose daily needs are more pure than those to which you are undoubtedly accustomed.



But to be called a monster, a terror from a very bad English novel and several even worse motion pictures, that, dearest Kate, degrades and, yes, angers me. What is this race of mankind to cast aspersions on me! They call ME a monster, they whose entire history is one, long, running river of blood! Look about you Kate, look about you! In Asia humans are slaughtering one another daily, as the Japanese advance into China. In Europe, Herr Hitler readies a vast war machine, while the butcher Stalin eyes him warily, seeking an advantage, a sign of weakness. In England, Churchill rattles the sabers of a bloody, dying Empire, and even here, yes here, in America, that hero of the people, that man of peace, Roosevelt, schemes and dreams of ways to bring the vast resources of this land into the orgy of bloodshed which will soon begin around the world. And men call *me* a monster! Bah! I am no monster; I am merely one who refuses to be a hypocrite, one who makes honest use of a natural bloodletting born of purest motives, rather than indulging in pointless slaughter for nothing more than mere political gain.

Tell me, Kate, tell me, if you can, that you prefer the company of these bloodthirsty killers, who slaughter the innocent to further the aims of the greedy, to the company of one—the brush of whose lips against your soft, white neck is more tender and meaningful than any lover's kiss—whose attentions invite you to a peace beyond war, beyond greed, beyond mere human existence itself! I know you cannot prefer them to me. Already you long for something better than they can offer, for a transcendence of mortal concerns to a better world, where all things can be seen for what they truly are, and contemplated in the peaceful stillness and quiet beauty of the night. Yes, Kate, my love, you are ready to become, like me, one of a race apart from all that is merely human evil. It is an honor of which few are worthy.

Ah, Kate, can you imagine wanting absolutely nothing except that which is the very best within every human being? Is this not the purification of desire, the sanctification of the life force itself, which is the goal of all the higher religions? The great Danish Christian philosopher, Kierkegaard, was right; purity of heart is to will one thing. It is this precious purity, this golden singleness of purpose, which I offer you. Even as you read this, you are torn between desires—desire to please me, desire to please your father, desire to please yourself. It is from such conflicting desires that all fears, all angers, all evils, arise. Join me, and be done with conflict. Fly to my arms, and you will never again want but one thing, to bring forth from every man, woman and child that which is the best within them, the very essence of their lives. You, in the act of bringing this forth, will find satisfaction, and they, in the act of giving it, will find a perfect peace beyond human imagination. Thus are all benefited, all elevated, all raised to a new plane of spiritual existence by the purity I offer you.

You cannot yet imagine, my dearest one, what it is like to achieve this perfection of the will, to desire one and only

one thing, and to devote all of one's strength and resources, every waking moment to the attainment of a single end. Compared to this, all merely human endeavors shrink to insignificance. Indeed, the humans themselves shrink to insignificance; they are merely the first stage, the larva as it were, which will one day become spiritual butterflies, thanks to your tender attentions. It is almost comforting to know that one's own single-minded devotion to a great cause is helping to bring about this elevation of an otherwise insignificant species.

No doubt my detractors, such as your brother, would point out to you all the things you would miss if you were to join me—the so-called joys of life, not to mention their “love” and concerned affection. They are feeding upon your goodness! I assure you, once you have seen their “joys” as I see them every night, they will mean nothing to you. Ah, Kate, how dull is the world of mere mortals! The mortal world is the world of death. All things in it bear within themselves their own decay. The alleged sweet smell of the infant or the blossom is but the first stench of inevitable decay. Even the seeming brilliant colors of your world die with the setting of the sun. Seen in the true light of eternal darkness, the world is a vast ocean of gray, lacking in all things, even the integrity of true, honest blackness.

But come with me Kate, away from the world of death, and you will have that which is true sensation, true experience, true feeling, true life: you will have power. It is only fitting that we so-called vampires, we whose single purpose in existence is to elevate worthy mortals to a different plane, should enjoy the exercise of vast powers, undreamed of by those beneath us, powers the very existence of which reinforces our sense of the insignificance of humankind in its present state.

Imagine, my love, floating with me upon the cool night wind, soaring as a sparkling cloud above the cities of men, observing what we will, yet being unobserved, wrapping ourselves like little clouds of fog about the heads of the kings and princes of this world, privy to their secret councils, and knowing that at any time we desire, they are ours—ours to rescue from themselves. Imagine having a body of unequalled power and grace, eyes like flames in the pristine black of the night, the purity of the howl of hunger rising to the moon, and the thrill of the chase through woodland and field, the frenzied pack of wolves hurling themselves through the darkness to do our bidding! The chase, the kill, the feeding! The purity, my love, of it all.

And all this, my Kate, is but the beginning of power. Oh, there are lessons I can teach you in a special school, not one for breathing mortals, but only for those bold enough to become what you shall become, lessons in power beyond your wildest dreams! Would you have men remember what, at your slightest command, you **WILL** they remember? Would you that your slightest wish be done by them with the eager willingness of sweet children striving to please a parent? Would you have the elements of nature themselves reflect your temper with the flash of lightning and the crash of thunder, or show your pleasure by creating



a beautiful feast at the merest wave of your delicate finger? These things are yours, my Kate, all yours, for one more sweet embrace within my waiting arms.

And still there is more, love, more. For beyond the realm of disgusting mortality and corrupting death there is life without end, life that never ceases, life that goes on, and on, and on, and on still more, with never a final sleep to round it.

Oh, Kate, my Kate, you have heard the hatred toward me voiced by your brother, and the doubts of your father. Can you now see why they hate me so? Is it not true that wicked men always hate those above them, especially when those higher beings seek to bring enlightenment to Earth?

And now, dearest Kate, it is for you to decide. I must in fairness tell you that if you should reject me, I can go on no longer in my present state. My craving for you is beyond the endurance of even a superior being such as I. If I cannot have you, if you will not be mine, it is better that I should leave this lofty state above the host of mankind and return to mere mortality, there to perish, corruptible with all else, than to spend eternity without you. Better the grayness of the tomb than the brilliant darkness of the night sky, void of the star of your spirit.

But, Kate, I do not think you will spurn this one who was first a teacher, then a friend, and now, your love. Already I have trusted you with my very life, and now I do even more. For even as this missive speeds toward you, so I prepare to leave this house, this dwelling which has been my greatest

solace for some two score years. I prepare to leave too this city, teeming with the vitality of mortals, my only home, where I exercise my powers with the greatest of refinement, elegance, and ease. I prepare, beloved to come to you, leaving behind, for the nonce, all else I hold dear for your sake.

I can see you now, my darling, in my mind's eye. You are alone, dearest, aren't you? You are upstairs, in your little room, alone, poring over this missive as the sun fades from the sky. See, see beloved, how well I know you? Ah yes, as you watch the sunset, you think of me, of your love for me, of the forever we can spend together if you will but consent. Now, now my love. Now is the time. See, see, in the snow-covered field below, the gentle wisps of night fog creep toward your window. Now, now, my love, say "Yes" to me. Open your heart to my desire. Now, Kate, open your window now, and have me in.

Observations by Desmond Kearney

Every human author reveals something of himself in his writings, often unconsciously. If we can assume that the same is true of the creature Ambrose Carson Smith, then the finding of Smith's letter gives S.A.V.E. its first opportunity to examine at leisure the inner workings of the mind of a creature.

We can never be certain, of course, if such an assumption is warranted. Perhaps the psychology of creatures is so alien to that of humans that their writings reveal nothing of their true perspective on the world. However, it would seem more profitable to proceed on the basis of the assumption and see what preliminary insights can be gleaned. If these insights agree with what we already know about the actual behavior of creatures, we may conclude that our assumption, right or wrong in itself, can lead to valuable knowledge. With this caveat, I offer the following as preliminary observations and speculations which may be of value to S.A.V.E. scholars who undertake an exhaustive study of the Smith letter.

First, unless we, too, like the unwitting Kate, would fall under the vampire's verbal spell, we must observe the absolute baseness, vileness, and evil of this creature, which it does everything within its power to mask. Let no reader ever forget that the creature's sole purpose in writing is to seduce a romantically involved young girl into the willing sacrifice of her life, merely for satisfaction of the vampire's lust for blood. In fact, Smith brazenly admits that the only need he recognizes is the need for his human food. He says as much by writing about "wanting absolutely nothing except that which is the best within every human being." Smith sees himself as a sort of shark, a feeding machine whose sole purpose is to go on feeding.

Small wonder, then, that Smith finds the human world dull. On rare occasions, one meets a pathetic human being so wrapped up in his own desires that he can find little else of interest in the world; such men are close to psychopathic madness. Smith perfects this madness. His letter reveals

that the world he sees contains only two types of things: things he can devour, and things which are of no interest. For example, he writes, "The alleged sweet smell of the infant is but the first stench of decay," knowing full well that he, himself is the embodiment and instrument of that decay. How natural it is that one who sees humans as mere food can find nothing else of interest in them! Is it possible that this dullness of the world even extends to the vampire's physical senses? Does Smith have some difficulty distinguishing colors? Smith's remarks about colors might be taken to imply as much, although any such conclusion must be tentative and speculative only.

The world Smith sees, then, is nothing more than an accumulation of dull objects; his sole interest in the world is finding blood. He *does* glory in his vampiric powers, which enable him to maintain his stream of victims. Notice, though, the powers of the vampire give Smith no real satisfaction beyond killing and preying on mankind; every reference to his powers contains a reference to killing or feeding upon men.

Not only is Smith's world dull, it is relatively unending, for his existence is a kind of limited immortality. Barring a colossal blunder, or the intervention of S.A.V.E., a vampire can reasonably expect to live for as long as the world endures—perhaps longer. The creature is no longer mortal, but even this provides no satisfaction, no peace, no respite from the all-consuming hunger. If anything, the creature finds it wearisome. Smith writes in a tone of boredom and disgust about "life that goes on, and on, and on, and on still more, with never a final sleep to round it."

Smith's view of mankind deserves a closer look, especially by the serious envoy. The tone of the letter makes it apparent that the creature sees itself as vastly superior to any human; humans are mere cattle for it. Nevertheless, the letter reveals considerable insight into human psychology. Smith knows precisely which chords to strike when addressing Kate. If we imagine her as a girl of some intelligence, about 18 or 19, raised in a rural, conservative area, and just exposed to the intellectual world for the first time, it is easy to see how Smith took advantage—and was continuing to take advantage—of her naivete. Notice how Smith plays on her moral feelings: he speaks first of his

own anguish without her, inducing guilt, a ploy he repeats toward the end with his mock suicide threat. Then he appeals to the values he knows she must have learned at home and in church; notice how the word "purity" rings throughout the manuscript. Through it all is a dash of flattery, and, on the surface, an appeal to the trained intellectual mind. There can be no doubt this vampire knows his victim well, and knows well the best ways to motivate the victim.

In fact, from S.A.V.E.'s viewpoint, this obvious knowledge of human psychology is the most devastating revelation in the entire document. S.A.V.E. has long known that most vampires are evil, arrogant creatures, possessing great powers both of mind and of the Evil Way, and capable of using those powers to seduce the unwary. What is most alarming about Smith's letter is the cold calculation which underlies every phrase, a calculation revealing his ability to prey on Kate's psyche as well as her blood.

S.A.V.E. cannot know whether Smith's view of the world and of mankind typifies the outlook of all creatures. Certainly, however, experience in the field indicates that the following do seem common to the world view of creatures in general:

1. The absolute primacy of the need for victims.
2. The dullness of the human world.
3. The superiority of creatures over men.
4. Knowledge of the factors which motivate men.

The evidence to support this claim is too voluminous to quote, or even to cite here; I make bold to state these four points as common to the world view of creatures solely on the basis of a lifetime of work with countless S.A.V.E. documents, especially reports on missions against creatures of almost infinite variety in terms of form and powers. Seldom has a creature been observed whose behaviour does not reflect a world view including these four points.

Well, I'm back. Old Kearney sure can *rattle* on... If he gets chains, he'll make an interesting ghost some day. Anyway, let's fly onward. It's time to make some CREATURE FEATURE characters...



Chapter 2 Getting to Know You...

Great creatures are never simply born; they're *made*. Somehow, somewhere, in the chaotic energies of the Unknown, new creatures come into existence. How is still a mystery. And yet, *you* can reach into those depths. (Who but you would want to? Heh, heh, heh...) You can extend a hand through the swirling mass of ectoplasmic slime and harvest a creature to call your very own. All you need is a pencil, paper, and some ten-sided dice—and the knowledge within this chapter.

While reading this section, refer to the blank CREATURE FEATURE character record sheets on pages 77-80. This chapter covers the record sheets item by item, following the first steps you'll take in building a CREATURE FEATURE creature. (The last steps involve creating a character background; I'll cover that in Chapter 3.)

CREATURE TYPES: THE FEARSOME FOUR

Players may take the role of any one of four *featured creatures*: vampire, werewolf, mummy, or ghost. Each creature is based on a counterpart in the traditional CHILL game: the common Carpathian vampire, terrifying Loup du Mal, common Memphian mummy, and the common ghost, respectively. New players might wish to reread the descriptions in *Horrors from the Unknown*, and choose a creature type accordingly.

As a general guideline, players with a romantic streak usually enjoy playing vampires. Those who like the "hack and slash" school of gaming tend to become fearsome werewolves. History or Egyptology buffs make great mummies, while players with an imagination for vengeful, innovative scare tactics usually enjoy playing ghosts.

Players who can't decide which type of creature they'd like to play—or players who prefer a totally random method for all aspects of character generation—may simply roll percentage dice, selecting a creature type as follows: 01 - 25, Vampire; 51-75, Mummy; 26 - 50, Ghost; 76 - 00, Werewolf (Loup du Mal).

Once a player has chosen the type of creature he or she will play, the CM should give that player a copy of the record sheet for that type of creature.

A CREATURE'S FEATURES

PCs in CREATURE FEATURE, called *player creatures*, have the same basic scores as creatures in the CHILL game. These are the seven Basic Abilities, the Evil Way Score, the Fear number, and the Attack score.

The Seven Basic Abilities

A creature's seven Basic Abilities—Strength, Dexterity, Agility, Willpower, Personality, Perception, and Stamina—are all generated just as they are in CHILL. (See page 20 in *Horrors from The Unknown*.) The creature record sheets

in the back of this book list the Action Table column used to determine each Ability score.

Is an Ability score horribly low? Never fear. You can raise the column number used to compute the score by spending "Creature Points." See Chapter 5.

The Evil Way Score

A player creature's Evil Way Score (abbreviated EWS) works just like a creature's EWS in the CHILL game. This score determines which Evil Way disciplines the creature can use, and how well it uses them. Beginning PCs in CREATURE FEATURE always start with an EWS of 85, regardless of the creature type chosen.

The FEAR Number

Like the EWS score, a creature's Fear number works the same way in both the CHILL and CREATURE FEATURE games. The Fear number designates the Action Table column on which NPCs obtain fear check results when encountering that particular creature. In CREATURE FEATURE, a PC's Fear number equals its EWS divided by 20, with all fractions dropped. Because all beginning player creatures have an EWS of 85, they all have a Fear number of 4.

The Attack Score

The Attack score is really two numbers separated by a slash. (Check your creature record sheet.) The first number equals the number of attacks the creature can make in a single round. (This part is already noted on the sheet.) The second number is the creature's Unskilled Melee Score, or UMS. It shows the creature's base chance to succeed while making a melee attack.

To calculate the UMS, add together the creature's Strength and Agility scores, and divide the sum by 2. Round up fractions. Newly created ghosts have no UMs.

Superhuman Strengths

In the CHILL game, the maximum Strength score a human PC can achieve is 80. In this game, player creatures can easily attain Strength scores higher than 80, reflecting their superhuman ... or rather, inhuman ... physical prowess. Furthermore, Strength scores have other functions in CREATURE FEATURE: computing how well creatures can fight, lift, throw, and slam.

Fighting (Melee)

Creatures with a Strength score greater than 80 can automatically cause armed combat damage when they successfully attack in melee. This is true in any case—whether they use a weapon or their bare paws. Of course, if for some inexplicable reason a creature wishes to inflict less than armed combat damage, it may make a called shot to do so.

Lifting

Both humans and creatures can lift a maximum weight in pounds equal to their Strength score multiplied by their

Lifting multiplier. Lifting multipliers are shown below:

Strength Score	Lifting Multiplier
Up to 90	× 5
91 - 105	× 10
106 - 120	× 20
121 - 135	× 40
136 - 150	× 80

Throwing

If an object weighs no more than half the maximum poundage that a creature can lift (see "Lifting"), then the creature can throw it. Determining how far a creature can throw an object requires a little math and a lot of common sense.

To figure out how far a creature can throw an item, first estimate how far a human with maximum strength could throw the item—an Olympic record holder, for example. Then find the creature's Strength score in the table below, and multiply the human's estimated throwing distance by the multiplier given. (In equation form, this means "Strong-man's throwing distance x creature's throwing multiplier = creature's throwing distance.")

Of course, you might say that the world's strongest man couldn't even *lift* the object wielded by the creature, much less throw it. In this case, follow these guidelines: If the object weighs more than 25% of the maximum poundage the creature can lift, assume a distance of 1 yard. If the item weighs 1% to 25% of the maximum liftable amount, then assume a distance of 2 yards. (You should still multiply this distance by the throwing multiplier to get the maximum distance thrown.)

Strength Score	Throwing Multiplier
Up to 90	× 1
91 - 105	× 2
106 - 120	× 4
121 - 135	× 8
136 - 150	× 16

Remember, both the size and shape of an object play a major role in determining how far an item can be thrown. For example, strong athletes can throw a 16-pound shot-put ball about 24 yards, but they can hurl a 16-pound throwing hammer about 90 yards. Likewise, a man can toss a javelin over 100 yards, but he can't throw a baseball anywhere near that distance. Obviously, the CM must use his or her discretion when choosing a throwing distance.

Slamming

Creatures with a Strength score greater than 80 can *slam* opponents—grab hold of opponents and smash or throw them against a solid object (e.g., a wall) to inflict catastrophic damage. This form of attack requires that the creature make a called shot to slam. The specific check is rolled against the creature's Attack score, just as for a normal melee attack. A "C" result indicates the slam is

successful. A "CK" indicates the slam succeeds and the defender is knocked down.

If the slam succeeds, the creature rolls a second check to determine damage inflicted by the attack. This check is rolled almost like a catastrophic damage check. Use the creature's Strength score as the strike number, and roll 1d10 for the defense column as with missile attacks. All results are treated as armed combat results.

If the attack succeeds with an L, M, or H result, the slam fails, but the victim still suffers normal melee damage—either armed or unarmed depending on the creature's Strength and/or whether the attack was made with a weapon.

Fiends Out of Luck

Like creatures in the CHILL game—but unlike CHILL PCs—player creatures in CREATURE FEATURE do not have a Luck score. In two instances you'll need a score to replace it: when computing some skill scores, and when the CM is checking for a random event that calls for a happy coincidence. (For instance, a werewolf—in human form, of course—is trying to hail a cab on a crowded downtown street. The creature's in a rush. What's the chance that an unoccupied cab will pull up within one or two rounds?)

For these two purposes only, player creatures use a score to replace Luck. This score equals one-half the creature's EWS, rounded up. The creature record sheet doesn't have a space for this replacement score; that's intentional, to avoid confusion with the CHILL Luck score. The substitute score can be computed quickly whenever it is needed during play.

Maximum Scores

No player creature may ever have a Strength, Dexterity, Agility, Willpower, Personality, Perception, Stamina, Evil Way, or Attack score greater than 150.

MOVEMENT

The character sheets detail the movement capabilities of each creature type, but a few words of explanation may be helpful. Generally, characters in human form move like humans, those in animal form move like animals, and those in other forms have special movement abilities.

Human form: Unless noted otherwise, creatures in human form move at the normal CHILL game rates for humans. (See page 34 of the *Campaign Book*.) They can sprint, with the standard 3 Stamina per round penalty. Note that vampires can sprint in human form without suffering this penalty.

Animal form: Creatures in animal form move at the rates shown on their record sheets, or at the rates listed in the CHILL game rules for the animal whose form they have assumed. Animal movement rates are shown as maximums; animals never sprint.

Vaporous or incorporeal forms: Creatures in fog, mist,

or incorporeal form move at the rates shown on their record sheets. Creatures in incorporeal form can of course move through solid objects. Like animals, creatures in fog, mist, or incorporeal form never sprint.

DAMAGE AND RECOVERY

The upper portion of the character sheet includes spaces for recording recovery rates, and damage suffered by the character. For most creatures, these spaces are seldom, if ever, needed; most PCs cannot be wounded, except, perhaps, by special weapons, and most PCs have special rules covering their regeneration and rehabilitation. The mummy, however, can be wounded by fire, water, or silver weapons. This Egyptian creature regenerates and rehabilitates Stamina just as a human in the CHILL game does—unless, of course, the creature is destroyed.

Current Stamina and Willpower

Like CHILL PCs, creatures keep track of current Stamina and Willpower scores. Of course, creatures get to spend their Willpower in more intriguing ways than CHILL PCs do; creatures spend Willpower to use disciplines of the Evil Way.

CREATURE POINTS (CPs)

Creature Points, or CPs, are to this game's creatures what Insight Points are to CHILL envoys. CREATURE FEATURE PCs gain Creature Points through successful adventuring, and use them to purchase new Evil Way disciplines, powers, skills, and better Basic Ability scores. Of course, CHILL envoys earn IPs simply by destroying an opponent (or driving it away). But CREATURE FEATURE critters, superior as they are, can earn CPs in a variety of black-hearted ways.

Every freshly made PC begins the CREATURE FEATURE game with 1700 CPs. Player creatures may spend them immediately, before the first game session, or save them for later use. Chapter 5 explains how and why points are spent.

RECORD VICTIM

During the course of play, player creatures will—if they observe proper etiquette—acquire victims. As they aid human specimens to "shuffle off this mortal coil," the PCs score Creature Points. The exact amount per victim reflects the level of the victim's skills and abilities. (The craftier the prey, the better the take, heh, heh, heh...)

PCs earn bonus CPs for acquiring victims more "valuable" than any acquired previously. Such bounteous specimens are called Record Victims. The "Record Victim" space on the character sheet is used to note the highest CP value yielded so far by a victim. Thus, a new creature's first victim in game play is always its first Record Victim, too. (Chapter 5 explains victims in more detail.)

POWERS

CREATURE FEATURE powers are inherent creature abilities or characteristics that, in most cases, do not involve the Evil Way. For example, vampires can become infinitely thin to pass through doors or windows. This power is part of the vampire's nature; unlike a discipline, it cannot be disrupted in combat. See your individual creature sheet to learn which powers your creature has. All are explained in detail at the end of this chapter.

PCs may spend Creature Points to gain or improve powers after at least one session of play. See Chapter 5 for more information on this.

NEW POWERS

New powers purchased with Creature Points are recorded in this space (see Chapter 5). Beginning PCs cannot purchase a new power until they have participated in at least one session of play.

LIMITATIONS

Let's face it: even the best of beasts have quirks. (Excluding ol' Raven, of course...) Limitations are those annoying little weaknesses characteristic to a specific creature type—such as the vampire's trouble with sunlight. The record sheets list each creature's limitations in full.

Fortunately, PCs can begin spending Creature Points to eliminate or lessen some limitations after only one session of play. Chapter 5 explains all.

Special Limitations

In addition to the limitations listed on the character sheet, each player creature has one "special" limitation. In general, special limitations make creatures a bit freakish, even when in human form.

A VAMPIRE'S SPECIAL LIMITATIONS

Dice Roll (2d10)	Limitation
2	Inhuman appearance: bald head, gray skin, pointed ears, large eyes, and obvious fangs, much like the classic "Nosferatu." (100%)
3 - 4	Slightly protruding canine fangs. (-20)
5 - 7	Deep red eye-color. (-20)
8 - 14	The sight of human blood arouses the creature; must pass a general Willpower check or attack the bleeding character. (100% if creature attacks.)
15 - 17	Pointed ears. (-20)
18 - 19	Rotted extremities: the creature's hands and feet show unmistakable signs of deterioration. Resulting odor cannot be completely disguised. (100%)
20	Creature can be wounded by weapons made of wood.

A WEREWOLF'S SPECIAL LIMITATIONS

Dice Roll (2d10)	Limitation
2	Excessive body and facial hair. (-10)
3 - 4	Slightly more body and facial hair than a normal human. (-20)
5 - 7	Dark red eye-color. (-20)
8 - 14	Long, hard, pointed finger- and toenails. (-30)
15 - 17	Can eat nothing but raw meat, even when in human form. Can drink normally, but can't subsist on a liquid diet. (Perception check, no modifier.)
18 - 19	Creature must pass a general Willpower check whenever it sees or smells human blood. Failure means the creature involuntarily changes to wolf form in the next round. (100% if change observed.)
20	Once in wolf form, the creature must kill one human before it is able to change back again to human form. (100%. If observed.)

When creating a PC, roll 2d10 and consult the appropriate table to find your creature's special limitation. Record the result—including any number in parentheses—in the space provided on the creature record sheet.

Each time a PC in human form encounters an envoy, the CM should roll a secret general Perception check for that envoy. If the envoy passes, he or she notices the PC's special limitation unless the creature has somehow concealed it—e.g., wearing a hat to cover pointed ears.

A negative number in parentheses on the tables reduces the character's PCN score for purposes of the check. "100%" after a limitation means an envoy automatically notices the limitation, unless the PC has used Disguise skill to mask it (assuming it's disguisable).

Humans who aren't envoys may make these same PCN checks (CM's discretion) when enjoying any significant contact with the creature.

DESTRUCTION OF CREATURES

The creature record sheet also explains how each creature can be destroyed—each creature type but ghosts, that is. Ghosts are destroyed according to some personal aspect of their mortal lives. Therefore, ghost players should complete this section of the record sheet later, following the guidelines in Chapter 3.

After at least one complete session of play, vampires and werewolves can alter their destructive vulnerabilities by spending CPs. See Chapter 5.

SKILLS

Creatures may purchase skills with their CPs—even before the first session of play, if desired. For the most part,

all CHILL skill rules apply. Mummies always begin with Master rank skill in Ancient Language; everyone else starts without skills. Refer to Chapter 5.

EVIL WAY DISCIPLINES

Beginning disciplines for all new creatures except werewolves are already listed on the record sheets. Players of new werewolves should choose any two CHILL Evil Way disciplines except Change Self, and record those disciplines on their werewolf sheets; these two disciplines cost nothing in CPs, and they're acquired before play begins.

By spending CPs, players may obtain additional Evil Way disciplines for their creatures before play begins, if desired. (They may buy them later, too, of course.) Discipline costs are listed in Chapter 5. All new Evil Way disciplines should be recorded in the spaces provided.

Note: in CREATURE FEATURE, the discipline Change Self doesn't exist; changing one's form is a power.

POWERS, LIMITATIONS, AND DESTRUCTION—IN DETAIL

This section explains in detail the starting powers, limitations, and methods of destruction assigned to each of the four creature types. For ease of reference, each paragraph below is numbered to match the numbers on a given creature record sheet—vampire, werewolf, mummy, or ghost. CMs, especially, should know what this section contains; it covers many of the special questions that are bound to arise during play.

A MUMMY'S SPECIAL LIMITATIONS

Dice Roll (2d10)	Limitation
2	Eyes constantly glow with a greenish light. (100%)
3 - 4	Creature leaves a faint trace of green mold on anything it touches. (Perception check, no modifier.)
5 - 7	Can't speak above a whisper. (-20)
8 - 14	Creature leaves a barely perceptible trail of dust wherever it goes. (-50)
15 - 17	Creature is surrounded by the stench of the tomb, within a 15-foot radius. (Perception check, no modifier.)
18 - 19	Mummy loves gold in any form. Must make a general Willpower check when it sees golds; failure indicates it immediately attempts to intelligently acquire the gold. (Perception check, no modifier, if this behavior is observed.)
20	Constantly invokes the ancient Egyptian gods by name, whenever possible in public. May be worked into normal conversation, e.g., "That was a fortunate incident, praise Ra. Don't you think so, friend?" (PCN check for characters within earshot who are specifically listening to the mummy.)

A GHOST'S SPECIAL LIMITATIONS

Dice Roll (2d10)	Limitation
2	Wears ghostly chains that audibly rattle and clank whenever it moves, even in incorporeal, invisible form. (100%)
3 - 4	Creature is enraged by some common item with which it had a bad experience in life. When it sees the item, the creature goes berserk, attacking until the item is destroyed or removed from its presence, until all humans around the item are killed, or until the creature's own Willpower drops to 20 or less. <i>Consult the table below.</i> (100% if behavior is observed.)
5 - 7	Creature's presence causes the temperature in a 15-foot radius around it to drop 15 degrees Fahrenheit. (100%)
8 - 14	Creature leaves traces of its hair or garments (worn in life) every 75 feet when moving. These traces may be no more than a single hair, or a scrap of cloth or ribbon, etc. (-50)
15 - 17	Ghost's presence creates the strong odor of rotting, dead fish within a 15-foot radius. (100%)
18 - 19	Creature is subject to fits of audible howling and weeping. The chance of this happening is 10% cumulative per hour of activity; thus, 10% the first hour, 20% the second hour, and so on. Each fit lasts 10 minutes. During this time, the creature can move, but cannot communicate (even with other creatures), attack, use the Evil Way, or take any other actions. (100% if observed.)
20	Creature suffers from delusions. There is a 5% chance that the creature will perceive any NPC it encounters for more than one minute as its worst enemy, and treat the NPC accordingly. Once the ghost is deluded, <i>no one</i> can convince it of the truth, not even other creatures. The creature won't suffer this limitation in regard to more than one NPC at a time.

GHOST'S ENRAGING ITEMS

Roll a ten-sided die to see what type of item enrages the ghost. *Use only if the ghost has the appropriate special limitation.*

Dice Roll (1d10)	Item
1	Encyclopedias
2	Reclining easy chairs
3	Vases
4	Pianos
5	Electric can openers
6	Playing cards
7	Lawn mowers
8	Souvenir knickknacks (ashtrays, figurines, pennants, plaques, and so on)
9	Vending machines
10	Role-playing games

Vampire Starting Powers

1. *Sprinting.* Vampires can sprint for up to 30 minutes while in human form with no loss of Stamina; other sprinters in human form (including men) spend 3 points of Stamina per round. To sprint longer than 30 minutes, vampires need Long Distance Running skill (which all corporeal creatures can use).

2. *Changing to fog/mist.* Vampires can change to mist or fog form (or back to human form) at a cost of one point of Willpower. The change is automatic; no dice roll is required. This change always take place during the creature's Art-use step of a round (step 4 or 9 in the Sequence of Play). The change is the only action the vampire can take in that round; it can't attack, move, or use the Evil Way in the round it changes form.

A vampire in fog/mist form occupies about the same area (and volume) that its human form does. Because it is vaporous, the creature is camouflaged in similar vapors; in foggy or misty weather, the vampire becomes virtually invisible (when it's outdoors, of course!). However, winds, or other natural phenomena that would normally dissipate vapors, do not affect a vaporous vampire.

In fog or mist form, a vampire is immune to all attacks except three: incorporeal attacks (see Chapter 5), the use of some disciplines (see Chapter 5), and attempts to stake the creature. A vaporous vampire *can* be *immobilized* by a stake. If a character drives a wooden stake through the center of a vampire's fog/mist form, *and* drives that stake *into some solid surface* above, below, or beside the vampire, then the vampire is immobilized.

When a vampire changes to fog or mist, its clothing and any small items it is carrying simply disappear. ("Small" items are pocket-sized or smaller.) The items reappear when the creature returns to human form. CMs should not let this rule be abused; the vampire cannot be carrying, for example, another person, or a two-ton truck, and expect it to disappear when the creature changes to fog or mist, then reappear when the creature returns to human form.

3. *Becoming infinitely thin.* Vampires can become infinitely thin for the sole purpose of passing through doors, windows, or other portals. This change costs no Willpower, and must be done during the creature's movement step of the round (or Art step, if a discipline causes the creature to move). The infinite thinness lasts only for an instant—the instant in which the creature actually passes through the portal.

This power enables a vampire to pass through any type of portal or opening that isn't hermetically sealed (air-tight). Any items the vampire is wearing or carrying on its person will pass through with the vampire, provided the items are pocket-sized, or small enough to be carried in one hand by a normal human. For example, a vampire could carry a book through a portal—or a club, a rifle, or even a small suitcase. The vampire cannot carry a heavy trunk, an 18-foot pike, or another person, however. The CM has the final say in any questionable situation.

4. *Climbing like spiders.* A vampire can climb like a

spider at a rate of 20 feet per round. (This of course takes place during the movement step.) The creature can climb rough or sheer surfaces, and can walk across ceilings, too. A vampire can carry up to one-half the maximum weight it can lift and still use this power, provided the item being carried can be held in one hand. (One hand and both feet must be free for climbing.)

5. *Draining blood.* The vampire's deliciously infamous blood drain—a melee attack in which the creature bites its victim's neck—causes an automatic Critical wound, and drains 1d10 Stamina per minute from the victim. The victim of a bite does NOT suffer the continual Stamina drain normally inflicted by a Critical wound, unless the vampire so desires. Usually, a vampire "treats" the Critical wound itself, after feeding, in order to keep the victim alive a while longer.

Some victims, of course, are willing to be bitten, thanks to Influence or perhaps for other, more romantic reasons. Other victims require an attack; the vampire must obtain a "C" result in melee to inflict its blood-draining bite (see *Horrors from the Unknown*). Furthermore, the vampire must be in a corporeal form—human or animal—to make the attack; mist does not suck blood.

Characters who are killed by a vampire's blood drain rise as vampires themselves in 1d10 weeks. These new NPC vampires are identical to beginning PC vampires in all respects but one: if the NPC vampire is of the opposite sex of the PC who inflicted the killing wound, the NPC becomes the PC vampire's "spouse." See Chapter 5 for more details on vampire spouses.

6. *Cannot be wounded.* A vampire cannot be wounded by weapons of any type, nor can it be wounded by disciplines of the Art except Wound and Chill. This means that, while a vampire does suffer normal Stamina loss, it does *not* suffer Stamina loss otherwise linked to an untreated wound, and the creature rarely, if ever, suffers wounds.

This does not mean, however, that weapons simply bounce off a vampire with no result. A vampire's flesh and clothing can be torn or pierced by weapons. For example, a hollow-point bullet penetrates Dracula in the same way it penetrates a man. Dracula suffers no wound damage, but he does have a large, messy hole in his body—sure to be a distraction on a crowded street. To make this visual embarrassment disappear, the vampire simply changes form or rests. Damage to clothing (such as a bullet hole) remains present until it is mended normally.

Exceptions: A few unlucky PC vampires might have a special limitation that allows them to be wounded by wooden weapons. In such cases, wooden weapons *do* inflict normal wound damage.

Vampire Starting Limitations

1. *The trouble with running water.* A vampire cannot cross running water without the assistance of a living human being, no matter what form the vampire assumes. And in CREATURE FEATURE, all bodies of fresh

water constitute running water—including lakes. For example, Dracula cannot walk or drive a car across a bridge spanning an inland lake. If he tries, he simply fails; he is physically unable to do so. Nor can he ride a horse across a stream, unless someone else leads the horse. He cannot fly over the water as a bat, or drift over the water as mist. He can, however, ride in a car or carriage if a mortal human is driving. And, he can assume bat form and catch a ride atop a peasant's wagon, probably unobserved.

Bodies of salt water do not affect a vampire in this way. A vampire could sail across the ocean alone, if he or she wished to do so. (Most, however, prefer jet travel.)

2. *An image problem.* Vampires cast no reflections in mirrors. They cannot be photographed, and their images never appear on video tape. In fact, not even X-rays can reproduce a vampire's form. This is a purely visual limitation; normal recording equipment does record a vampire's voice and sounds.

3. *Mirror intolerance.* It's no reflection on the creatures, but vampires can rarely tolerate mirrors. Whenever a vampire sees a mirror, it must pass a general Willpower check. Failure means the vampire becomes so enraged that it immediately must attempt to destroy the mirror.

4. *Garlic, wolfsbane, and crosses.* A vampire must make a general Willpower check whenever it sees wolfsbane or a cross, and whenever the vampire sees or smells garlic. If the creature passes the check, it can try to bypass these obstacles. If the vampire fails the check, the creature must flee for at least one round (at its first opportunity to move), taking no other actions that round.

When wondering whether a vampire can see a cross or wolfsbane, remember that any creature's senses are extended 45 feet beyond the normal human ranges. Garlic is particularly pungent; its odor normally can be detected up to 30 feet away—so that's 75 feet for a vampire. Of course, the odor is noticeable only if the garlic buds have been crushed.

Any type of cross will cause a vampire to make this Willpower check—even two sticks held together with the intent to form a cross. When in doubt, the CM should always rule that the *intent* is the deciding factor. For example, two sticks lying in the street in the form of a cross, simply blown there by the wind, would not cause a vampire to check. But sticks placed in the street by envoys with the deliberate intention of forming a cross *would* cause a check.

A vampire must check for each of the three items only once per encounter. The result is conclusive for that encounter. A vampire who flees as a result of a failed check cannot return to the area for at least one hour. One exception exists: if the item is removed before the hour is up, and the vampire knows it's been removed, then the creature can return at will.

5. *Wooden stakes, high stakes.* A wooden stake, when driven through a vampire's heart, immobilizes the creature; the vampire cannot make any physical attacks—or change forms—until the stake is removed. An immobilized

vampire can do nothing but use Evil Way disciplines and communicate with others (the chosen words are not often pretty). From an attacker's standpoint, the vampire is bound; see "Automatic Hits" on pages 37 and 38 of the *Campaign Book*.

Fortunately for bloodsuckers, not every stake does the trick. The operative phrase is "driven through the heart"; someone has to hold that stake and pound on it with a solid object or tool. Old horror movies showing intrepid vampire-hunters wielding wooden arrows or spears are just so much Hollywood hokum; these methods simply don't work! (Still, many bloodsuckers will let folks think that they do...) And, getting that stake through the heart requires a called shot. Any "successful" result other than a "C" means the stake may have cracked a rib or punctured a lung, but nothing more.

New vampire players inevitably ask this question: Is a vampire in fog/mist form immune to the wooden stake? The answer is no. A stake through the heart will still immobilize a vampire, no matter what form the vampire assumes. Only one exception applies: if the vampire is in fog/mist form, the stake must penetrate the heart and be embedded into a solid surface; otherwise, it has no effect.

6. *Why vampires don't have suntans.* A vampire exposed to sunlight is almost helpless. It can do nothing but change to fog/mist form and attempt to flee the rays (both of which are voluntary). The vampire can't attack, use the Evil Way, or do anything else. If the exposure lasts for 12 consecutive rounds, the vampire is destroyed.

Of course, only natural sunlight has this effect. Tanning booths and H-bomb flashes are annoying but not dangerous to vampires.

7. *Resting (when vampires hit the dirt).* From sunup to sundown, all vampires must rest: they must lie prone, in human form, in a place void of sunlight, on a bed of earth from the country in which they were buried. A "bed of earth" is enough soil to lightly cover the area beneath the vampire's body.

PC vampires suffer a further restriction: their earthen beds must each contain at least one handful of soil from their own graves. No need to worry; grave-digging tends to loosen quite a bit of dirt—enough to supply any number of suitable resting places. Coffins are not required, but most vampires find it uncomfortable, if not in poor taste, to rest without such boxes.

Failure to get the required rest destroys vampires. They have 1d10 minutes of leeway; that is, between any given sunup and sundown, the creatures can forgo 1d10 minutes of rest—or have the rest interrupted for this period—without dissolving into eternal dust. The CM rolls 1d10 separately for each creature, *and the results are secret*; only the CM knows precisely how much leeway a creature has, and any hints of impending doom are given solely at the CM's discretion. Moreover, the ill effects of sunlight still apply during this period of leeway; vampires who must stay about after sunup should do so indoors or underground.

A resting vampire obviously can't see much (coffin lids tend to block one's view)—but it can still hear and use its other senses normally. The creature can even move, attack, and use the Evil Way, subject to the restrictions mentioned previously.

8. At zero Stamina and misting. When reduced to 0 (zero) Stamina, vampires automatically change to fog/mist form and—in the following round—attempt to flee toward their resting places. Both actions are involuntary; therefore, the change involves no cost of Willpower. At 0 Stamina, vampires can take NO other actions but these.

9. Stamina regeneration. A vampire requires 24 hours of rest (as defined in point 7) to regenerate lost Stamina. This rest cannot be interrupted for a total time exceeding 1d10 minutes; if it is, the vampire regenerates NO Stamina. (It's all, or it's nothing.)

10. Willpower regeneration. A vampire regenerates Willpower at the usual rate of 10 points per hour of rest (see point 7 above). Any interruption of this rest cancels Willpower regeneration for the hour in progress. For example, let's say Dracula rests in his coffin for five hours and 59 minutes. At that time, a few pesky envoys attack. The King can immediately claim 50 points of regenerated Willpower, but he gets none for the sixth hour of rest (the last 59 minutes). After Dracula defeats the envoys, he must rest another full hour to regenerate his next 10 points of Willpower.

Vampire Destruction

Vampires are destroyed if—

1. they are exposed to sunlight for 12 consecutive rounds;
2. they are immersed in fresh (not salt) water for 12 consecutive rounds;
3. they are immobilized by a wooden stake driven through the heart, and are then decapitated, with their mouths being stuffed with garlic;
4. they fail to rest properly from sunup to sundown, as defined in Point 7 above.

Werewolf (Loup du Mal) Starting Powers

1. Changing forms. A Loup du Mal can change from human to wolf form, or from wolf to human form, at a cost of one point of Willpower. In any given round, this change takes place during an Art step (step 4 or 9 in the Sequence of Play). During that round, the creature can take no other action; he or she cannot move, attack, or use the Evil Way until the following round.

A Loup du Mal has two wolf forms: common wolf and man-wolf. The former looks like a common, albeit very large, wolf. The man-wolf form preserves a hint of human features in the face, and permits the creature to walk as a wolf or semi-erect upon its hind legs.

Two of the Loup du Mal's Basic Abilities vary according to the form it assumes. In human form, the Loup du Mal has a Personality and a Dexterity score of 50. In wolf or man-wolf form, the creature's Dexterity score equals the

score rolled and recorded on the character sheet; the Personality score is "NA."

2. Cannot be wounded. The Loup du Mal is immune to wound damage from virtually any attack, no matter what form the creature assumes. (Exceptions include certain disciplines used by other creatures; see Chapter 5.) However, the Loup du Mal suffers normal Stamina loss from all attacks—just as the vampire does.

3. Stamina regeneration. The Loup du Mal regenerates lost Stamina at a rate of 1d10 points per round, even while unconscious. This regeneration takes place during the "Stamina loss and recovery" step of the round.

Werewolf (Loup du Mal) Limitations

1. An au naturel beast. The Loup du Mal cannot wear any clothing or armor while in wolf or man-wolf form. If the creature wears these as a human, and then changes form, the transformation destroys the clothing or armor. After changing from a wolf form back to human, a Loup du Mal is always nude.

Werewolf (Loup du Mal) Destruction

A Loup du Mal is destroyed if—

1. —it is struck by a silver bullet fired from a firearm or sling, regardless of the shot's severity (a scratch will suffice). Destruction is instantaneous. The body, if in wolf form, converts to human form in one round.
2. —it is touched by the blood of a person who died willingly in the defense of others. This is commonly called "martyr's blood." The blood must be from a person who sacrificed his or her life prior to the werewolf's current attack; biting a person who is currently "holding off" the werewolf so others can escape does not destroy the Loup du Mal.

Mummy Starting Powers

1. Wounded only by fire, water, and silver weapons. Most attacks cannot wound a mummy, although they will cause normal Stamina loss. Only three things can inflict wound damage on a mummy: fire, water, and silver weapons (see "Starting Limitations" below).

2. Stone-dead but good as new. Mummies who suffer a Critical wound and are reduced to 0 Stamina—"dying" by mortal standards—are immediately carried to their sarcophagus (stone coffin) by a whirlwind. They reappear within the sarcophagus at the start of the next round, completely healed and with all Stamina restored.

3. Transported by the scroll. When a mummy's scroll is read aloud at sunrise, at the mummy's place of embalmment, the creature is automatically transported there 1d10 rounds after the reading begins. The transported mummy arrives within (10 + 1d10) feet of the character reading the scroll.

Mummy Starting Limitations

1. Almost human recovery. Mummies suffering wounds and/or reduced Stamina heal, regenerate, and rehabilitate just like normal humans. Of course, if "killed," the

mummy follows the procedure in point 2 under “Powers” above.

2. Tough scroll. No one, and nothing, can mar or destroy the special scroll leading to the mummy’s own destruction until the mummy itself has been destroyed.

3. Wounded by fire, water, and silver weapons. Fire causes a mummy to suffer one Medium wound per round until the flames are extinguished. The mummy can extinguish the flames independently by rolling on the ground for two consecutive rounds. A friend can put out the flames by rolling the mummy in a carpet or beating the creature with a jacket—also for two rounds. Fire can be extinguished in one round if the creature is doused with water, or *immediately* if the creature is immersed in water, which brings up the next ghastly point...

Water is damaging, too. A mummy suffers one Medium wound during each round that that he or she is soaked or freshly doused with water. For example, standing in a spring shower inflicts one Medium wound per round until the mummy takes shelter. Wading in water or being immersed in water causes one Medium wound per round until the mummy is completely out of the water. A large glass of water, emptied on a mummy in one round, inflicts one Medium wound, period. Note that the definitive word is “water”—any fluid that would normally be called something else, such as coffee or tea, has no effect, even though its main ingredient is water.

Silver weapons—i.e., silver objects that are fashioned specifically to cause injury—inflict normal armed combat damage on a mummy. For example, silver bullets, daggers, and bludgeons all constitute silver weapons; silver crosses and candelabras do not.

4. All wrapped up. A mummy cannot detach part of its wrappings for any purpose. For instance, it cannot unravel a strip of cloth to use as a rope, or peel off a piece that is burning. A persistent envoy may manage to pull a swatch free (CM’s discretion), but this does not harm the creature.

Mummy Destruction

For every mummy, there exists a special scroll that holds the key to the creature’s destruction. The scroll was prepared at the time of the mummy’s embalming. To cause the mummy’s destruction, the scroll must be read at the embalming site at sunrise. The reading takes 24 consecutive rounds and must be performed by the same reader. (Remember, the mummy is transported to the site by this reading; 1d10 rounds after the reading begins, the mummy appears automatically.)

Destruction is not as easy as it may seem. Would-be destroyers of a mummy must first find the proper scroll, which identifies the mummy by name, then discover the proper embalming site (not the tomb), and *then* manage to complete the reading. Any successful attack against the reader ruins the attempt to destroy the creature that day.

Ghost Starting Powers

1. Invisible and incorporeal. Ghosts are normally invisible and incorporeal. Although they’re incorporeal,

and can pass through solid objects, they don’t *have* to pass through them. In this way, ghosts can do some of the things corporeal creatures can do, such as riding in a vehicle that’s moving faster than ghosts can move independently.

2. Simple Manifestation. All ghosts have the unique Manifestation discipline, which works just like the “change form” powers of other creatures; the ghosts can Manifest automatically, at a cost of only one point of Willpower (regardless of the discipline’s duration), and they cannot be disrupted while doing so. While the discipline is in use, ghosts are visible as cloudy, shifting human images. Ghosts cannot use the Contact the Living discipline while visible in this way.

There’s a small chance that a Manifested ghost will be recognized. Although the image is cloudy and shifting, it does bear some resemblance to the ghost’s human appearance before death. A close friend, a member of the immediate family, or an envoy who studied the character should make a Perception check each time he or she encounters the ghost in this form. On a “C” result, the person recognizes the ghost.

3. Chilling Touch in melee. Ghosts can attack humans (or animals) using a form of unarmed melee called “Chilling Touch.” The victim must be close enough to contact—though of course, without a physical form the ghost does not really “touch” anything. The ghost strikes with its Evil Way score, not its Attack number. The victim defends on the Action Table column corresponding to his or her UMS (or column 1, if the victim is surprised or fleeing). Results are treated as unarmed combat results. In addition, a “C” result sends a wave of cold through the victim, which renders him or her helpless in the upcoming round.

4. Unharmd by physical assaults. Ghosts cannot be harmed by any type of physical attack.

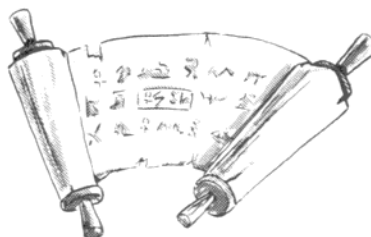
Ghost Starting Limitations

1. A loss for words. A newly created ghost cannot speak. The only way it can communicate with the living is by means of its Evil Way disciplines. (It communicates with creatures through Telepathy; see Chapter 5.)

2. Physical fitness is a thing of the past. A ghost cannot manipulate physical objects; it cannot lift, push, carry, etc., as the average person does. A ghost can move things only by using the Evil Way.

Ghost Destruction

No two ghosts are destroyed in the same way. Chapter 3 explains the how’s and why’s of a ghost’s demise, so read on!





Chapter 3

Getting to Know All About You...

If you've filled out a record sheet according to my instructions in Chapter 2, you've got the makings of a creature. But those are only numbers and notations—merely a framework. In this chapter, we'll pack some real flesh into that framework (no offense to you ghosts), creating a history that motivates your creature's actions. We'll find out what kind of person your creature was in its living days, and what kind of special goals and aspirations it has as a creature.

While reading this chapter, refer to the creature background sheet on page 81 of this book. There's only one background sheet; it serves all four creature types.

THE FIRST STEP: CHOOSE A SETTING

Before creating character backgrounds, the CM and the players must decide upon a setting for their first CREATURE FEATURE adventures. A setting is simply a time and place—a specific city, town, or rural area (in a specific country), and the date on which the first adventure will begin.

It's important that both the CM and the players participate in this decision. The CM needs to have a setting that he or she feels comfortable with; someone who has never been to New York would have trouble running a game set in Manhattan, and a Manhattan CM may have trouble managing a game set in, say, Stockholm, Sweden. In short, the CM and the players should all have some basic knowledge of the setting chosen for the first adventures.

The best choice for a setting is often the easiest to play, too: a real city. Of course, an adventure is fiction; the setting is bound to reflect that in some way. But if you retain at least the major physical aspects—streets, buildings, locations of points of interest, local industries, etc.—running the game becomes much easier. Maps and informational brochures are readily available to use as guides. If you should choose to set the adventure in your home town, major NPCs should be based on fictional characters.

After selecting a place, choose a time period. CREATURE FEATURE works best when set in the 1980s; the game was created with a contemporary world in mind. But CREATURE FEATURE can also be set in earlier time periods, as far back as the Victorian era if the players prefer. In this case, the CM should have a firm grasp of the Victorian period before play begins. Furthermore, the CM will have to carefully limit the skills and weapons available in earlier settings; for example, computers did not exist in Victorian times.

Be sure the CM and the players have all agreed on a setting before creating the creature backgrounds. Many of the player creatures will have spent their human lifetimes in this setting prior to becoming undead. In addition, the CM will use the setting to pull together the "threads" of the PCs' former lives, devising situations in which the creatures can cooperate with one another.

THE CHARACTER BACKGROUND SHEET

The rest of this chapter explains the entries on the character background sheet. Fill in the sheet according to the guidelines provided.

Age at Death

All PC creatures were once living humans, and all have experienced what most humans would consider death. (It's just that death was a little *less* deadly for the PCs, heh, heh, heh...) A character's age at death can be an important element in role-playing the character well, because the human form of a beginning player creature looks very much like the PC did when he or she "died." As a general guideline, players should choose an age at death between 21 and 70 years; in no case should a character's age at death be under 21 or over 120.

Random generation: Players who prefer to randomly generate their age at death should roll a percent. If the number rolled is under 21, add 20 to the dice roll. If the number rolled is over 80, subtract 20. The final result is the character's age at death.

Date of Death

The CM should specify the exact date on which the adventure begins, based on the general setting he or she and the players have agreed upon. The exact date of each character's death can then be determined as follows:

Vampires: Vampire PCs "died" 1d10 weeks before the date of the first adventure.

Werewolves and ghosts: These PCs died 1d10 months before the date of the first adventure. From that time until the start of the first adventure, their life forces have been in the dark recesses of the Unknown, being transformed into the lovely creatures they're about to be.

Mummies: Mummies, of course, died more than 2000 years ago in ancient Egypt, sometime between 3000 B.C. and 350 B.C. The exact date of a mummy's death is not of particular importance (except, perhaps, to the mummy). Players with a knowledge of Egyptian history may wish to pick a date falling in the reign of a favorite Pharaoh.

Height and Weight

Creatures in human form have the same general heights and weights as normal humans. Players should take the time to fill in this information; their characters' physical descriptions are important to S.A.V.E. envoys looking for someone to stake, drench, or shoot. (What's a game without an opponent?) Ghosts, of course, don't have quite the same concerns, but their manifestations do reflect their former (mortal) appearance.

Random generation (human form): Players who wish to randomly generate a height should roll 2d10 and add the dice roll to 60. Players with female characters should subtract 6 from this sum. The final result is the character's height in inches. If the final result is less than 5 feet (60 inches) or more than 6 feet (72 inches) the player may

choose respectively to increase or decrease the character's height by 6 inches.

To randomly generate a character's weight, roll a percent. If the number rolled is under 25, add 25 to the result. If the number rolled is over 75, subtract 25 from the result. Add this final total to the character's height in inches. The result is the character's weight in pounds. Players of female characters may deduct up to 20 pounds from this final weight, if desired.

Wolf forms for Loup du Mals: Werewolves use their human height and weight to determine their height and weight in wolf forms. In common wolf form, a Loup du Mal has a shoulder height one-half that of its human height; weight is also halved. In man-wolf form, a Loup du Mal stands 6 inches taller than it does as a human, and the creature gains 50 pounds.

Eyes and Hair

Players may choose the eye and hair color of their characters freely, unless their characters' special limitations would preclude it. Werewolves may choose the fur color of their wolf forms from the following options: white, gray, brown, or black.

Random generation: Use the tables below.

EYE COLOR		HAIR COLOR		FUR COLOR	
Dice	Eye	Dice	Hair	Dice	Fur
Roll	Color	Roll	Color	Roll	Color
01-25	Blue	01-10	Blond	01-10	White
26-50	Brown	11-20	Auburn	11-40	Gray
51-75	Green	21-60	Brown	41-70	Brown
76-00	Hazel	61-00	Black	71-00	Black

General Description

Players should write a brief general description of their characters' appearance in human form in this space. Possible notations include the shape of the head, style or length of hair, type of nose and chin, how the eyes are set, and so on. Even ghosts should fill out this section, describing their appearance when they were still alive.

SOCIAL BACKGROUND

"Social background" describes a player creature's former place in society, the place he or she held as a human being. This helps the player determine what sorts of people the creature particularly dislikes, and the type of lifestyle to which it was accustomed. Social background includes the character's previous regional affiliation, ethnic background, education, profession, and economic and social status. Players are free to choose all these characteristics of their characters as they see fit; in some cases, random generation tables are provided for those who prefer to use them.

Regional Affiliation

This is the city, area, or country that a creature called "home" in its former life. By choosing a regional affiliation

for their characters, players get a better grasp on the PCs' lives. For example, a New Englander is accustomed to a physical and social climate different from that in California, Texas, Illinois, or Mississippi. The Welsh, Irish, Scots, and English are all affiliated in some way with Great Britain, but they have very different social customs and political beliefs.

Choosing a regional affiliation that matches the setting for the first adventure has several advantages. The CM will have a much easier time creating the first adventure, and the PCs begin play with a ready pool of potential victims. However, players are free to choose any regional affiliation they desire. Mummy PCs, of course, automatically have Egypt as their regional affiliation. There are no random tables for determining regional affiliation; players must simply choose one for their characters.

Ethnic Background

Players may freely choose the ethnic background their characters had during life. Physical appearance should be considered, however; for example, Bushmen don't stand 6 feet tall.

Education

Education includes the number of years of formal education the character had in life, and—if he or she got past high school or its equivalent—the general areas of study in which the character specialized.

Mummies, of course, were highly educated mortals; they are accustomed to a level of intellectual discourse usually enjoyed by the most renowned scholars. Unfortunately, their areas of study were Egyptian magic, Egyptian religion, and ancient mathematics—topics not very useful in the modern world.

Players of werewolves, vampires, or ghosts may choose an educational level at will. Areas of study and the level of expertise attained have no real bearing on a creature's starting skills, but they help determine the type of person the PC was in life. (Notice that this differs from the CHILL game, in which a PC's skills must match his or her educational background.)

Random generation: Use the table below.

Occupation

Players must decide which occupation their characters practiced during life (the dice won't help in this case). Occupations must match education; fourth-grade dropouts cannot practice neurosurgery, not legally anyway.

Mummies, however, must choose between two professions: scribe or priest. Scribes were the scholars and record-keepers of ancient Egypt. Top scribes were also important advisors to royal officials, even

to the Pharaohs. Priests were the overseers of religious life, the keepers of the temples, and the maintainers of religious ritual. High-level priests had enormous political influence as well.

Social Status

Social status refers to the type and, in a way, the level of society in which the character moved during life. Some may have been the confidants of kings; others may have been street bums who couldn't get themselves invited to a Tupperware party. Mummies, however, were always of the highest possible social status. They moved in the circle of the royal family, probably knew at least one Pharaoh personally, and mingled with the top-level priests, scribes, advisors, and military leaders.

SOCIAL STATUS TABLE
(NOT FOR MUMMIES)

Dice Roll	Status
01-05	Outcast, "untouchable," considered lower than a bum.
06-20	Lower class; accepted mainly by peasants or unskilled workers.
21-40	Middle class; accepted artisans, skilled workers, independent people with moderate means.
41-80	Upper middle class; accepted by the acceptable with a good standard of living.
81-95	Upper crust; associated with the heads of institutions and government administrators; much sought after by the upper middle class.
96-00	Highest social level; condifant of rulers, welcomed by the international jet set, famous.

Players without mummy characters should feel free to select any social status—even one which doesn't reflect a PC's chosen occupation. For example, a medical doctor could have characteristics or a past that would make him or her socially unacceptable, despite his or her professional attainments.

Random generation: Players of vampires, werewolves, and ghosts may determine social status by rolling a percent and consulting the Social Status Table.

EDUCATIONAL ATTAINMENT TABLE

Dice Roll	Level Attained
01-05	4th grade or equivalent
06-10	8th grade or equivalent
11-60	High school diploma or equivalent
61-80	College graduate or equivalent
81-95	Ph.D. or equivalent
96-00	Renowned scholar, multiple Ph.D degrees or equivalent

Economic Status

Economic status refers simply to how much money the character had during life, and therefore the type of life the character was able to live. Old habits die hard; creatures often recreate the lifestyles they had while they were human, or try to improve upon them if they were very poor. Of course,

creatures don't have the money or income they had during life, unless they can find a way to lay their hands, paws, or claws upon it through some devious means.

All mummies were very wealthy in life; that's how they were able to afford a fine tomb, a good embalming job, and the opportunity to become a self-willed creature rather than just a wrapped up, well-preserved corpse.

For the remaining three creature types, players are free to choose the status of their liking. Economic status need not match social status or occupation; one could have been a filthy-rich lawyer who was a social outcast, or an impoverished member of a President's cabinet.

Random generation: Players of creatures other than mummies may roll a percent and use the table below to determine economic status.

ECONOMIC STATUS TABLE
(NOT FOR MUMMIES)

Dice Roll	Economic Status
01-10	Impoverished; dependent upon friends, relatives, or the state for bare subsistence. Often hungry, no personal possessions of note.
10-20	Poor; engaged in a constant struggle to make ends meet, always just one step ahead of the bill collector, utilities often turned off.
21-40	Comfortable; enough money to live modestly and have a few small treats in life, such as a movie and/or dinner out once every two weeks. Equivalent to income of about \$12,000 in 1986.
41-80	Middle class; the good life, with own home, two-car garage, money to enjoy in leisure time. Equivalent to income of \$25,000 to \$50,000 in 1986.
81-95	Upper class; the good life better. Annual income equivalent to \$100,000 to \$350,000 in 1986. Extensive investments. Possibly a millionaire.
96-00	Filthy rich; multi-millionaire with properties, investments, the works.

PERSONAL BACKGROUND

The personal background... fleshes out the elements of the social background, filling in details like family members, friends and enemies during life, and culminates in the creation of a brief personal history. This portion of a creature's background is extremely important to the game; it determines, among other things, which people are worthy objects of the character's... "attentions."

The Private Circle

A character's private circle is the group of living humans with whom the character was most closely associated during life. It may include the character's parents, spouse, children, siblings, close personal friends, and business or professional associates. The following sections explain how to determine which, if any, members of the character's family are still alive, and how to determine how many friends or partners the creature had during life. Players may usually make a free choice in these matters, within the guidelines given in each category, or they may use the random tables provided. Mummy PCs, of course, have no surviving parents, friends, or enemies—these people have all been dead for at least 2000 years. However, a mummy PC should still fill in a list of enemies from the mummy's lifetime; their descendants make excellent "grudge victims," as explained in Chapter 5.

Parents

Characters who were older than 80 years at the time of their deaths have no surviving parents. Creatures 80 or younger at the time of death may have one or both parents still surviving. Players with surviving parents may simply fabricate a family situation, or use the system described here:

First, roll a percent and consult the Surviving Parents Table. If the dice roll is equal to or less than either percentage shown, the appropriate results apply (see column headlines).

Example: John's character was 53 years old at the time of his death; John uses the row marked "51-55" on the Surviving Parents Table. John rolls a percent, getting a result of 37. Consulting the table, he sees that his character has one surviving parent; 37 is less than 40. Then he checks the second

column; since the result (37) is not less than 35, his character doesn't have a second surviving parent.

If the table calls for only one surviving parent, the player should roll another percent. On a roll of 01-60, the surviving parent is the character's mother. On a roll of 61-00, the surviving parent is the character's father.

Relationships: Players may decide whether their characters enjoyed a good relationship with their parents. For those who prefer random generation, roll another percent; a roll of 25 or less indicates that the relationship was bitterly unpleasant, with frequent arguments and abusive misdeeds involved.

Step-parents: There's a 30% chance that a character

SURVIVING PARENTS TABLE

Creature's Age at Death	Chance of 1 Surviving Parent	Chance of 2 Surviving Parents
21-30	90%	85%
31-35	85%	80%
36-40	70%	65%
41-45	60%	55%
46-50	55%	50%
51-55	40%	35%
56-60	25%	20%
61-65	20%	15%
66-70	10%	5%
71-75	8%	3%
76-80	5%	1%

had a step-parent during life. If a step-parent is indicated, use the Surviving Parents Table to determine whether that step-parent is alive, and use the guidelines above to determine gender. Then roll one more percent: 50 or less means the relationship between the PC and his or her step-parent was unpleasant and abusive.

Age: Players should assign an age to all parents and/or step-parents of their characters, remembering that most parents are 20 to 40 years older than their children. No parent should be more than 120.

Spouses

Each player may choose whether his or her character was married during life. For random generation purposes, there's a 50% chance a PC married once, a 30% chance that he or she married twice, and a 15% chance that the PC married three times—without remarrying the same person.

A spouse's age usually equals the PC's age at death, give or take 1d10 years. (It should be between 21 and 120, however.) A player may decide whether the spouse still lives, and what the spouse has been doing since the PC's death; or, a player may simply roll a percent and check the table below. (Roll once for each spouse.)

SPOUSE TABLE

Dice Roll	Spouse Status
01-05.....	Spouse died of grief shortly after PC's death.
06-10.....	Spouse died mysteriously shortly after PC's death; possible foul play involved.
11-25.....	Spouse quickly married secret lover shortly after PC's death.
26-40.....	Spouse currently falling in love with PC's former best friend.
41-60.....	Spouse, delighted at PC's death, carrying on better than ever, doing everything they always wanted to but couldn't because of the PC.
61-80.....	Spouse, seeking consolation, joined cult, was fleeced of all remaining funds by fake "religious" con artists.
81-95.....	Spouse became slightly insane, developed obsessive interest in the occult.
96-00.....	After series of prescient dreams in which he or she encountered the PC as a creature, spouse recruited by S.A.V.E.

Children

Players may choose whether their characters have surviving children, and if so, their ages, education, occupations, and so on.

For purposes of random generation, there is a 70% chance that a PC who was married during life has surviving children. The number of children is 1 to 5 (1d10 divided by 2, with fractions rounded up). The current age of each child is the PC's age at death, minus 20 plus 1d10. A child's sex is male on a roll of 01-50, female on a roll of 51-00.

Players may describe their characters' children in as much or as little detail as desired.

Siblings

Players may freely choose 1 to 5 siblings for their characters. For purposes of random generation, there's a flat 40% chance that a PC has 1 to 5 surviving siblings. For each surviving sibling, there's a flat 30% chance that the relationship with the sibling was unpleasant and abusive. The age of each sibling is 2d10 plus or minus (player's choice) the age of the character at the time of death, but never less than 21 nor more than 120.

Friends and Partners

Each PC had 1 to 5 close friends, or business or professional partners during life; roll 1d10 and divide the result by 2, rounding fractions up. Of that number, at least one is a close friend. For each remaining person, roll a percent; a result less than or equal to 30 indicates that the person was a partner, not a close friend. Close friends and partners are always the same sex as the PC. Their age is the PC's age at death plus or minus (player's choice) 1d10 years.

Players may describe these people in as much or as little detail as desired.

Enemies

Each PC had 1 to 5 personal enemies during life. The reason for the... bad blood between the PC and the enemy may be created by the player, or determined with the Enemies Table.

ENEMIES TABLE

Dice Roll	Reason for Enmity*
01-10.....	Rivalry in romance.
11-20.....	Economic rivalry - enemy was business competitor, rival for a job, etc.
21-30.....	Enemy injured PC's friend(s) in some way: firing from job, lawsuit, criminal act, humiliation.
31-40.....	Enemy "stole" money or property from PC, either legally or illegally.
41-50.....	Injury to PC's spouse or children. Injury may be physical, emotional, economic, or other.
51-60.....	Enemy humiliated PC in public.
61-70.....	Enemy accused PC of illegal activity - rightly or wrongly.
71-80.....	Enemy annoyed PC with a habitual activity - such as a neighbor running a loud lawn mower at 6 a.m. every Saturday morning.
81-90.....	Political rivalry or difference.
91-00.....	General difference of opinion on any topic.

** Reasons for enmity are quite general; fill in the details with your imagination. If a particular reason doesn't fit your character's background, ignore the result and roll again.*

Mummies: Each mummy has one predetermined enemy: the leader of the archaeological expedition that disturbed a tomb for which the mummy is responsible.

Circumstances of Death

Players of ghosts and Loup du Mals should give careful consideration to inventing the precise way in which their character died. The means of death can be anything the player desires, but it should begin to form a pattern with the other background data about the character. Players who have difficulty deciding how their characters died may use the table below.

CIRCUMSTANCES OF DEATH TABLE

Dice Roll	How Character Died
01-10.	Fatal disease; PC blames doctors for failure to find cure.
11-20.	Murdered by personal enemy.
21-30.	Freak accident caused by another person.
31-40.	Vehicular accident (car or plane crash, etc.)
41-50.	Accident with a weapon (friend thought it wasn't loaded).
51-60.	Starvation.
61-70.	Cold and exposure.
71-80.	Executed by a government (rightly or wrongly).
81-90.	Casualty in a military or terrorist situation.
91-00.	Natural causes. (Reroll if your character's age at death was under 55.)

Personal History

Players should take a few minutes to look over all the items now catalogued in their characters' backgrounds, and think up brief personal histories, or life stories, for their characters. Players who find this difficult at first may rely on their CM for assistance. Examples of personal histories for PCs can be found with the pregenerated PCs included in this book.

A character's personal history should do two things: One, tie together all threads in the character's background (which are probably diverse). And two, connect the PC with the setting chosen for the first adventure. If *all* PCs are strongly connected with the setting, the CM can start the first adventure more easily, and the PCs can cooperate more readily. (Cooperation leads to bonus Creature Points.)

Mummies: Of course, mummies have a personal history, too, and their players should take the time to create one. Such a history should include elements that the CM could weave into an ongoing game. Furthermore, a mummy's personal history should always include these things:

1. The name of one Egyptian god or goddess to whom the mummy was particularly dedicated during life. If desired, this can be rolled on the Egyptian Deity Table.

EGYPTIAN DEITIES



Anubis, lord of the dead



Set, the representation of evil



Thoth, god of knowledge



Osiris, lord of the afterlife



Ra, god of the sun

EGYPTIAN DEITY TABLE

Dice Roll	Primary Deity
01-40.....	Anubis, lord of the dead, conveyor of souls to the next life; a jackal-headed god.
41-70.....	Set, the representation of evil. Portrayed as a human with the head of a fantastic beast.
71-80.....	Thoth, god of knowledge, science, literature, writing, and the moon. Usually represented as a human with the head of an ibis, a long-beaked bird.
81-90.....	Osiris, lord of the afterlife, judger of souls. Osiris was murdered but returned to life thanks to his wife, Isis.
91-00.....	Ra, or Amon-Ra, the most familiar form of the god of the sun, king of the gods of Egypt.

2. The number of important tombs that the mummy guards out of duty. Every mummy is responsible for guarding tombs in the necropolis where it, too, was entombed. (A necropolis is a huge burial ground, literally “a city of the dead.”) If you’d like, just roll a percent; the result is the number of important tombs—those containing wealth and artifacts—for which the mummy is responsible.

Special Hatred Group

By now it should be apparent that quite a few people who are still living have earned the dislike of the PCs! The “enemies list” (described earlier) includes a few individuals, who, for a variety of specific reasons, are enemies of the PC; they are a small and varied group. The special hatred group, however, is a class of people who have one general thing in common: your character’s special hatred.

A special hatred group should be selected carefully after the creature’s personal history is finished. The player and CM should work together; both must agree on the final decision. Ideally, a PC’s special hatred group should have the following characteristics:

1. The group should be fairly large and general, but not so large as to include the entire human population. For example, a character who was killed in a hunting accident may have a special hatred for hunters, and for people who supply weapons and ammo to hunters, *and* for their descendants, forever.

2. The group should be widespread; it should be fairly easy to find representatives in most geographic locations. Hunters, for example, can be found in almost every society on Earth.

3. The group should have a definite relationship to the creature’s personal history. In the hunting example, the character’s death linked him to the special hatred group. In fact, any important or traumatic event in the creature’s mortal past can provide a link to a special hatred. Be creative. A humorous event leads to more humorous adventures.

The special hatred group is very important for a creature’s advancement; members of this group serve as valuable victims (see Chapter 5). For this reason, creatures are pleased to know that a special hatred group may always include descendants, heirs, close friends, and spouses of those directly linked to the hatred.

SPECIAL ITEMS

During the course of play, PCs acquire items of special interest or importance to their creature type. Players should record these items on the background sheet. Vampires, for example, must keep careful records of their original grave site, and note the location of resting places they’ve prepared using soil from that grave. Mummy PCs always have at least one special artifact from their own tomb, which they frequently carry with them. They also have their own sarcophagus. Furthermore, mummies are likely to acquire additional artifacts that are important to their advancement; these, too, should be carefully recorded. (See Chapter 5 for information on advancement.)

ABODES

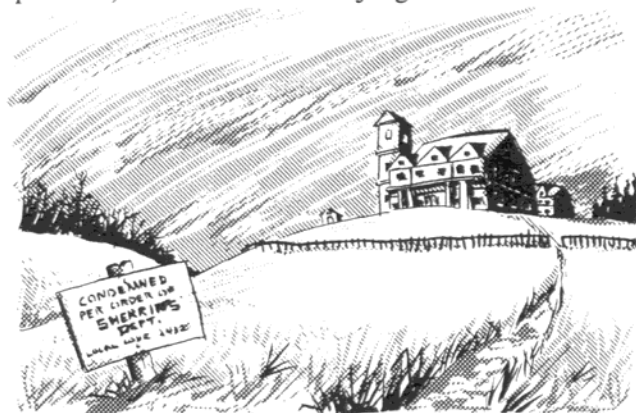
Abodes are places of residence that creatures must establish to survive. Players should record important details about them on the background sheet. (Chapter 4 explains abodes in full.)

GHOST DESTRUCTION

Once a ghost PC has a personal history, the player and the CM should come to an agreement on how that ghost can be destroyed. (This is recorded on the ghost’s record sheet.) The method of destruction should be linked in a logical or symbolic way to some important element in the creature’s personal history.

For example, a ghost who primarily seeks revenge for past grievances might be destroyed by definite proof that those grievances were false—that the people the ghost hates were innocent. A ghost seeking to accomplish some type of task left undone in life might be destroyed by definite proof that the task was unimportant, or was carried out by someone else.

The exact details of the manner of destruction are left to the creativity of the player and the CM. If agreement is impossible, the CM is the final judge.





Chapter 4 Abodes, or Creature Comforts

An abode is a more or less permanent dwelling place appropriate to the type of creature occupying it. A creature has three reasons to establish one: First, a PC normally won't receive points for killing victims unless the PC does so in or near its abode. Secondly, abodes are linked to many special bonus points. And thirdly, even creatures need a place to call home, a place to escape—if only for a moment—the dreary confines of the mortal world.

New player creatures don't have an abode. Obviously, their first pressing task is to establish one.

VAMPIRE ABODES

A vampire's abode is called its "House," or more formally, "The House of So-and-So" ("So-and-So" being the vampire's name). To be suitable for use, a House must meet the following requirements:

1. A House must be a large, stately dwelling built as a human residence. At a minimum, the House must have six bedrooms, a large hall, a kitchen, a dining room, and preferably grounds and servants' quarters (Renfield has to live *somewhere* heh, heh, heh...).

2. The basic structure must be 50 or more years old; anything newer makes a vampire uncomfortable.

3. The House or its grounds must include a chapel, sanctuary, crypt, burial plot, or other type of hallowed ground. (I recommend some foreboding trees with tangled branches, too.)

4. The House must contain the vampire's supply of soil from its grave, and at least one resting place.

Properties suitable for a vampire's House can be found in almost any community, at prices of 1d10 times \$100,000.

WEREWOLF ABODES

A Loup du Mal's abode is called its "den." Compared to the vampire, a Loup du Mal has simple needs. The den must be a natural cave or burrow, or a cavelike, enclosed section of an abandoned building. An old mausoleum will do. The decor has but one requirement: after the PC has claimed its first victim, the bones of at least one victim must always litter the den.

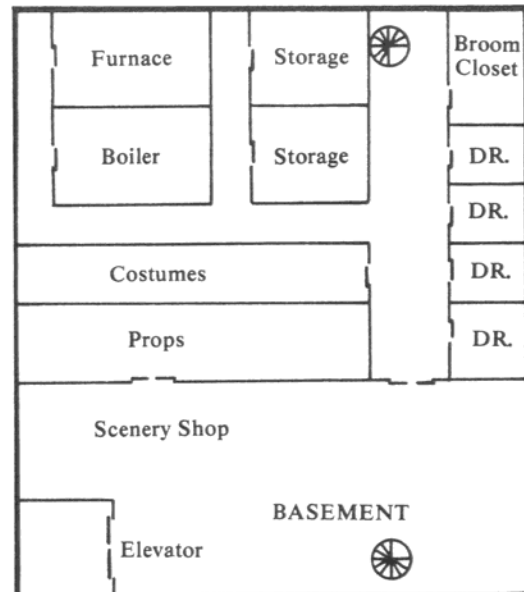
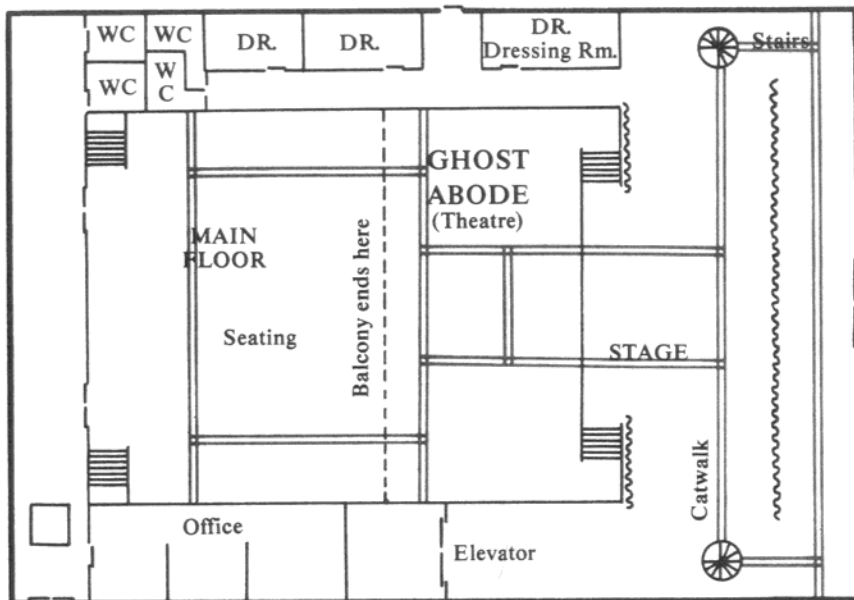
A Loup du Mal may share its abode with real wolves, over which the creature assumes pack leadership. The Loup du Mal automatically shares its den with its lycanthrope pack on nights of the full moon. (See Chapter 5.)

GHOST ABODES

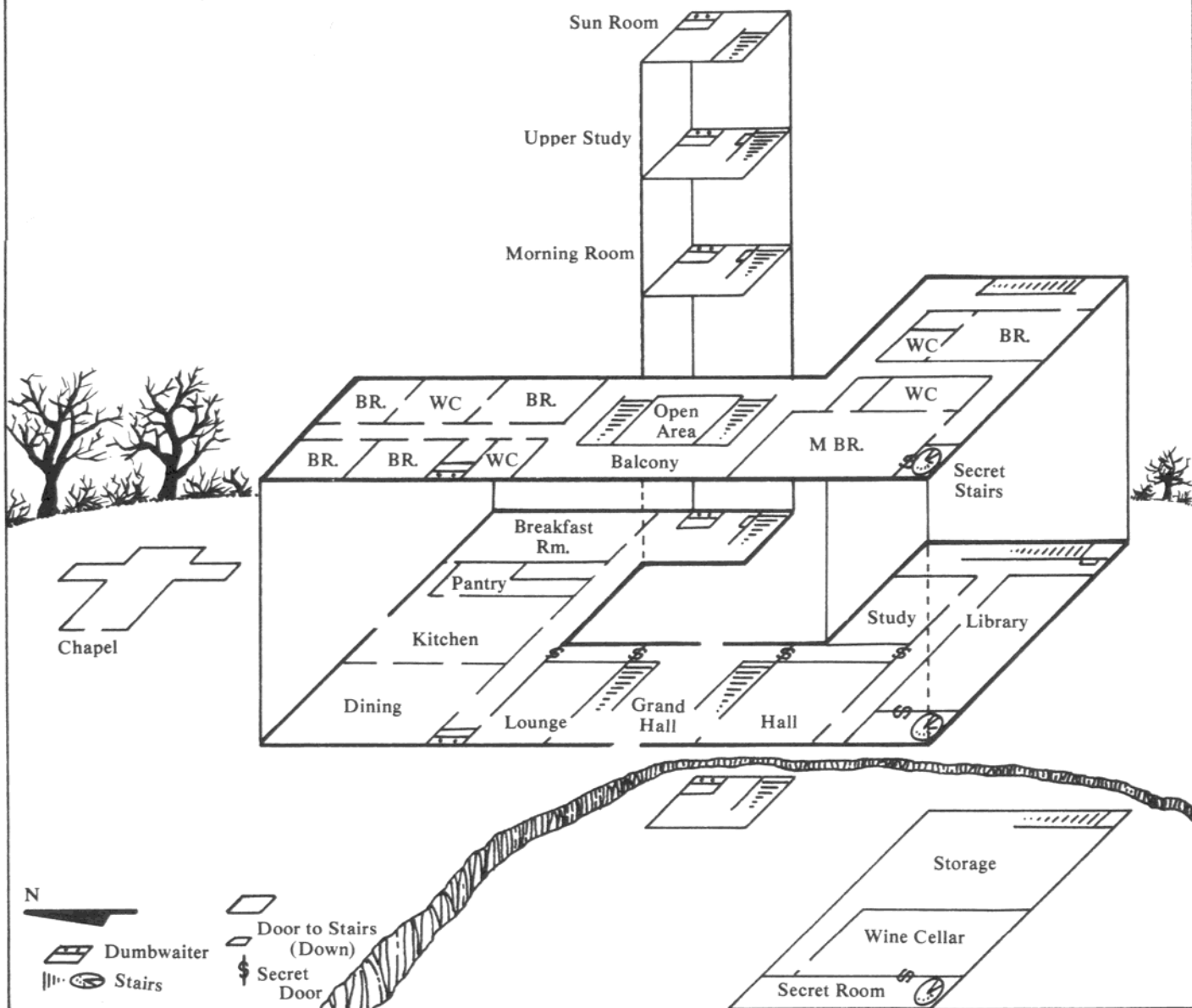
A ghost's abode is called its "haunt." A haunt must be some type of building, or a structure that could house a family (such as a houseboat). When the ghost moves in, the structure must be owned by a person who qualifies as a grudge victim. If ownership changes later, the ghost needn't move.

MUMMY ABODES

A mummy's abode is called its "shrine." The shrine is a hidden place dedicated to the worship of the mummy's favorite ancient Egyptian god or goddess. The shrine must



VAMPIRE ABODE



be located inside a building, and must occupy a minimum area of 400 square feet (about 20 feet square).

In its shrine, the mummy must keep its own sarcophagus, an image of the god or goddess to whom the shrine is dedicated, an altar, and miscellaneous ceremonial trappings.

SHARING ABODES

Two or more player creatures may agree to share an abode, provided the property meets the requirements of all PC tenants.

MAINTAINING ABODES

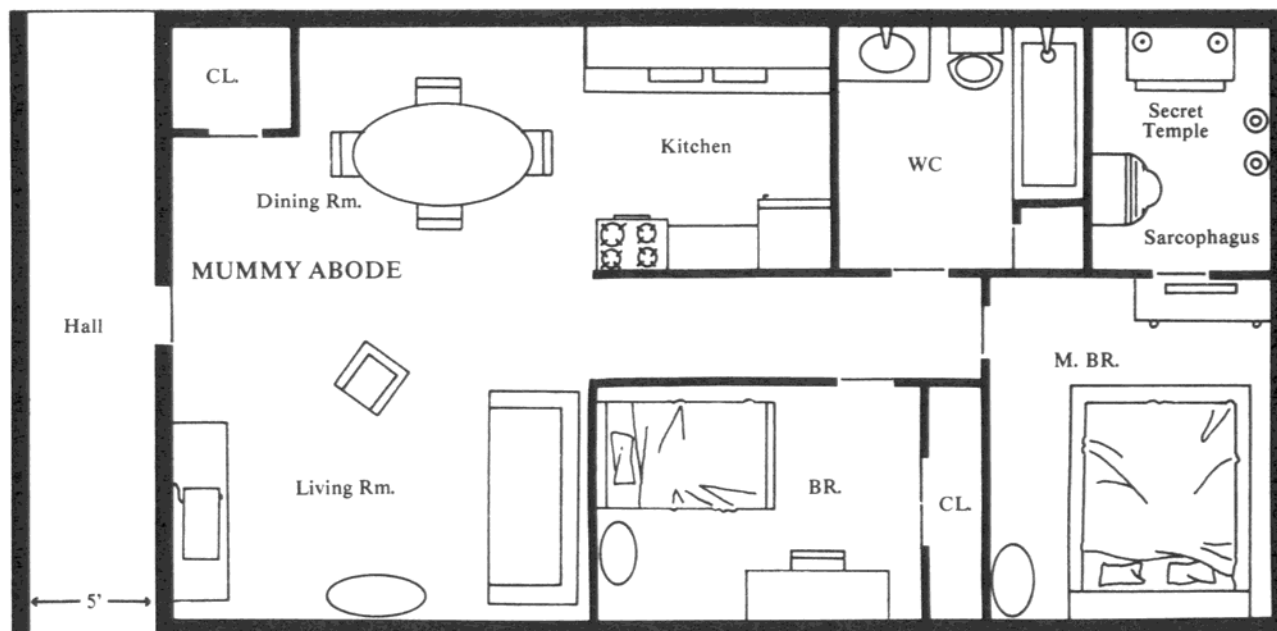
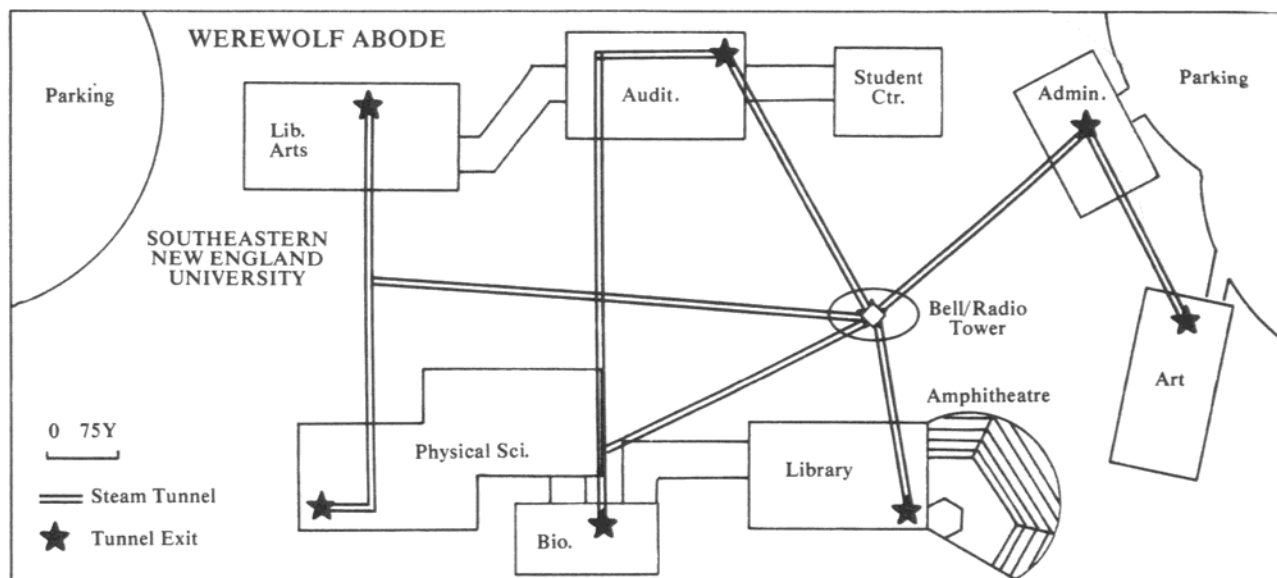
A creature must spend a minimum of eight hours per week in its abode (most spend more). The player creature should think of its abode the same way a human thinks of his or her home. Sometimes, creatures may wish to take an "ex-

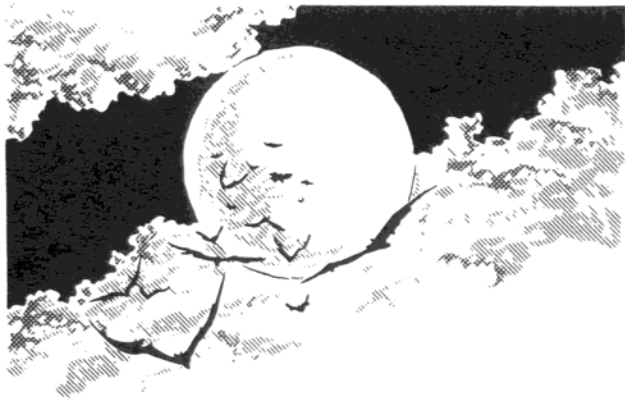
tended vacation," travelling away from the abode for a long time. This is permissible, but sooner or later the creature must return. (And if the PC strays too long, who knows what condition the abode will be in when the creature returns?)

No creature may maintain more than one abode at any given time.

MOVING TO A NEW ABODE

Creatures are territorial beings, and they prefer not to change their abodes. Sometimes, however, the decision is necessary; for example, the abode is destroyed, or has been discovered by S.A.V.E. envoys. Whatever the reason, creatures who change abodes must find a new, qualified location, move the necessary items there, and pay a cost of 3000 Creature Points (per creature, if two or more reside together). Which brings us to the next chapter...





Chapter 5 Earning and Spending Creature Points

Creature Points are the fuel that drives every PC's existence. Unless a creature earns them, it cannot survive. Unless a creature spends them, it cannot prosper.

This chapter explains how creatures earn and spend Creature Points. The points come in three forms: life points, bonus points, and special bonus points. Each type is earned differently, but all can be spent the same way: *deviously*...heh, heh, heh.

LIFE POINTS (VITTLES FROM VICTIMS)

Human victims are food and sustenance to creatures. By killing victims, creatures earn *life points: the sum of the victims' Basic Ability, skill, and discipline scores* (UMS is not included).

Declared Victims

Although a creature may slay any number of hapless mortals, the creature can only earn life points for one: the *declared*, or chosen, victim. Each week, a creature may declare a new victim, some specific mortal that the creature intends to kill. The creature must kill that victim before the week is out to receive life points that week. A creature may change its mind, however, deciding not to go after one victim and instead to choose another, but it can never earn life points for more than one victim in a calendar week. Any change in declared victim must be made before the first person declared as a victim is killed.

Example: Henry Jones wakes up shortly after sunset one fine night in a cemetery. He has no clothes, but he does have a ravenous hunger, and a general ill-will toward mankind. Henry has just been "born" as a Loup du Mal.

Henry notices an old mausoleum nearby, which is clearly being allowed to sink into ruin. Almost instinctively, he chooses to make it his den. As Henry pokes about the mausoleum, along comes officer Frank Williams, a cop walking his beat. Williams hears Henry and comes to investigate. Soon, the officer spots the poor creature, and has the audacity to arrest him for indecent exposure.

Henry decides this is enough. He declares the officer his victim for the week, changes to man-wolf form before the astonished blue-coat's eyes, and in two short rounds rends the man to shreds. Soon, Henry is no longer hungry, content instead to howl happily at the sky.

The CM adds up the life points. The officer was simply a standard NPC, with scores of 50 in all the CHILL game Basic Abilities. There are eight of these, so that's 400 points. The officer's Unskilled Melee score is not included in the total. Officer Williams had Student rank in three skills—Mace/Club, Revolver, and Rifle/Shotgun skills—with a score of 65 in each. That's $3 \times 65 = 195$ points more. Finally, Williams had, believe it or not, a Teacher rank Investigation skill, for 80 more points. That means Williams' life points are $400 + 195 + 80 = 675$. Henry earns 675 life points for killing the officer. Furthermore, Henry gets

some bonus points (these are explained later in this chapter): 400 for killing a Record Victim. In all, Henry gets 1075 Creature Points.

Henry cannot score any more life points until the next calendar week. He may, however, claim any number of victims; he just won't get points for doing it. Notice that Henry could have killed Williams but not declared him as his victim for the week. In that case, Henry wouldn't have received any points, but he might have been able to find a victim worth quite a bit more before the week was up.

Finally, suppose another officer—a plain clothes detective—had come along just as Henry was about to assault Williams. Henry could have changed his declaration right then, choosing the detective as his victim instead. If the detective had come along after Williams was dead, it would have been too late for Henry to change his declared victim.

The Proper Way to Harvest

There's a "right way" and a "wrong way" to kill a victim. The right way yields life points; the wrong way doesn't.

- Who? Creatures only earn life points for the declared victim.

- How? There are four answers, one for each creature type. *Vampires* must bite and blood-drain their victims, although they can drain the victim to near death and then kill him or her with a normal attack in order to prevent the victim from becoming a vampire. *Mummies* must strangle their victims. *Werewolves* must be in wolf or man-wolf form when they kill their victims. *Ghosts* have creative license when inflicting death, though at first their only attack may be "Chilling Touch," which can take a delightfully long time to produce a Critical wound. Several creatures may gang up to attack one creature's victim, but the killing blow must be struck by the creature who is to score life points for the victim.

- When? Creatures may claim their victims at any time, although daytime killings are difficult for vampires, and a bit colorless for other creatures.

- Where? Mummies and ghosts must bring victims into their abodes before killing them. Werewolves must kill their victims within one mile of their abodes. Vampires also lure victims to their abodes before striking the killing blow; however, if a vampire kills its victim with a blood drain, thus creating another vampire, it may do so anywhere.

There are two exceptions: One, if any creature is attacked by its declared victim, that creature may retaliate immediately by killing the victim and still earn points. The combat may occur anywhere. Two, if a creature makes every effort to lure the victim into the abode, but cannot do so—perhaps because of S.A.V.E. interference or serious danger—then the creature may kill the victim outside the abode. In the latter case, the CM's discretion applies; players should not abuse this exception.

Rivalry for Victims

If two player creatures happen to choose the same victim in the same week, the creature who receives life points for that victim is the one who strikes the killing blow (or other appropriate attack) to the victim. In creature society, it's first come, first served, heh, heh, heh...

BONUS POINTS

In addition to the life points awarded for a victim, player creatures can earn bonus points as shown on the Bonus Points chart. Each entry on this chart is explained in detail below. Most bonus points are awarded at the time the victim is killed. But others are awarded immediately at the conclusion of the current gaming session; these are marked with an asterisk. All bonus point awards are cumulative.

BONUS POINTS	
Situation	Bonus Points
Victim at 0 Willpower at time of death	+ 200
Victim is S.A.V.E. envoy	+ 200
Victim is "grudge" victim	+ 200
Record victim	+ 400
"Playing with the food"	+ 100/night*
S.A.V.E. envoy taunting	+ 100/clue*
Cooperation with other PC creatures	+(25×n)/night*
"Style" bonus	+0-+100/session*

* Bonus points marked with an asterisk are awarded at the end of the current gaming session.

Victim's WPR at Zero at Time of Death

A player creature earns 200 bonus points if its declared victim's current Willpower is zero when the victim dies. This reduction of Willpower need not be the result of actions by the creature. For example, many S.A.V.E. envoys—ignorant pests that they are—deplete their Willpower by raising a Sphere of Protection repeatedly. When the Sphere finally goes down, the envoys find they've increased their value in the supermarket.

Victim is a S.A.V.E. Envoy

A player creature earns 200 bonus points if its declared victim for the week is a S.A.V.E. envoy. That makes three things to remember about envoys: they're smart, they're deadly, and they're valuable as victims.

Grudge Victims

A PC earns 200 bonus points if its declared victim is a grudge victim. Creatures need only check their background sheet to see who falls into this category:

1. Parents, step-parents, children, or siblings whose relationship with the PC was unpleasant during the PC's human lifetime.

2. The PC's spouse, if the marriage was unpleasant during the PC's lifetime if the spouse could reasonably

be construed as having offended the PC after the PC's death. For example, a surviving spouse who is falling in love again has certainly offended the player creature.

3. The PC's enemies during the PC's human life.

4. Any person who was involved in the PC's death in a hostile or neutral capacity. (Persons who tried to prevent the PC's death are generally exempt, unless the PC decides their incompetence was a contributing cause of death. For example, doctors who failed to cure a player creature's incurable disease are certainly fair game.)

5. Any person related by blood, marriage, adoption, or professional or business partnership with anyone included in categories 1 through 4 above.

6. Any person who falls into the PC's special hatred group, and/or their spouses, parents, children, siblings, close friends, partners, and descendants, forever.

7. Any person other than a S.A.V.E. envoy who, realizing the PC's true nature and some of its powers, opposes the PC. For example, anyone who contacts S.A.V.E. concerning a PC is certainly a grudge victim.

S.A.V.E. envoys are not grudge victims unless they fall into one of categories 1 through 6 above. The CM is the final judge as to whether a particular person counts as a grudge victim.

Record Victim

A player creature earns 400 bonus points if its victim for the week is its Record Victim. A PC's Record Victim, you'll remember, is the one victim killed by the PC to date with the highest life points (bonus points are ignored). A PC's first victim is always a Record Victim. Be sure to keep track of Record Victims on the record sheet, so you won't miss out on future bonuses.

Playing With Food

A PC earns 100 bonus points for every night of game time in which it "plays with the food." "Playing with the food" means teasing, tormenting, scaring half to death, and, in general, making as miserable as possible the current declared victim. The bonus points are awarded immediately at the end of the current gaming session. They cannot be revoked, even if the creature declares a new victim later in the week.

To earn points for playing with the food, the following minimum conditions must be met:

1. The creature must be present personally, in the same room or general area, with the victim.

2. The victim must be subjected to some form of frightening, supernatural occurrence, such as the use of an Evil Way discipline. This occurrence need not be directed against the victim personally; it might, for example, be directed against a member of the victim's family, provided the victim is a frightened witness of the occurrence.

3. Beginning the third night, and from then on, the victim must be made aware that a supernatural creature is causing

these occurrences. The creature usually meets this requirement by revealing itself in its true form for the victim—the werewolf appears as a wolf, the ghost manifests, and the mummy reveals its moldy wrappings. Vampires have a special restriction: beginning on the third night of "food-play," and on each subsequent night, the vampire must bite and drain some blood from its victim.

I noted above that "a creature" must reveal itself to the declared victim. This has no more restrictions than it implies. If the PCs are cooperating, the victim need not be aware which particular creature has chosen him or her. Likewise, to thwart S.A.V.E. envoys, the PC may pretend to be another creature entirely. And vampires can bite and dine upon a victim to earn the bonus points, but use Steal Memory afterward to wipe the event from the victim's mind.

A victim's "awareness" of creature involvement need not mean "acceptance." For example, many people have seen ghosts, but refuse to believe their own eyes. In such cases, the PCs still earn bonus points. (A system for determining what victims and their friends and families believe is given in Chapter 6.)

4. All food-play must occur at night, between sundown and sunup.

5. No points are awarded for food-play on the night the PC kills its declared victim.

The CM is the final judge of whether a creature's activities earn "playing with the food" bonus points.

Taunting S.A.V.E. Envoys

Taunting envoys is a supreme act of arrogance and self-confidence for which creatures earn a minimum of 100 points. First, the creature must give an envoy a clue that could lead to its own destruction. Then, having provided this clue, the creature must allow the envoy to escape. The envoy must escape alive, and must still be able to communicate the clue to others. The taunting creature earns 100 bonus points for each specific clue given.

The following are considered clues:

1. The creature's real name.

2. The general location of the creature's abode.

3. The identity of the creature's current chosen victim. This counts as a clue only if the envoy has sufficient time to take some action preventing the victim's death.

4. The location of a vampire's prepared resting place. Of course, only vampires can provide this clue. And a vampire can earn the bonus for this only once per week, no matter how many resting places the creature reveals.

Other bits of information may count as clues, too, at the CM's discretion. However, all clues must provide information that could lead to the destruction of the creature by envoys, assuming they do their homework. If providing the clue does not endanger the creature in any way, no taunting bonus should be awarded.

Clues do not have to be presented directly; they may be cryptic, though not impossible to understand. For example,

a creature can present the clue in a pun, a riddle, or even in a sarcastic remark with veiled meanings.

Like food-play bonuses, points for envoy-taunting are awarded immediately at the end of the gaming session in which the taunting occurred. They are never lost, even if the creature loses its chosen victim for the week as a result of providing a clue.

Cooperation

Cooperation between creatures is also rewarded with bonus points. Each night that two or more PCs cooperate by taking part in a specific, jointly agreed-upon plan of action—by helping each other play with the food, or in other important ways—each cooperating creature earns bonus points equal to 25 times the number of creatures involved. PCs can earn points for cooperating every night of the week, as long as they work together. These bonus points are awarded immediately at the end of the gaming session.

Example: Henry, the Loup du Mal, meets up with a vampire and a ghost. The three agree to help one another play with their food tonight. All three visit each victim together. The ghost provides reconnaissance, moving invisibly and incorporeally. The vampire takes the role of “contact,” approaching the victims in its human form. Meanwhile, Henry, in wolf form, provides hideous sound effects.

At the end of this gaming session, each PC receives 75 bonus points for cooperating on this one night (25 x 3 PCs = 75).

Style

The style bonus rewards good role-playing. It is determined completely at the CM’s discretion. A CM may award up to 100 bonus points to any PC at the end of any gaming session, if the CM feels that something the PC did was particularly cunning, devious, clever, or stylishly malicious (in a dark but humorous way).

For example, a mummy who simply lures a victim to its abode and strangles him should earn no style points. A mummy who lures its victim to the abode by playing on the victim’s inherent greed should earn about 50 style points. A mummy who does this, and then thinks to dress the victim’s corpse as a slave and pose it as a guard by the mummy’s sarcophagus, occasionally animating the corpse for amusement, should definitely earn 100 style points.

SPECIAL BONUS POINTS

In addition to points awarded for victims, and the bonus points already explained, creatures can earn special bonus points for achieving long-term goals and maintaining these achievements. As the Special Bonus Points chart shows, each creature type earns these points in a different way.

SPECIAL BONUS POINTS

Vampires	1000/3 spouses/week
.....	500/each spouse above 3/week
Loup du Mals	100/3 lycanthropes in pack/week
.....	500/each pack-member above 3/week
Ghosts	1000/newly abandoned “grudge building”/week
.....	500/still abandoned “grudge building”/week
Mummies	1000/10-member cult/week
.....	100/each cult-member above 10/week
.....	1000/recovered artifact/week

Vampire Special Bonus Points (Spouses)

The key to special bonus points for a vampire is establishing a household of spouses. PC vampires earn 1000 special bonus points for each calendar week in which they maintain at least three vampire spouses (they must provide the spouses with victims). Vampires who establish and maintain even larger households receive an additional 500 points per spouse in excess of three.

Of course, not every victim becomes a spouse, and most vampires are glad of it. A vampire PC’s victim becomes a spouse by meeting two requirements: One, the victim must be a member of the opposite sex (from the PC’s standpoint). And two, the victim must have been a declared, chosen victim, killed by the PC vampire’s blood drain.

If these two requirements are met, the victim rises as an NPC vampire 1d10 weeks from the date of the victim’s death (CM’s dice roll). This NPC has the same statistics as a beginning PC vampire, including powers, limitations, and disciplines.

The following special rules apply to vampire spouses:

1. *Telepathy.* The PC vampire can be in telepathic contact with any or all of its spouses at any time, with no restrictions on distance. This contact requires no Will-power expenditure, and it works both ways; both the PC and its spouses can send and receive telepathic messages of up to 10 words per round. Furthermore, the PC knows immediately, and automatically, if a spouse has been staked or destroyed. The vampire also knows where such an assault has occurred, and what methods have been used to destroy the spouse. The vampire does not know who has destroyed or staked the spouse unless the NPC has provided this information telepathically.

2. *A full house.* All spouses must take up residence in the PC’s abode. (The PC must summon them telepathically when they arise.) Normally, a spouse cannot leave the abode for more than one night each week; the CM may make exceptions if a danger to the spouse exists, or if the abode is somehow destroyed.

3. *Hungry mouths.* The PC vampire must provide one victim per week for each spouse. These victims must be brought to the abode without any wound damage. Once a victim is in the abode, at night, the victim is assumed to be killed by the appropriate spouse. Failure to feed a spouse

leads to the NPC vampire's destruction (see point 6).

4. *Yours, as is, forever.* NPC vampire spouses do not advance; they neither earn nor spend Creature Points, and they cannot gain new skills, disciplines, powers, or higher Basic Ability scores.

5. *No kitchen help.* NPC spouses cannot help the PC vampire procure victims in any way, whether those victims are for themselves or for the PC. Spouses can, however, reduce the Willpower of victims brought to the abode.

6. *Watchdogs.* Spouses warn the PC vampire when intruders are spotted in the abode.

7. *Destruction.* NPC spouses are destroyed just like PC vampires, with one addition: they are automatically destroyed if they do not receive a victim in any calendar week. When a vampire spouse is destroyed by stakes, sunlight, etc., the PC automatically knows (see point 1).

Loup du Mal Special Bonus Points (Packs)

A Loup du Mal earns 1000 special bonus points for each week that it maintains a pack of at least three lycanthropes. The Loup du Mal earns an additional 500 points for each lycanthrope in its pack in excess of three. The following rules apply to Loup du Mal packs:

1. *Establishing a pack.* Any living human who survives a bite from a Loup du Mal becomes a lycanthrope (see *Horrors from the Unknown*). A declared victim—and only a declared victim—who survives the PC's bite automatically becomes a lycanthrope in the PC's pack. This makes establishing a pack somewhat difficult; the Loup du Mal can only "nibble on" its declared victim, so it cannot gain points for killing a victim during the week in which a lycanthrope joins its pack.

2. *By the full moon's light...* Automatically (perhaps it's instinct), pack-members know where their leader resides. Each month, on the three nights when the moon is full, the pack-members automatically show up at the Loup du Mal's abode, shortly after moonrise, in wolf form. On these nights, the pack must hunt together, pursuing victims as a group. If the Loup du Mal does not lead the hunt, the pack dissolves forever, and the PC must establish a new one.

During the hunt, NPC lycanthropes can satisfy their needs by sharing a victim. Each must participate in the kill, however, and all must taste the victim's blood. Only three lycanthropes may share a victim in this way. (Unlike a vampire PC, the Loup du Mal has no responsibility to provide free food for its "family.")

3. *Telepathy.* Whenever its pack-members are in wolf form, the Loup du Mal can communicate with them telepathically. The Loup du Mal itself may be in any form.

4. *Contacting S.A.V.E.* Maintaining a pack can be risky. As described in *Horrors from the Unknown*, lycanthropes often awaken after a hunt with feelings of deep remorse. Each calendar week, there's a 10% chance that each pack-member will be overcome by this emotion and contact a S.A.V.E. envoy. (The CM should make a secret

dice roll for each pack-member at the start of each new week in game time.) Lycanthrope pack-members do not necessarily know the identity of the Loup du Mal's human form—unless the Loup du Mal has made that information available. But S.A.V.E. envoys are notorious for tracking pack-members on nights of the full moon, and thereby discovering a player creature's abode. If a pack-member notifies S.A.V.E., there's but one consolation: the PC still receives bonus points for that pack-member until the lycanthrope is actually destroyed.

Ghost Special Bonus Points ("Grudge Buildings")

Ghosts earn 1000 special bonus points for each calendar week in which their haunting activity forces a grudge victim to abandon a building. If the building remains abandoned, the ghost earns an additional 500 points per week. Unfortunately for the ghost, several conditions must be met before a building can yield special bonus points:

1. A grudge victim of the ghost must own the building. (Grudge victims, you'll remember, are defined earlier in this chapter.) The grudge victim need not occupy the building personally, however.

2. The building must be a major structure intended for continual use by humans. In general, this means the building must be a house, apartment complex, commercial building, actively used warehouse, or similar structure. Mere outbuildings, such as garages, sheds, and barns, do not meet this requirement. Nor do warehouses that are visited only occasionally.

3. Before any building is abandoned, the owner must be convinced that the building is, in fact, haunted. Merely seeing a ghost may not be enough; some people refuse to believe the obvious! Chapter 7 provides a complete system for determining just what an NPC believes.

4. Once the owner is convinced of this haunting, the ghost must drive him or her to abandon the building (leave it empty and unused). To accomplish this, the ghost must cause one or more "mysterious deaths" to occur in the building. The chance that an owner will abandon a structure increases with the number of deaths. See the chart below. The CM should roll a secret check after each mysterious death to see if the owner is persuaded to abandon the building.

Number of Mysterious Deaths	Chance of Abandonment
1	10%
2	20%
3	60%
4	80%
5 or more	100%

5. In order to receive special bonus points, the ghost must be involved personally in all activities leading the owner to believe the building is haunted. Furthermore, the ghost must strike the killing blow in all deaths leading to the abandonment of the building. Other player creatures can

assist the ghost, but the ghost should be the principal acting creature.

Sale of Abandoned Buildings: After abandoning a building, the owner often places it on the market (failing to advertise, of course, its invisible tenant). In this case, the building remains abandoned until it is sold, bringing the ghost 500 points for each week the structure remains empty (excluding the week in which it was first abandoned).

The chance that a building will be sold depends upon the number of mysterious deaths that occurred there; the more deaths, the less chance for a speedy sale. Consult the table below; the CM rolls a secret check at the start of each calendar week to check for a sale. Once the building is sold, it's no longer abandoned, even if the buyer leaves it empty.

Number of Mysterious Deaths	Chance of Sale
1	70%
2	60%
3	40%
4	25%
5 or more	10%

Under normal circumstances, the buyer of an abandoned building is not a grudge victim of the ghost; the CM may roll a secret check against 5% to see if this has occurred. However, a ghost (or a friendly creature) may use Influence to ensure that the new owner is a grudge victim; in this case, ignore the 5% chance.

Building Destruction: Sometimes, an owner may call for the destruction of his or her abandoned property. The owner may even hire an arsonist, hoping to get some insurance money out of the structure if he or she can't, or won't, sell it.

When a building is destroyed (no longer fit for occupancy), it is worthless to the ghost.

Mummy Special Bonus Points (Cults and Relics)

Mummies earn special bonus points in two ways:

1. A mummy earns 1000 special points for each week in which it maintains a functioning cult dedicated to its favorite ancient Egyptian god. The cult must consist of at least 10 followers. A mummy earns an additional 100 points per week for each cult member in excess of 10.

2. A mummy earns 1000 special bonus points for recovering an appropriate artifact and returning it to the tomb from which it was stolen, or taking it to the mummy's own tomb. Appropriate artifacts include any ancient item taken from a tomb that the mummy is responsible for guarding.

Cults: Mummies recruit cult members during the course of play, using standard Situation Checks and Direct Action checks to make "converts." Converting a person requires

a full week of work, during which the mummy must spend at least one hour per day with the potential convert, explaining the ancient religion and arguing on its behalf. The CM rolls a Direct Action check at the end of the week; an "H" or "C" result indicates a successful conversion.

Only live humans may become converts. They must not know that the person converting them is a creature from the Unknown, or anything less (or more) than human. Furthermore, converts must join the cult of their own free will; a mummy may not use the Influence discipline to sway them, nor may any other, cooperating creature do the same.

Until it has converted 10 people, the mummy must maintain weekly contact with all converts it has gained previously. Once the mummy has converted 10 people to its point of view, the creature has a functioning cult. The group must meet once per week, at night, for at least an hour, at the mummy's abode. The mummy must always be present; if it isn't, the creature doesn't earn cult points that week. (The cult does not necessarily dissolve, however.)

Recovering Artifacts (Relics): As noted above, mummies earn 1000 points for recovering an ancient artifact or relic stolen from a tomb they supposedly guard. To earn the points, mummies must return the item to the tomb from which it came, or to their own. A sarcophagus is not a tomb; a mummy's tomb is always located in Egypt, as are the tombs for which the creature is responsible.

Converts in a functioning cult can help the mummy recover stolen Egyptian relics and artifacts. Sometimes, converts recover artifacts on their own. During any calendar week, each cult member has a 5% chance of locating an artifact, which he or she brings to the mummy at the next cult meeting. Only 1 in 10 of these artifacts come from a tomb for which the mummy is responsible. Thus, at the start of each calendar week, the CM rolls a secret check vs. 5% for each cult member, and another secret check against 10% if the cult member recovered an artifact. The mummy learns about such artifacts during the natural course of play.

If converts fail to produce a stolen artifact, the mummy can try to locate one through research. For example, a mummy might research archaeological abstracts to find the current locations of treasures taken from specific tombs. These treasures may be in private collections or museums.

A mummy may never, in any way, be connected with the theft of an artifact from a tomb for which it is responsible. Likewise, no other PC may steal an artifact to help the mummy earn points.

SPENDING CPs FOR ADVANCEMENT AND SURVIVAL

At the end of any gaming session, a player may choose to spend his or her character's CPs to make the creature more powerful, or simply to keep the creature alive. The

Creature Point Expenditures chart lists all possible uses for CPs. Two things to remember: the effects of a purchase are immediate, and no “buying on credit” is allowed.

All entries in the chart are fully explained in the sections that follow.

CREATURE POINT EXPENDITURES

Basic survival.....	600 per week
Change abode.....	3,000
Add 1 point to EWS.....	100
Shift Basic Ability one column and re-roll.....	+500 per shift*
New Evil Way discipline.....	Min. EWS x 10
Make existing discipline automatic.....	1,500
Gain skill at Student rank.....	250
Raise skill to Teacher rank.....	500
Raise skill to Master rank.....	1,000
New power, appropriate to creature type.....	2,000
Total transformation (vampires).....	10,000

* This cost is cumulative: 500 for the first shift for a given attribute, 1000 for the second shift for the same attribute, 1500 for the third, and so on.

Basic Survival

Everyone has expenses, and creatures are no exception. It costs a player creature 600 CPs per week just to keep itself “alive.” Creatures must pay weekly survival expenses on or before the last day of each calendar week. Those who fail to meet this expense suffer a fate worse than death: in game terms, they’re destroyed.

Changing Abodes

Creatures are territorial; they don’t like to move. However, if a creature does decide to establish a new abode, it must spend 3000 CPs to do so. No creature may have more than one abode at a time.

Increasing the Evil Way Score

A creature may increase its Evil Way score at a cost of 100 CPs per one point increase in EWS. Increasing the EWS is necessary in order to use the more powerful Evil Way disciplines. The maximum EWS is 150.

Increasing Basic Ability Scores

A player creature can spend CPs to increase any Basic Ability score, to a maximum score of 150. First, the PC decides which of the seven Abilities to raise—Strength, Dexterity, Agility, Stamina, Personality, Perception, or Willpower. These scores, you’ll remember, are based on the low score shown at the top of a given column on the Action Table (see Chapter 2). For 500 points, a creature can shift one column to the right, and redetermine the Basic Ability score. Shift costs are cumulative; a second shift costs 1000 points (for a total of 1500), the third 1500 points (for a total of 3000), and so on.

This purchase involves some risk. If a score was already very high for a given attribute, a creature could actually

decrease its score by this method after spending CPs to do so. What’s more, the PC would have to decrease dependent scores, too—skill scores, or possibly the UMS.

Of course, when a Basic Ability score is raised, all scores based upon it are refigured accordingly. For example, if a PC’s Strength score goes up, all skill scores based on Strength are raised. The maximum skill score permitted is 199.

Example: John, who’s playing Harry the Loup du Mal, rolled Harry’s Strength score on column 6 when he created this beast. The lowest score on column 6 is 76. The dice roll was a very lucky “20,” giving the PC a Strength of $76+20=96$. A few weeks later, John wanted a tougher PC; he paid 500 Creature Points to shift his Strength column from 6 to 7. The new dice roll netted a 4, which, added to 91 (the lowest score in column 7) produced a new Strength score of 95. For 500 CPs, Harry’s Strength score was reduced by 1 point.

John the player was dismayed. He decided to try again and spent another 1000 of Harry’s points to raise the creature’s Strength from column 7 to column 8. This time, John rolled an 11, which, added to 106 (the minimum score on column 8), gave Harry a Strength score of 117.

John now refigures Harry’s UMS, and all skill scores based on Strength.

New Evil Way Disciplines

Most creatures put their money where their maw is—into Evil Way disciplines. After all, disciplines are among the most potent weapons in a creature’s arsenal.

To purchase a new Evil Way discipline, a creature must spend Creature Points equal to the minimum EWS required to use the discipline, multiplied by 10. For example, the Hound discipline has a minimum EWS of 120; thus, it would cost 1200 Creature Points to purchase this discipline.

Automatic Distortion Disciplines

For just 1500 Creature Points a PC can take one of its Distortion disciplines and make it fully automatic. Automatic disciplines require only 1 point of Willpower to use (regardless of the duration chosen), and no dice roll for success is required.

For the same price, a PC can make a Distortion-Specialist discipline automatic, too. In this case, the discipline takes its full effect normally, but the entire cost is only 1 point of Willpower and all dice rolls automatically succeed.

Warning: automatic disciplines do not mean automatic success. All disciplines can be disrupted. (See p. 5 of *Horrors from the Unknown*.)

Subjection disciplines can never be made automatic.

Gaining Skills and Raising Ranks

All player creatures can purchase regular CHILL skills, as listed in Part III of this book and Part III of the *CHILL Campaign Book*. However, a creature must be able to use a skill in order to purchase it; a ghost, for example, could not purchase Martial Arts unless it had first acquired the power to create a Corporeal Manifestation of itself. (Corporeal Manifestations are explained later in this chapter.)

The CM must carefully examine creature attempts to use skills in terms of the creature's other abilities. For example, a mummy in its wrappings could hardly use Modeling skill, whereas a mummy using Purified Shell and wearing a pretty dress could grace any runway or photo.

It costs 250 Creature Points to purchase a new skill at Student rank. Raising a skill from Student to Teacher rank costs an additional 500 points, and raising a skill from Teacher to Master rank costs an additional 1,000 points.

A creature may buy a new skill at Teacher or Master rank, too, provided each successive rank is paid for in the bargain. For example, a creature buying a skill at Master rank pays 250 (Student rank) + 500 (Teacher rank) + 1000 (Master rank) = 1750 Creature Points. There are no shortcuts to the top.

Gaining New Powers

Creatures can spend CPs to gain new powers appropriate to their creature type. See below.

Total Transformation for Vampires

Players with the CHILL supplement *Vampires* may elect a drastic change of powers for their vampire PC. The *Vampires* book describes ten unearthly new creatures, from Elizabeth Bathory to the Death Ninja. A player may transform his or her vampire PC into any one of these ten. A PC undergoing this change retains any Evil Way disciplines and skills it currently has, as well as its own special limitation. In all other respects, the PC becomes a vampire of the chosen type, with all powers as listed in the supplement.

Total transformation costs the PC vampire 10,000 Creature Points.

GAINING POWERS, SHEDDING LIMITATIONS

This section contains the gritty details on new powers for PCs. Each new power costs 2000 points, though some have special notations. Many of the powers enable a creature to overcome a limitation or method of destruction; they're worthwhile purchases when S.A.V.E. is closing in!

New Powers for Vampires

The following new powers can be gained by a PC vampire:

1. *New Forms*. The vampire can expand its power to change form to include the following: bat, rat, wolf, large dog, snake, and songbird. Each new form chosen costs 2000 Creature Points. The change works just as the transformation to fog or mist; it's automatic, and it costs one point of WPR.

2. *Improved Swarm*. If a vampire has the Swarm discipline, it can purchase the power to enhance this discipline. With Improved Swarm, a vampire can use the Evil Way to summon animals of any type into whose form it can change. The discipline still works as listed in *Horrors from the Unknown* (with the PC controlling discipline use), but the vampire can summon more things. There's a one-time cost of 2000 CPs for this power.

3. *Daylight Functioning*. A vampire can gain the power to tolerate sunlight, so that it is not destroyed when exposed, and need not rest during daylight hours unless it chooses to do so. The creature cannot, however, change its form or use any discipline of the Evil Way from sunrise to sunset. Furthermore, it must still rest *sometime* to regenerate Stamina and Willpower, and must still return to its resting place if reduced to 0 current Stamina.

4. *Faster Recovery*. A vampire can gain the power to regenerate all lost Stamina and Willpower in only 8 hours of rest instead of the usual 24.



5. *Garlic Immunity*. A vampire can gain the power to ignore garlic; the vampire need not make a Willpower check when confronted with garlic, and suffers no ill effects from it.

6. *Wolfsbane Immunity*. This is identical to garlic immunity, but the item is wolfsbane rather than garlic.

7. *Cross Immunity*. A vampire can gain the power to ignore a cross. This is just like garlic or wolfsbane immunity. A vampire cannot, however, gain the power to ignore a crucifix, which is a solid image of Christ on the cross.

8. *Running Water Immunity*. A vampire can gain the power to cross running or fresh water, and to be unharmed by immersion in such water.

New Powers for Werewolves

PC werewolves can gain the following new powers:

1. *Silver Immunity*. A Loup du Mal can gain immunity to silver bullets; they become as harmless as any other weapon. Once this power is gained, only martyr's blood can destroy the creature.

2. *Willpower Recovery*. A Loup du Mal can gain the power to regenerate 10 Willpower points by killing any person who is not its chosen victim for the week. A Loup du Mal that gains this power loses the ability to regenerate Willpower through sleep.

3. *Martyr's Blood Resistance*. A Loup du Mal can gain a resistance to martyr's blood. A creature with this power suffers normal wound damage and Stamina loss from martyr's blood, rather than being destroyed by mere contact with it. All attacks using martyr's blood which are directed at the creature are treated as missile attacks. A creature cannot gain this power unless it first has silver immunity and willpower recovery.

New Powers for Ghosts

PC ghosts can gain the following new powers:

1. *Corporeal Manifestation*. A ghost with this power can use Manifestation to create a physical, corporeal form of itself. Like the transformation to a cloudy image, the change to a corporeal form occurs automatically, costs one WPR point, and is immune to disruption.

The corporeal form has both advantages and disadvantages. It provides a link to the physical world, allowing the ghost to move, manipulate objects, and communicate just like a normal, living human being—while still allowing the ghost to use its disciplines and Chilling Touch attacks. Unfortunately, this new form also makes the ghost vulnerable to physical attacks. And if the ghost is reduced to 0 Stamina and receives a "C" wound while in this form, it is destroyed.

Corporeal form enables a ghost to make physical attacks and use skills that it could not before. In such cases, the creature is assigned a score of 50 in all Basic Abilities marked "NA" on the record sheet.

Each time it uses Corporeal Manifestation, the ghost can appear as it did *at any time during its prior life*. Thus,

the creature can appear two years old or near death if it chooses.

2. *Multiform Manifestation*. A ghost with this power can create a corporeal manifestation of itself, exactly as described under "Corporeal Manifestation" above. However, *this* corporeal manifestation retains all the advantages of an incorporeal form: it can move through walls, float through the air, and is immune to all forms of physical attacks. A ghost must have the Corporeal Manifestation power before gaining this power.

New Powers for Mummies

PC mummies can gain two of the following three powers; no mummy can ever have all three.

1. *Silver Immunity*. A mummy with this power is not wounded by silver weapons.

2. *Water Immunity*. A mummy with this power is not wounded by water.

3. *Fire Immunity*. A mummy with this power is not wounded by fire.

In addition, PC mummies can gain any or all of the powers below:

4. *Normal Movement*. A mummy with this power can walk or run like a normal human; it is no longer restricted to a movement rate of 40 feet per round.

5. *Fast Healing*. A mummy with this power can heal all wound damage, *and* rehabilitate all Stamina lost to wounds, by resting for 24 hours in its sarcophagus.

MINIMUM EXPENDITURES: THE TREADMILL PENALTY

Being a creature isn't all food and games, heh, heh; there are a few dangers, too. One of these dangers is the failure to spend enough Creature Points in a given calendar month.

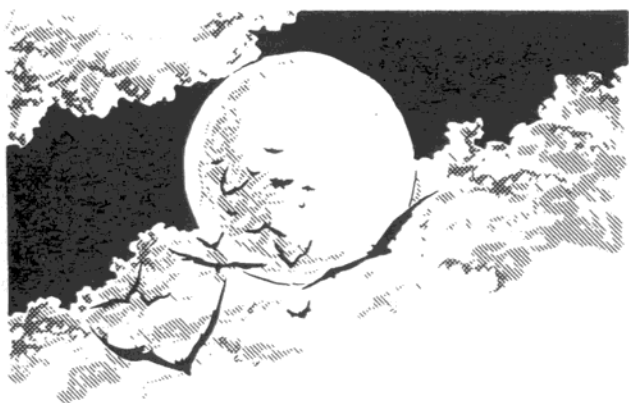
The Treadmill Penalty

A player creature must spend at least 1000 CPs per four calendar weeks in addition to the 2400 points spent on Basic Survival. A player creature who fails to spend this much automatically loses 10 points from its EWS at the end of the calendar month. And there's only one way to restore the EWS: spend Creature Points.

The minimum EWS for any Evil Way discipline is 85. Thus, a creature whose EWS falls below 85 may not use any disciplines at all until the EWS is restored. (The creature need not repurchase disciplines, however.)

In effect, player creatures must either advance or lose enormous amounts of power. Once you're undead, you can't be idle. That's why this is called the "Treadmill Penalty."





Chapter 6 Creatures in Action

This chapter describes the mechanics of creatures in action—details you'll need to know about seeing, sensing, moving, and attacking. It isn't a complete system for combat; it supplements and amends the information I presented in Part IV of the *CHILL Campaign Book*. Unless otherwise stated, all the rules in that chapter still apply.

SENSES AND VISIBILITY

Creatures can see and hear like humans, but they have a slight edge:

- In human form, creatures can detect sights and sounds 45 feet farther away than humans can.
- In animal form, creatures can detect sights and sounds 90 feet farther away than humans can. (Vampires in bat form are assumed to see like other animals.)

Refer to the charts on page 29 of the *Campaign Book*.

What's more, a creature's sense of sight is not affected by darkness, fog, the use of Evil Way disciplines, or a ghost's powers. That means that creatures can automatically see any other creature within sight range *even if that creature is invisible to humans*. Furthermore, it means creatures "see through" a mummy's Purified Shell. Most creatures see in color, even vampires in bat form; werewolves in wolf or man-wolf form can see only in black and white.

Corporeal creatures also have the senses of touch, taste, and smell. When used to hunt victims, these senses tend to be more acute than those of humans.

Incorporeal creatures cannot touch, taste, or smell.

CREATURE COMMUNICATIONS

Creatures can communicate telepathically with any other creature they can see. *During "fight or flight" situations, the rate of communication is 10 words per round.* Creatures need not have a language in common in order to use telepathy; the communication is mind to mind, and "translation" takes place naturally.

FEAR CHECKS

Humans must make a fear check whenever they see or sense the presence of a creature, provided they have not previously helped destroy or drive away such a creature. At the CM's discretion, this rule may be extended, requiring humans to make a fear check whenever they witness the effects of an Evil Way discipline.

All CHILL rules for fear checks apply, including this one: a given human has to check only once during an encounter for seeing or sensing one specific creature. However, creatures of different types can cause an individual to make several fear checks simply by coming into the human's sight one at a time. This is an excellent way

to wear down Willpower, and it may also prevent dangerous counterattacks by brave citizens or knowledgeable envoys.

Humans do not make fear checks unless they realize they've encountered something inhuman and unnatural. Most vampires can easily pass as normal humans; in fact, their charming company often may be sought-after during evening hours. However, *the creature can reveal its nature anytime, simply by snarling and baring its fangs*; when it does this, it's time for a fear check.

The CM rolls all fear checks for NPC humans, and keeps track of the results, including loss of Willpower. Creatures must guess what the results were by observing the NPCs' subsequent behaviour.

Creatures never make fear checks.

SURPRISE CHECKS

Normal CHILL surprise rules are used in CREATURE FEATURE. This means player creatures can be surprised, too, and they *will be* if S.A.V.E. is on its toes.

THE DECLARATION STEPS

The declaration steps of a combat round work just as they do in the CHILL game. First, the CM declares any actions for the NPCs, then the PCs declare their actions. PCs and NPCs who are allowed more than one attack in a round should declare only their first attack. The second and subsequent attacks are declared only after the results of the first attack are known. Each use of an Evil Way discipline or offensive power counts as one attack.

Because the Art-use step is the first actual action step of a round, creatures who plan to use any Evil Way discipline (or power used in the Art step) **MUST** declare at least one use during their declaration step.

USING THE ATTACK NUMBER

A creature's Attack number specifies how many attacks a creature can make in one round. Player creatures with more than one attack may combine different types of attacks. For example, a creature with three attacks could use two disciplines of the Evil Way, then make a melee attack; or it could use one discipline, a power, and make a missile attack; or it could make three of any one type of attack, and so on.

Creatures may acquire skills that allow them to make extra attacks—more than their Attack number indicates. *A creature who chooses to use the extra attacks allowed by such a skill forfeits all other attacks.*

Example One. Vlad, a vampire, has Master-rank revolver skill. This allows him four shots per round, even though his Attack number indicates two attacks per round. He declares he'll use his Revolver skill to fire four shots. The creature may make **NO** other attacks during that same round.

Example Two. A mummy, who normally can make three attacks per round according to its Attack number, has Master-rank revolver skill. In any given round, the mummy may—

- shoot once, and make two other attacks*;
- shoot twice, and make one other attack;
- shoot three times, and make no other attacks;
- shoot four times, and make no other attacks.

**“attack” includes discipline use, missile and melee attacks, and any attack involving the use of a power.*

USING POWERS IN COMBAT

Most powers in CREATURE FEATURE are passive characteristics. (For example, a ghost is immune to physical attacks.) Such powers inevitably affect the outcome of combat, but they never constitute an “action.” Therefore, they are never declared, can never be disrupted, and are never affected by the actions of anyone or anything.

Other powers *are* connected to an action; they represent active physical abilities. The vampire, for example, can become infinitely thin while moving through a portal, and can climb across a ceiling like a spider. It can also bite someone in the neck during melee, and use its blood drain attack. A mummy can gain the power to run like a human. These powers are all forms of movement or attacks that do not involve the Evil Way; they follow the normal rules for such actions.

Powers based on CHILL disciplines are another matter entirely. In the CHILL game, the ability to change forms, a ghost's Manifestation, and the ghost's Chilling Touch are called disciplines. In CREATURE FEATURE, these are all powers. *Unlike disciplines, these powers can never be disrupted.* Furthermore, Chilling Touch is a melee attack; it is not executed in an Art step of the round.

The vampire's Improved Swarm power stands in a category of its own. This power enables the vampire to use an Evil Way discipline in a new way. It does not, however, prevent that discipline from being disrupted. As in the normal CHILL rules, Swarm must be set up with a trigger to be immune from disruption.

Manifestations and Changes in Form

The power to change form—including a ghost's power(s) of Manifestation—works the same for all creatures. As noted above, the change can never be disrupted. When done voluntarily, it costs one point of Willpower. It is always performed during the creature's Art step. If a creature changes form, it can do nothing else in the same round. And likewise, if a creature has already performed some action in a given round, it cannot change form, too.

Usually, a creature declares its decision to change form as the first action in a round. This is not *always* so, however. If a creature declares the use of a discipline as its first attack, and that discipline is disrupted, then the creature may change form as its “second attack.” Because

it never used the discipline, it still has adhered to the rule preventing it from taking other actions in the same round it changes form. (See the example below titled “Disciplines and Powers in Combat.”)

USING EVIL WAY DISCIPLINES

Player creatures in this game use Evil Way disciplines just as CHILL creatures do. Here are a few important points in review:

If a creature intends to use the Evil Way during a given round, the player must declare its use. Only the first discipline use is declared, however; second and subsequent attacks are not revealed until the results of the first have been determined.

When a player declares a PC’s use of a discipline, he or she must specify the desired duration and any special effects. Furthermore, the player must tell the CM how much Willpower the discipline costs, and immediately subtract this amount from the creature’s current Willpower. The creature loses this Willpower even if its discipline use fails.

It is absolutely crucial that players and CM alike remember that *discipline use can be disrupted by any successful attack that causes a creature damage, including simple Stamina loss*. Thus, player creatures who lose the initiative and are then attacked successfully cannot use any Evil Way disciplines in that round.

Distortion disciplines require a specific check against the user’s EWS. A “C” result indicates success; any other result means failure and no effect.

Subjection disciplines also require a specific check. However, this check is rolled with a strike number of 99, regardless of the user’s Evil Way score. Usually, the CM rolls the check secretly and makes the effects known during play.

The section marked “Evil Way Clarifications” at the end of this chapter covers many of the questions that may arise during a CREATURE FEATURE game. The CM should become familiar with its contents, and refer to it as needed during play.

Example One: Disciplines and Powers in Combat

Roger Houndstooth, PC vampire, enters a room behind three S.A.V.E. envoys who have been pestering him for months. The envoys are unaware of Roger’s location. Roger decides it’s time to put an end to the envoys’ interference. With fangs bared, he approaches the trio and growls. All three envoys spin around, and witness a vampire in all its toothy glory.

The CM immediately rolls Fear checks for all three envoys. To Roger’s chagrin, they all pass. Next, the CM rolls surprise checks for the envoys. One is surprised; two are able to take action.

Next, the CM declares that the two envoys who are able to act will draw their revolvers and fire at Roger. Roger scoffs at this. His player declares Roger’s first attack: use

of the Sleep discipline.

Alas for poor Roger. The envoys win initiative and open fire. Both have Master-rank skill with their weapons, and eight bullets tear through Roger’s new evening jacket. This bothers him less than the Stamina loss (which brings him close to zero), and still less than the resulting disruption of his Sleep discipline for which he already has spent his Willpower. For his second attack, Roger decides to *slam* one of the envoys against a wall. He succeeds, and knocks the envoy to zero Stamina.

In round two, the surprised envoy, now recovered, intends to draw his revolver to fire, while the remaining envoy will fire the two shots he has left. Roger again declares use of Sleep. Sadly, our vampire again loses initiative. After the envoy’s shots, Roger’s current Stamina is only 6. Roger cannot use the Evil Way; again, he loses Willpower for nothing. For his second “attack,” Roger declares he is changing to mist form. (If use of this particular power had been Roger’s first action, he could have done nothing else.)

Roger decides to deal with the envoys another day—or night. He flees in the following round.

Example Two: Disciplines and Deceptive Opponents

Two days later, Roger again encounters the S.A.V.E. envoys, and is soon embroiled in combat. This time, Roger declares the use of Influence as his first attack, knowing that the envoys are going to spend a round grabbing their equipment packs and getting out weapons.

Roger wins the initiative, uses Influence, and commands one envoy to drop his equipment pack. The CM rolls this check secretly, and tells Roger the envoy obeys. This seems to be working well, so Roger tries the same thing on the second envoy. Again, the CM rolls secretly and tells Roger that the second envoy obeys.

What the CM didn’t tell Roger was that the dice roll for the second envoy was 100; the check failed. The envoy is clever enough to recognize that the vampire is attempting to use Influence, and has played along, pretending to be Influenced, until the opportune moment to strike.

MISSILE COMBAT

Player creatures who can manipulate physical objects can use missile weapons just as humans do. Most creatures prefer using disciplines or brawn, but you may find a vampire wielding a revolver “just to keep in practice.” All normal CHILL rules for missile combat apply in CREATURE FEATURE. (See also “Throwing” in Chapter 2 of this book.)

MELEE

Except for the new Strength rules in Chapter 2 of this book, CREATURE FEATURE melee is identical to melee in CHILL. (See “Lifting,” “Fighting,” and “Slamming” in Chapter 2.)



COMBAT BETWEEN CREATURES

Sometimes PCs must battle other creatures, usually NPCs. When this happens, the CM should remember the following: most nonplayer creatures are just like PCs; they score Creature Points, have a background complete with enemies, and they attack intelligently to achieve their objectives.

The mechanics of creature-to-creature combat are simple. Missile and melee attacks work as they always do. Disciplines, however, require a few special rules...

Ineffective Disciplines

Distortions of the Evil Way usually fail to deceive creatures. Some Subjection disciplines are equally worthless. The following disciplines have no effect* on creatures, whether they are PCs or NPCs:

Appear Dead (Self)
Appear Dead (Other)
Blind
Blur Vision
Breath of Pestilence
Contact the Living
Create a Feast
Darken
Deadly Dreams
Dreamsend
Enormity
Evil Eye

Invisibility
Kiss of Death
Lightning Call
Minion
Purified Shell
Putrified Shell
Shriek
Sleep
Steal Memory
Throw Voice
Time Stop
Total Illusion

Fleshcrawl
Influence
Inhabit

Wave of Fog
Write

*“No effect” indicates the following: the creature cannot be harmed or adversely affected by the discipline, and/or it recognizes the distortion for what it truly is—the result of an Evil Way discipline.

When Success Means Failure

Aside from the disciplines above, the Evil Way does have the usual results when used against creatures. But even if use of a discipline succeeds, the results may be worthless against a given creature. For instance, incorporeal creatures are completely immune to physical effects; not even Wound can harm them. And a vampire, when jabbed with a poker warmed by White Heat, would be no more harmed than it is by bullets. But if White Heat were used indirectly to set a mummy on fire, it would be *very* effective. To be used well in creature combat, disciplines demand both the user’s creativity and a knowledge of his or her opponent.

Destroying Other Creatures

Nonplayer creatures are destroyed according to the rules of the CHILL game—not those given in Chapter 2 of this book. Only player creatures are destroyed according to the rules in Chapter 2.

Nonplayer creatures are never declared victims, and their destruction yields no Creature Points for a PC.

INCORPOREAL COMBAT

“Incorporeal combat” opens up a new dimension in fighting. Eligible combatants include all incorporeal creatures, envoys using the new Incorporeal disciplines (see Part III), and vampires in fog or mist form. The combat takes place during an Art step of the round, between fighters within melee range. The damage inflicted is not wounds or a loss of Stamina. Instead, victims of an incorporeal attack lose Willpower, and—in severe cases—lose points from their Evil Way score.

To find the results of an incorporeal attack, the attacker makes a specific check against his or her Willpower score. If the check indicates failure, the attack has no effect. If the check indicates success, the CM reads results on the Action Table column corresponding to the *defender's* Willpower (see the ranges on top). Use the following key to interpret results:

INCORPOREAL ATTACK RESULTS

- S = Target's current Willpower is reduced by 1-5 points (1d10 divided by two, fractions rounded up).
- L = Target's current Willpower is reduced by 1d10 points.
- M = Target's current Willpower is reduced by 2d10 points.
- H = Target's current Willpower is reduced by 3d10 points.
- C = Target's current Willpower is reduced by 3d10 points, and target's Evil Way score is reduced by 1d10 points.

Reductions in current Willpower can be regenerated in the usual way. Reductions in a creature's Evil Way score can be restored only by the expenditure of Creature Points.

THE COMBAT PENALTY

A creature reduced to zero current Stamina or zero Willpower *for any reason* automatically loses 5 points from its Evil Way score. This loss is immediate; it takes place as soon as current Willpower or current Stamina hits zero. The EWS is NOT regenerated along with Stamina and Willpower, however. The points lost from an Evil Way score can be replaced only through the expenditure of Creature Points, as explained in Chapter 5.

The minimum EWS for any Evil Way discipline is 85. Thus, a creature whose EWS falls below 85 may not use any disciplines at all until the EWS is restored to a minimum of 85. (The creature need not repurchase disciplines it used before the EWS dropped, however.)

EVIL WAY CLARIFICATIONS

This section clarifies the use of certain Evil Way disciplines in special situations.

Animation of the Dead. Creatures with an EWS below 105 can use this discipline to animate one corpse—the closest one. They cannot animate more than one corpse at a time. Those whose EWS is 105 or higher can animate and control up to 10 corpses at a time. Those whose EWS is 135 or above can animate and simultaneously control all the corpses whose graves are in sight.

Change Self. This discipline does not exist in the CREATURE FEATURE game; instead, the ability to change form is a power for all creatures, including NPCs.

Chill. This discipline is primarily used by nonplayer creatures. (PCs who use it are effectively out of the game; this discipline sends its user back to the Unknown for 1d10 years.) The discipline has no effect on incorporeal creatures or vampires in fog/mist form. It causes Willpower loss, wounds, and subsequent Stamina loss as noted in *Horrors from the Unknown*. In addition, its wounds affect all corporeal creatures, even those normally immune to wound damage. Defenders who pass out (“C” result) are reduced to zero Stamina. (Remember that creatures reduced to zero Stamina suffer the Combat Penalty: a loss of 5 points from their EWS.)

Shake the Earth. Corporeal creatures suffer the same penalties for movement and damage as humans do when this discipline is used—unless those creatures are immune to wound damage. The user suffers no movement penalties or damage; the quake surrounds the creature and moves with it. Flying creatures are not affected by Shake the Earth.

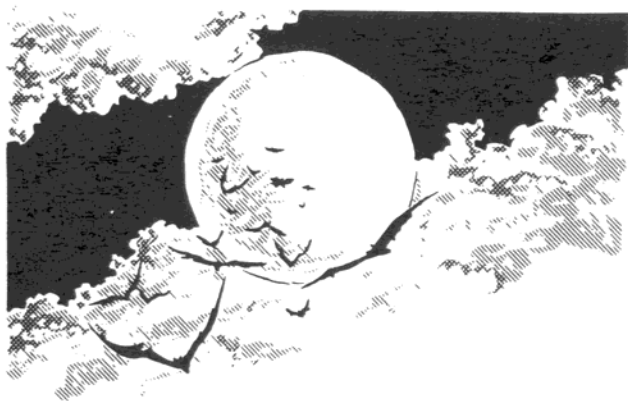
Telekinesis. This discipline *can* be used to telekinese another character or creature.

Teleport. A teleporting creature cannot carry another character. A teleporting creature *can* carry the clothing it wears and any small, pocket-sized items when it teleports. The creature cannot change forms “enroute”; it reappears in the form it held upon departure. During the round in which it reappears, the creature cannot use active powers (those normally requiring it to take action).

Terrorize. Creatures suffer Stamina and Willpower loss as described in *Horrors from the Unknown* (victims may lose Stamina from sprinting). Those who pass out (“C” result) are reduced to zero Stamina; remember that creatures suffer a Combat Penalty for this.

Wound. This discipline wounds *all* creatures except those in incorporeal or fog/mist form. Wounded creatures are permanently scarred, just like humans.





Chapter 7 Creatures Among the Masses

Before new PCs try their wings in the Known World, they (and the CM) should know how others will react to them. People aren't accustomed to seeing a werewolf chase victims through the street during the lunch hour. (If such shows were common, I'd spend more time in the city!) Witnesses may or may not believe what they see, *but they will respond to creatures in some way*. Some responses are immediate; others are long-term.

This chapter covers the following: chance meetings with police, envoys, and other creatures; chance witnesses of a creature's actions; crowd reactions to creatures; effects of public opinion and alarm; what victims and their circles believe; and, worst of all, how S.A.V.E. reacts when it learns of any creature's activities.

CHANCE ENCOUNTERS OF THE UNFORTUNATE KIND

In the Known World, creatures are never sure who's watching them or who's lurking just around the corner. For instance, an envoy strolls into a restaurant and recognizes a certain vampire. An early-bird jogger sees a nude man in the park (a sleeping werewolf) and reports the incident to a policeman—who just happens to be strolling past. Unfortunate encounters like these are divided into two groups: random meetings and random witnesses.

Random Meetings (“Across a Crowded Room...”)
Whenever PCs are among a group of people not entirely known to them—the crowd in a movie theatre or playhouse, guests at a large party, patrons of a local cafe, for instance—one or more of three special character groups may be present: law enforcement personnel, nonplayer creatures, and/or S.A.V.E. envoys.

The random meeting check: To find out if police, creatures, or envoys are indeed present, the CM rolls a percent and consults the Random Meetings Table. (Use the column that best fits the situation at hand.) If the number rolled is equal to or less than the percent listed for any of the three NPC types, then NPCs of that type are present. (The CM only rolls one percent.)

RANDOM MEETINGS TABLE

	Daylight		Night	
	Urban	Rural	Urban	Rural
Law Enforcement	20%	10%	15%	05%
NPC Creature	05%	02%	10%	03%
S.A.V.E. Envoys	02%	01%	02%	01%

The next question is, “How many of this type are present?” The CM may simply decide what's best. Or, the CM may make random dice rolls: If law enforcement personnel are indicated, one to five are present; roll 1d10 and divide by 2, rounding up fractions. If creatures are indicated, only one is present. If envoys are indicated, one to eight are present; roll 1d10, treating “9” as “4” and “0” as “5”.

Use of the Random Meetings Table is not required; it's a tool for the CM. If the adventure is moving along well, with a good plot and lots of interaction, the CM may decide not to bother with random NPCs. But if the CM thinks the situation could use a little spice, then random NPCs may be the answer. However, the table doesn't work well in every location, and the CM must use common sense. (For example, at a major political demonstration, or at the scene of a fire, police officers are certainly present.)

Example of Random Meetings: Shortly before midnight, three creatures walk into a small diner in a little mid-western town: a vampire in human form, a Loup du Mal in human form, and a mummy wearing clothes and using Purified Shell. The Loup du Mal orders a rare hamburger. Its companions settle for coffee, just to keep up appearances.

The CM decides to see if any special NPCs are in the diner. Because it's after sunset, and the town is small, the CM uses the column beneath "Rural" and "Night." The CM rolls the dice and gets a result of 02! On the table, 02 is equal to or less than the percent chance shown for both law enforcement officers and creatures. (No S.A.V.E. envoys are present.) The CM decides that two highway patrolmen come in for a cup of coffee, taking a booth near the window. Instead of making a third customer the creature, the CM decides that one of the patrolmen is a lycanthrope.

Random Witnesses

Whenever PCs attempt to do something sneaky in public, the CM should check for random witnesses. A witness, in this instance, is someone who sees the action *and* can remember all they saw.

The random witness check: Roll a percent and consult the table below, following the procedure for random meetings. If witnesses are indicated, one to four are present. Roll 1d10. A roll of 1 to 3 (inclusive) means one witness, 4 to 6 means two witnesses, 7 to 8 means three witnesses, and 9 to 10 means four witnesses.

RANDOM WITNESS TABLE

	Daylight		Night	
	Urban	Rural	Urban	Rural
Random Witness	30%	35%	20%	10%
Law Enforcement	20%	10%	15%	05%
NPC Creature	05%	02%	10%	03%
S.A.V.E. Envoys	02%	01%	02%	01%

Whenever random witnesses are present you should check for random meetings, too—the presence of law enforcers, creatures, and envoys. You can use the entries on the witness table; everything's been combined.

If the table only indicates a witness—but no police, etc.—the witness probably won't interrupt the creature. Instead, he or she may try to contact the local authorities. But if the table indicates that *police officers* or *envoys* are

present, a witness may try to interfere with the PC or PCs (CM's discretion). If a *nonplayer creature* is present, too, the creature probably won't get involved unless its own schemes are affected.

CROWD REACTIONS TO DANGER AND VIOLENCE

When creatures appear human and interact with humans, CHILL rules for NPC reactions apply. When creatures appear as *creatures* and interact with humans, CHILL rules for fear checks apply. But these CHILL rules are intended for use with small groups of NPCs. What happens when a Loup du Mal in man-wolf form charges into a crowd of 3000 people at Times Square? The answer is simple: use crowd reaction checks.

In CREATURE FEATURE, a "crowd" is any group of more than 30 NPCs other than law enforcement officers, NPC creatures, or S.A.V.E. envoys. (Reactions for these special NPCs are handled individually.) There are two types of crowd reaction checks: normal crowd reaction checks and horrified crowd reaction checks.

Normal Crowd Reactions (No Supernatural Overtones)

When a crowd is involved in a dangerous or violent situation with no supernatural overtones, make a normal crowd reaction check. (Supernatural overtones would include the clearly bizarre or unnatural effects of an Evil Way discipline, a seemingly normal man who is shot multiple times but doesn't fall, or the obvious appearance of a creature.)

The normal crowd reaction check: To make this check, roll a percent and subtract 20 from the dice roll to obtain the Attack Margin. (Treat Attack Margins less than 0 as 0.) Consult column 3 on the Action Table and use the following key to interpret results:

NORMAL CROWD REACTION CHECK KEY

L = No panic. People in the crowd try to reach safety in an orderly fashion. There's a 10% chance that 1d10 individuals will attempt some immediate, direct action to rectify the situation, such as fighting a fire, or attacking an apparently berserk human who is endangering others.

M = No panic, but people scream and shout while trying to reach safety. There's a 05% chance that 1-5 individuals will take direct action to rectify the situation.

H = Mild panic. People in the crowd run for safety, scattering in random directions. There's a 05% chance that one individual will attempt direct action to rectify the situation.

C = Panic. People in the crowd stampede in random directions, seeking safety, and trampling 1d10 people to death in the process. No one tries direct action to rectify the situation.

All results = Law enforcement officials and/or emergency services personnel are notified in 1d10 rounds. They arrive 1-5 minutes later, or according to the CM's discretion.

Horried Crowd Reactions (Supernatural Overtones)

When a crowd is involved in a violent or dangerous situation that has supernatural overtones—or includes a creature that clearly can be seen as a creature—make a horried crowd reaction check.

The horried crowd reaction check. Roll a percent, and use the number rolled as the Attack Margin on the Action Table. Read results on column 3, and use the following key:

HORRIED CROWD REACTION CHECK KEY

L = Mild panic. People in the crowd run for safety, scattering in random directions. Law enforcement/emergency personnel are notified in 1d10 rounds. There's a 05% chance that one individual will attempt direct action to rectify the situation.

M = Panic. People in the crowd stampede in random directions, seeking safety, and trampling 1d10 people to death in the process. Law enforcement/emergency personnel are notified in 1d10 rounds. No one tries direct action to rectify the situation.

H = Mass Hysteria. Same as panic, but 2d10 people are trampled and law enforcement and emergency personnel aren't notified for 2d10 rounds.

C = Chaos. In their panic, people begin fighting one another. 3d10 people are trampled to death. Rioting begins in the general area, and spreads for several blocks in all directions. Appropriate law enforcement and emergency personnel are not notified for 1d10 minutes.

All results = Once notified, appropriate personnel arrive in 1-5 minutes, or according to the CM's discretion.

PUBLIC OPINION

Public opinion is a powerful force—so powerful that its operation can affect even creature behaviour. Public opinion can mobilize law enforcement resources, attract mass media attention, alarm nonplayer creatures, draw “kook” monster-hunters out of the woodwork, and, worst of all, alert S.A.V.E. to the likely presence of creatures from the Unknown.

Public opinion is measured by the Public Opinion Index, which is kept by the CM. When new PCs begin their adventures, the index is at zero. Thereafter, each time their actions affect public opinion, the index rises. *The index reflects the percent chance that the public will become alarmed about situations caused by the PCs' actions.* Each day at sunup—in game time, of course—the CM should secretly roll a percent to see if the public has become alarmed.

To maintain the Public Opinion Index, the CM uses the chart below. Each situation given on the chart is explained in the paragraphs that follow. Remember that only events or situations involving the *player creatures* affect the Public Opinion Index.

PUBLIC OPINION INDEX CHART

Event or Situation	Index Increase
Each mysterious murder.....	+ 05
Each mysterious disappearance.....	+ 03
Each mass panic or worse (per creature).....	+ 10
Each mass slaying.....	+ 30
Each slaying of one or more police officers.....	+ 30
Mass slaying, including one or more police officers ...	+ 50
Each time a creature is seen and reported by three or more witnesses.....	+ 30

Mysterious Murders. In most major cities, a routine homicide—even the discovery of a body with no clues or motives for the killing—won't raise many eyebrows. But a body drained of all blood, for example, is mysterious. The CM may use some discretion in assigning points.

Serial Killings. The discovery of a series of bizarre or unmotivated slayings in which the victims all died in the same way causes the index to rise 10 points for each victim discovered after the first one. The CM may use some discretion if the link between deaths is rather common, but the index should rise no less than 5 points, and usually should rise the full 10.

Mysterious Disappearances. Player creatures will soon take to hiding or disposing of their victims' bodies. No matter, sooner or later the press will notice that the number of missing persons is increasing. Each mysterious disappearance of a person raises the Public Opinion Index 3 points.

Mass Panic. A mass panic occurs whenever the CM gets a “C” result from a normal crowd reaction check, or an “M,” “H,” or “C” result from a horried crowd reaction check. Each mass panic raises the Public Opinion Index 10 points.

Mass Slaying. The discovery of three or more persons, all apparently killed together or in the same incident, is considered a mass slaying. Each mass slaying raises the Public Opinion Index 30 points.

Police Slayings. Each time any law enforcement officer is found killed, or mysteriously disappears, the Public Opinion Index rises 30 points.

Mass Slaying with Police Deaths. If a mass slaying involves police officers among the victims, the Public Opinion Index rises 50 points.

Witnesses. The Public Opinion Index rises 30 points whenever three or more reliable witnesses report seeing a creature. The public won't believe the witnesses saw a creature, but people *will* believe a dangerous lunatic is on the loose—a lunatic who tries to make people think he's a vampire, or a werewolf, for example.

No Rise in Index. If nothing happens to increase the Public Opinion Index for an entire calendar week, the index drops 5 points. The index never drops below zero.

Increases in the Public Opinion Index are cumulative. Thus, if the three PCs all kill their victims on Friday night,

and the bodies are discovered Saturday, the index rises 15 points. If the same creatures go out Saturday night and cause a panic, the index rises another 30 points to 45, and so on.

Effects of Alarm

Everything listed below happens when the CM's "daily index check" indicates the public has become alarmed:

1. Media Blitz. The local media provide intense coverage of all recent events contributing to the public alarm. This media blitz continues for 1d10 days.

2. Each day of the media blitz, there's a 10% cumulative chance that S.A.V.E. will send a team of envoys to investigate. Thus, the chance is 10% on the first day, 20% on the second, and so on.

3. Police patrols are stepped up. The chances for random meetings with police, and for police as witnesses, are doubled.

4. "Kooks" who believe in supernatural monsters become alarmed and active. These are strange individuals who believe in vampires, ghosts, and other creatures. Unlike S.A.V.E. envoys, their beliefs are not founded in fact; kooks believe what they do because they're mildly insane. Usually harmless to others, kooks now begin to carry stakes, mallets, and silver bullets—whatever would be appropriate—at all times. 1d10 kooks actually begin to investigate the PCs' activities. Though such investigators can seldom match the skills of S.A.V.E. envoys, they're dangerous nevertheless. Their actions are unexpected by creatures, and unpredictable to all concerned.

5. Up to 1d10 powerful creatures in the area become very, very angry. These NPCs have long since learned to control their affairs in a way that avoids publicity. The powerful creatures quickly seek out the PCs, and will try to destroy the PCs—or demand good behaviour and some type of service as retribution for the trouble.

Calming Public Opinion

Once public opinion is alarmed, it takes quite a while for things to cool down. In fact, public opinion remains alarmed until the Public Opinion Index drops for four consecutive weeks. At the end of the fourth week, the alarm ends. (Of course, if the index is still high, it won't take much to cause public alarm all over again!)

VICTIMS AND THEIR CIRCLE

Just as PCs had a private circle of family and friends during life, their victims have their own circles of family and friends. Like most humans, victims and their circles are reluctant to believe in creatures from the Unknown; they will describe bizarre phenomena as things "that must have a logical explanation"—even if they can't imagine one. Eventually, however, victims who are "played with" for several nights *will* become believers. Sometimes, their family and friends will too.

Creating Victims' Circles

A victim's circle may include the victim's parents, spouse, children, siblings, close friends, and business or professional partners. The CM may create a circle as he or she sees fit—in fact, this is usually superior to random generation, because it allows the CM to tailor the circle to the adventure at hand. If random generation is preferred, CMs can use the methods given in Chapter 3.

Belief in Creatures

When any of the following conditions are experienced directly, a human will *automatically* believe that a creature has caused the trouble:

1. The person is Influenced by the creature.
2. The creature clearly demonstrates some supernatural ability for the third time. A supernatural ability is usually some use of the Evil Way, although it could be an inherent power, such as becoming infinitely thin and slipping through a closed door.
3. The creature shows itself in its true, creaturely form for the second time.

Otherwise, victims and members of their circle are slow to believe. The chance that a victim or member of his or her circle will believe in a supernatural creature starts at 0% and increases by 15% each time the creature "plays with the food." This increase takes place only for those characters who witness the evening's events.

Example: Olivia Goodheart, unmarried daughter of Doctor Benjamin and Sarah Goodheart, is the unwitting victim of Victor, a vampire. Late Monday night, Victor drifts into Olivia's bedroom as a cloud of mist. Then he changes to human form, and says to the startled Olivia, "This is only a dream, a dream of a love—a hunger..., that will last forever." He then mists away.

Olivia, dutiful daughter that she is, immediately reports this strange incident to her father and mother. There's a 15% chance Olivia believes she has seen some type of supernatural creature; there is no chance at all her parents believe this, because they have seen nothing. More than likely, even



believes she has simply had a strange dream.

On Tuesday night, Victor again mists into Olivia's room, successfully Influences her, and settles down for a quick bite and a drink. Unfortunately, as he does so, Olivia's father enters the room. Doc Goodheart can't believe his eyes—at least, there's only a 15% chance he'll believe his eyes—as Victor smiles with malice and mists away. Olivia, of course, now knows what Victor is, but being Influenced, she doesn't care—in fact, she feels rather fond of Victor.

Olivia's mother, Sarah, comes to the scene. Sarah certainly does not believe in vampires; she hasn't seen anything yet. She decides that both Olivia and her father are showing signs of severe mental strain, and calls the police to report a possible break-in.

CMs and ghost-players take note: this is the same system used when determining whether the owner of a haunted building actually believes his or her building is being haunted.

When the Circle Contacts S.A.V.E.

Sad to say, everybody knows someone, and that someone knows someone else, and that someone else knows yet another someone, and *that* person knows someone else who happens to be a S.A.V.E. envoy. You'd be amazed how fast bad news can travel when it's headed to the unfriendly ears of an envoy.

Let's face it: people talk. Victims, in particular, tend to talk quite a bit about the strange things that happen when a patron creature comes to play with its food. And victims talk even more when they believe that a supernatural creature is involved; so do members of a victim's circle once they're believers, too. Sooner or later, some of this talk is bound to catch the ear of an envoy.

The chance that a S.A.V.E. envoy will hear about a creature's activities is given on the S.A.V.E. Alerted Table. The CM should roll a secret check once per day (in game time), at sunrise, for each victim and each member of the victim's circle. Any successful check means that S.A.V.E. has learned of the creature's activities and has decided to investigate.

S.A.V.E. ALERTED TABLE	
Situation	Chance Envoy Alerted
Victim does not believe the supernatural is involved	10%
Victim does believe the supernatural is involved	20%
Circle member does not believe supernatural is involved	05%
Circle member does believe the supernatural is involved	15%

The CM need not make these rolls for a victim or his or her circle members until a creature actually contacts the victim or begins to play with the food. Furthermore, these checks need not be made at all if the public is officially alarmed, or if a team of envoys is already investigating one or more of the PCs.



S.A.V.E. REACTIONS

S.A.V.E. may become interested in the activities of a PC or group of PCs in one of three ways:

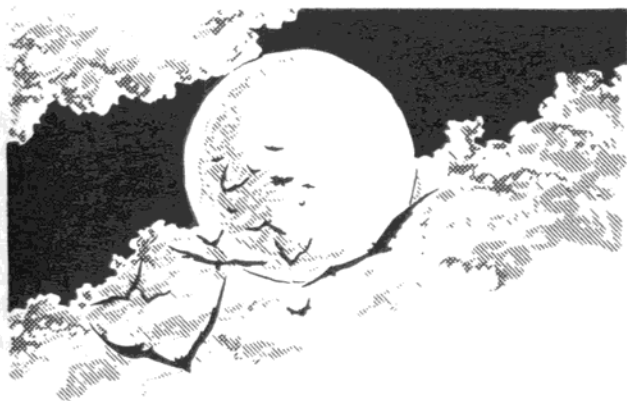
- 1. A media blitz may draw S.A.V.E.'s attention to the creature or creatures.
- 2. The chatter of a victim or that of a member of a victim's circle may draw S.A.V.E.'s attention.
- 3. One or more creatures may attack one or more S.A.V.E. envoys.

No matter how S.A.V.E. becomes aware of a creature or creatures' activities, the organization will launch an investigation within one to three days. The CM may roll a percent to see how long it takes to form the investigative team: 01-33 indicates one day, 34-67 indicates two days, and 68-00 indicates three days.

A S.A.V.E. investigation team always consists of six to eight envoys (CM's discretion). If one or more members of the team are killed or are wounded badly enough to be put out of action, S.A.V.E. immediately sends in additional envoys to keep the team at full strength.

Envoys investigate PC activity with intelligence and efficiency. Their goal is to discover and destroy creatures from the Unknown. Once a S.A.V.E. team begins an investigation, the organization continues that investigation until—1) the PCs are destroyed; 2) the investigating team believes all the PCs have been destroyed; or 3) the creatures leave the area, establishing new abodes in a different setting.

The CM controls all S.A.V.E. envoys. The next chapter covers S.A.V.E. investigations, so all CMs should keep reading. (Players of *creatures* should keep their beaks out of Chapter 8.)



Chapter 8 Running CREATURE FEATURE

As mummies are fond of saying, that just about wraps up the CREATURE FEATURE game—for the players, anyway. Now this old bird has a few tips for all you CMs who are bold enough to run CREATURE FEATURE. You'll need them. As CHILL fans know, even one powerful creature is a real challenge for a CM. But a whole *pack* of creatures—hunted by envoys, kooks, and victims' friends; harrassed by more powerful creatures; and guided by the devious creativity of players—well, it's enough to send you into a tailspin. This chapter should help CMs keep it all under control and make the game fun for everyone.

THE MOOD OF THE GAME

The CHILL game is scary—the scarier the better. The CM works to build a haunting mood with realistic, terrifying creatures for the PCs to battle. CHILL players know that the overall purpose of the game is to have fun being scared.

The CREATURE FEATURE variant is different—very different—from its parent game. Players don't usually get scared; after all, the creatures they play are the ones doing all the scaring! The predominant mood in a CREATURE FEATURE game should be wild (albeit macabre) humor. This is camp horror; it shouldn't be serious. The creatures live in a fictional world, and what they do contrasts sharply with real human behavior. If not treated with humor, the creatures would seem at best horrible, and at worst tasteless. So communicate this to all players: CREATURE FEATURE is intended for fun and laughs more than anything else. Players should never take a CREATURE FEATURE game seriously, even when their PCs' ribs are cracked by a stake.

HOW MANY PLAYERS?

It's in your best interests as the CM to decide how many players will be in the gaming group before you even tell them about CREATURE FEATURE. The CHILL game is designed for up to eight players besides the CM. CREATURE FEATURE *is not*; no more than four people should play creatures in a single group. Two or three creatures are ideal. Four can be tremendous fun, if the CM can handle such a big order. And just one creature works well, too; in fact, CREATURE FEATURE is an excellent "solo" game. (Imagine the fun of playing a vampire, ruling the nightlife solo, pitted against the best envoys S.A.V.E. can offer.)

THE FIRST SESSION: SETTING UP THE GAME

Once you're familiar with the rules, it's time to get the players together and set things up for the first adventure (as explained in Chapters 2 and 3). Allow one or two hours to accomplish everything—remember, you're creating a whole, tangled world along with those characters. As CM,

you have four crucial tasks in the first session: help choose the setting, help the players create their characters (especially the creatures' backgrounds), keep accurate records, and create the first adventure.

Choosing the Setting

How to choose a setting is explained in Chapter 3, but it's worth repeating here. The setting should be one the players would enjoy; that's crucial. But it's *essential* that the setting is one the CM knows well (or at least, *will* know well, if you're prepared to do a lot of work). If the PCs stroll downtown, what do they see? Where's the nearest blood bank? How's the night life? (Creatures just love the night life...) What are the clientele like in that corner bar—men, women, who? Are there vagrants on the street? What about police—how often do they patrol, and is it on foot, on horseback, or in a car? Is there a bus station, and does it have big storage lockers? How late is the drugstore open? Does the movie theatre have late-night features?

These are just some of the questions that the CM must be able to answer at a moment's notice. Perhaps even more than in any other role-playing game, the CM must know the setting. Here are two reasons why:

1. The details in the setting help create the atmosphere of the game.

2. The CM has many more NPCs to handle in CREATURE FEATURE than in most games, and therefore less time to devote to creating details about the setting.

(For your convenience, a city map is included on page 82. Use it as desired during play.)

Helping the Players

Most players won't be familiar with the type of detailed character creation used in CREATURE FEATURE. As CM, you must be ready to help guide them through the creation step by step. (Be sure you can answer rules questions.) Help them develop the PCs' backgrounds if they're feeling "uninspired" or are having trouble. For example, the dice may indicate that a person was wealthy, but socially outcast, and executed by the government. How do you weave these things together into a coherent personal history that still makes for an interesting, playable character? Be ready to offer suggestions in keeping with the game's flavor; wild stories are often the best.

Of course, your biggest ally is the players themselves. If one player gets "stumped" deciding upon some detail, offer your own suggestions and encourage other players to help, too. Character creation works best as a group effort. After all, players should create characters that are not only fun as individuals—but are even more fun when played together.

Record Keeping

As players fill out the creature sheets, they're creating NPCs, too. For example, a certain ghost has family and friends who are still alive, plus enemies. At some point during the game, each of those NPCs will probably play a

major role—and *you'll* be playing those NPCs.

For this reason, you must keep accurate records of the major NPCs on the creatures' background sheets. At a minimum, make a copy of each PC's background sheet, and the record sheet, too. If the PCs are being created in a leisurely way, you can take a few notes on each NPC, recording his or her name, relationship to the PC, social and economic status, any skills the NPC should logically have, and one or two personality traits. In fact, suggesting these specifics about the various NPCs will help the players enjoy creating their characters even more, and will make creating the first adventure much easier.

Creating the First Adventure

While the players are creating their characters, the first adventure is being created, too. Perhaps it's more accurate to say that all the NPCs being created at this time become the basis for the first adventure. As CM, your task is to weave connections between these NPCs—connections which will make it attractive and fun for the PCs to work together.

CREATURE FEATURE adventures don't need the type of detailed plot often used in RPG adventures. The PCs themselves are so powerful that they provide the forward movement of the adventure; their actions, and the reactions of NPCs to them, are enough to provide the plot. Therefore, what you need to do is create a web of relationships between NPCs who motivate the PCs' actions.

For example, suppose the dice indicate that a PC vampire has an enemy who was a rival in romance, and that a PC ghost in the same game had a very unpleasant relationship with a female sibling. A CM with just a little imagination might suggest something like this....

During his past life, the vampire was in love with the ghost's sister, but the selfish young woman spurned the vampire for his (the vampire's) rival. Now, the young woman disliked the rival but married him nevertheless—for power. Together, she and the new husband seized control of her family's business, destroying her brother—who's the PC ghost nowadays, remember? Clearly, both the ghost and the vampire have a good reason to cooperate in tormenting this couple. But you can add more. What if the couple has a penchant for collecting black market treasures from ancient Egypt? That would interest a mummy PC, certainly.

As NPCs are created in the PC backgrounds, aid players to weave as rich and as tangled a web of relationships as you can. These relationships launch the first adventures. By the time PCs' backgrounds are complete, a small world is unfolding—one that's teeming with appropriate "grudge" victims for the PCs, and one that's custom-made for cooperation between the player creatures.

A word of caution, however: not every NPC should be directly linked to other NPCs. The world which is created must be believable, or ultimately the game will be less fun because the relationships seem overly contrived. Furthermore, though it's the players who help create major NPCs,

it's *you* who control them; use this role to surprise the PCs now and then.

STARTING THE FIRST ADVENTURE

If you've followed the guidelines on character creation, the first adventure will almost start itself—but not quite. This section explains what those first moments of creaturehood should be like.

1. Always begin the first session of play at sunset. For convenience, make the day a Monday; this will make it easier to keep the game calendar and count game weeks.

2. Newly created PC vampires and ghosts rise from their graves at sunset on the first game day.

3. Newly created PC *Loup du Mals* simply materialize, nude, in human form, usually in a cemetery—and, for convenience, near the graves of any PC vampires or ghosts.

4. Newly created mummy PCs are at the adventure setting at the start of the first adventure. They have most likely traced an appropriate enemy to the area of the adventure setting, and have been hiding out in the cemetery, trying to plan their next move.

5. All newly created PCs are fully aware of what they are. They understand their abilities, disciplines, powers, limitations, and how they can be destroyed. New player creatures have a rudimentary understanding of S.A.V.E., too; they know it's an organization of people who destroy creatures, and they recognize the indalo as S.A.V.E.'s secret symbol.

When the adventure begins, the PCs naturally will become aware of one another right away. They can begin to compare notes. If the CM has done a good job of linking the NPCs, player creatures naturally will evolve a plan to cooperate together against common victims. They may even decide to seek out an abode they can share.

From this point on, the course of the adventure—indeed, the course of all adventures—will depend largely on the PCs' actions. The rules have been designed to carefully introduce more and more NPCs, and more plot complications, as the PCs go about their nasty business.

GAME BALANCE

Once the game is underway, new CREATURE FEATURE CMs will quickly notice one important fact about the player creatures: they are powerful! (I fondly remember an adventure in which four enterprising PCs eliminated eight S.A.V.E. envoys—who had more than 4,000 IPs each—in just five combat rounds.) In fact, at first the PCs may seem so powerful that nothing can stop them, or even challenge them. Don't panic. A number of things are on your side—things that help keep the game lively...and deadly, heh, heh, heh. The trick lies in applying the rules well.

First, a standard human NPC is no match for any player creature. Even several standard humans will probably

become food or simply corpses whenever a PC creature decides to wreak some havoc. This is perfectly all right. If the PCs decide to go on a killing streak, let them. Soon, it will become so boring that it won't even be worthwhile rolling for the various attacks; you can simply tell the players, "Okay, so, you kill the poor guy. What now?"

Of course, even a puny, standard human NPC takes on an added dimension when he or she is armed—preferably with a gun. While player creatures are impervious to most types of wounds, all of them except ghosts suffer Stamina loss, and they suffer a severe penalty for being driven to zero current Stamina. Law enforcement personnel carry firearms, and so do many other NPCs (they just don't flaunt them). Nothing will teach a creature to take care more quickly than being shot down to zero Stamina by a handful of wimpy but highly skilled, weapon-wielding policemen.

In order to give even an average NPC a chance against a creature, the CM must be very careful to apply all the rules governing combat, including the appropriate modifiers for missile and melee attacks. The following two rules are especially important. You've read them before, but they're worth repeating here:

1. If a PC suffers any damage before its Art step—whether it's wound damage or simple Stamina loss—then the creature cannot use the Evil Way at all during that round. One puny mortal who wins initiative and fires a successful gunshot can prevent a creature from using the Evil Way, and cause it to lose whatever Willpower it invested in its declared discipline use.

2. The Sequence of Play calls for "Defensive Missile Fire" before melee. Take advantage of this! Even if the targets of PC attacks are mere standard NPCs with guns, those NPCs can inflict *some* Stamina loss before they're rent limb from limb. (And that Stamina loss prevents creatures from using the Evil Way, which may mean they spend Willpower on nothing.) Experience has shown that, in the heat of combat, many CMs forget this important step in the Sequence of Play. Don't!

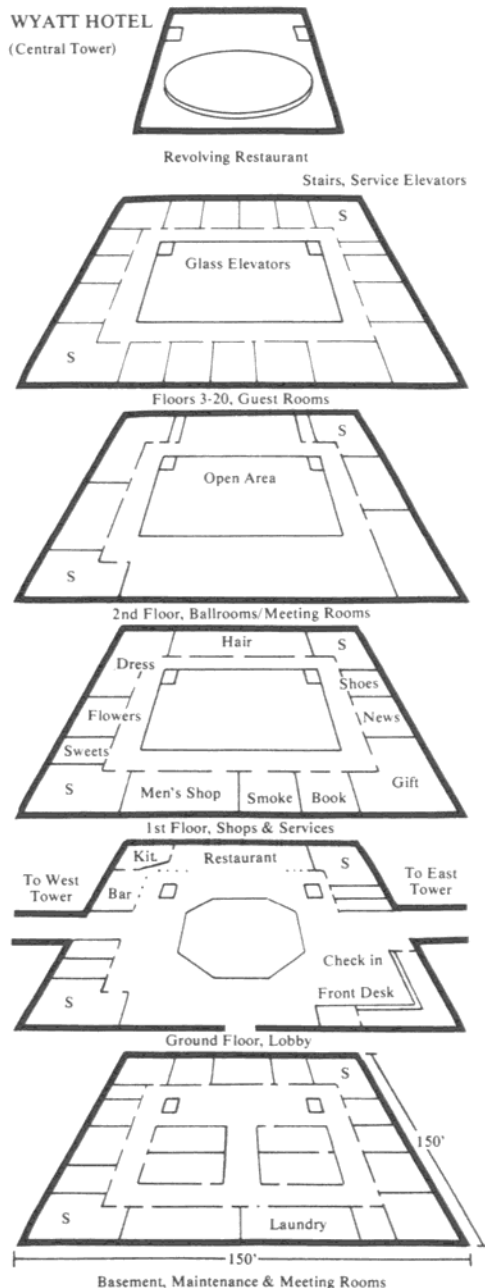
Of course, standard NPCs aren't going to balance the game, no matter how skilled or lucky they may be. There are two real balancing elements in a CREATURE FEATURE game: other creatures, and S.A.V.E. envoys. The public opinion rules in Chapter 7 explain how these two elements may come into play. So know these rules well, and don't miss any opportunity to use them!

NPC Creatures

The NPC creatures who surface during public alarm should have the following characteristics:

1. They should be more powerful than the PCs. In fact, some of them could be overwhelmingly powerful. If need be, a CM shouldn't hesitate to pull out a creature as powerful as Count Dracula or even the Deceiver.

2. They should be angry—very angry. These powerful creatures have spent years, even lifetimes, carefully establishing their territories, increasing their personal



depending upon the circumstances in their own games.

NPC creatures can be created by the CM, or the CM can use any of the standard creatures provided in the CHILL game, or in the various CHILL supplements (especially *Things* and *Vampires*). Almost any CHILL creature can be transferred directly to the CHILL game. CMs should remember to treat the Change Self discipline as a power, however.

When running a nonplayer creature, remember that the creature has the same concerns as any PC: obtaining victims, gaining Creature Points, and so on. Usually you don't have to keep track of an NPC's Creature Points, however, just consider how they would motivate its actions.

Master Vampires

PC vampires may have a special problem: they may begin the game as the "spouse" of a more powerful vampire. If the CM chooses this option for a PC vampire, the PC should be treated just like a vampire spouse with two exceptions:

1. The PC's "master" vampire should give the PC a chance to earn an independent existence by performing some service.

2. While the PC is attempting to perform this service, the player creature does not dwell at the master's abode, and must provide its own victims. In other words, the PC functions normally, but has the unpleasant interference of a more powerful creature who is continually checking up on it.

S.A.V.E. Investigations

S.A.V.E. envoys aren't predictable puppets; they act and react intelligently to whatever situation faces them. Nevertheless, envoys do follow certain standard procedures as a rule—mainly because they work:

1. *Public Accommodations.* S.A.V.E. envoys prefer to stay in large hotels whenever possible, and certainly prefer public accommodations to staying in a private home. This is a simple question of safety. S.A.V.E. knows that although creatures can strike anywhere, the smarter ones try to avoid publicity. (A sample hotel is shown at the left.)

2. *Interviewing Witnesses.* Whenever possible, S.A.V.E. envoys try to systematically interview people who have witnessed phenomena that may be linked to the Unknown.

3. *Group Security.* Whatever their activities, smart envoys seldom split up into groups smaller than four. (There is *some* safety in numbers, after all.) To further enhance their odds of survival, envoys try to form groups that can use, as a whole, a large variety of disciplines.

4. *Careful Investigation.* Envoys seldom miss a clue. As CM, you may use Perception and Sense the Unknown checks if desired. But you may also rule that a particular clue to a creature's identity or activities is so obvious that no envoy would miss it.

5. *Careful Preparation.* Envoys don't rush into a creature's abode the minute they determine its location. They

power, and avoiding S.A.V.E.'s detection or interference. Public alarm draws envoys like a magnet, and when those envoys arrive, nonplayer creatures are NOT well disposed toward the PCs who caused the mess.

3. They should either attempt to destroy the PCs, or demand some extremely difficult service to placate their anger. Typical services may include—

- a. providing and furnishing a new abode for the creature;

- b. aiding the creature in a dangerous, complex plot to take revenge on a high official in the S.A.V.E. organization;

- c. providing the nonplayer creature with victims for a specified period of time.

Creative CMs will think of other services to add to this list,

instead *carefully* prepare their assault, planning and re-planning tactics to maximize their chance of success. Experienced envoys are well versed in the powers of all four PC types—and they know their weaknesses, too. They plan accordingly.

6. *Protecting Victims.* If S.A.V.E. has an Achilles' heel, it's the envoys' heart-felt concern for potential victims. S.A.V.E. envoys usually take great risks to protect a potential victim from a creature, even to the point of guarding that victim day and night.

During the course of play, even the best of CMs may have trouble figuring out precisely what an envoy knows about the PCs—in particular, if an envoy knows where the PCs reside. If the envoy has Investigation skill, you may make a skill check to answer this question. A "C" result means that the envoy has located at least one creature's abode. Use this check only as a last resort, however; player creatures normally should be able to observe envoys before those envoys move in for the kill.

CREATING NPCs QUICKLY

As the CM, you'll create NPCs during play. Sometimes you'll have time for the usual methods. At other times, you'll need a character or creature fast. Here's how to create NPCs for CREATURE FEATURE when you need to do it quickly.

Standard NPCs

Whenever NPCs play a very minor role in the game, you can assume they're standard characters. Like the standard NPCs in the CHILL game, these characters have scores of 50 in all Basic Abilities except Luck, and an assumed Luck score of 50 for purposes of computing skill scores. Standard NPCs have skills appropriate to their occupation or position in life.

Adding Variety to Standard NPCs

You may wish to vary the Basic Ability scores of standard NPCs from time to time—just to add spice. To do so, roll 1d10 *twice* for each Ability. If the result of the first die roll is 1-5, *subtract* the result of the second die roll from 50 to get the Basic Ability score. If the first die roll is 6-10, *add* the result of the second die roll to 50.

This method is especially convenient if you don't need a complete set of NPC Basic Ability scores, but need a particular score quickly.

PCs' Victims

Of course, any NPC can be a PC's chosen victim. But if the creature has chosen wisely, its victim is a person with superior Basic Ability scores and several skills. CMs can quickly create scores for these victims as follows:

1. For Basic Ability scores, roll 2d10 and add the result to 50.
2. To determine the number of skills, roll 1d10.
3. To determine the rank in a given skill, roll a percent for

that skill. A roll of 01-33 indicates Student rank, 34-67 indicates Teacher rank, and a roll of 68 or greater indicates Master rank.

S.A.V.E. Envoys

Never generate an envoy as you would a minor character; envoys are never minor. Use the same rules and care that creating a PC envoy for CHILL requires. Or use a pre-generated PC from an old CHILL adventure. As a general rule, assume that NPC envoys have earned a minimum of 3000 IPs to spend on skills, disciplines of the Art, and improved Basic Ability scores.

SUGGESTED READING AND VIEWING

For Vampires: *Dracula*; since it was written, this book has been the starting point of almost every good vampire story or movie. Fred Saberhagen's *Holmes Dracula File* and *Dracula Tapes* provide excellent, malicious models for vampire PCs; the latter is most useful to readers already familiar with Stoker's *Dracula*.

As for vampire movies, try the original *Dracula* film starring Bela Lugosi. Hammer Films produced a *Dracula* series in the '60s; those with Christopher Lee and Peter Cushing are far the best.

For Mummies: Alan Drury's *A God Against the Gods* and *Return to Thebes* portray well the society a mummy would have experienced during its natural lifetime. A notable treatment of much Egyptian religious lore is Norman Mailer's *Ancient Evenings*, but this is strictly adult reading.

Mummy movie classics include the series produced by Universal in the '30s and '40s. Hammer Films produced a later series, of which the best is probably *The Mummy*, again with Christopher Lee and Peter Cushing.

For Werewolves: There's no shortage of werewolf lore and literature. Most is in short story or novella form, and much of the best is European. Check your local library or bookstore for anthologies.

Werewolf films to see include Universal's classic, *The Wolfman* with Lon Chaney, Jr. Contemporary films have added a few twists to the werewolf legend; try *Wolfen* or *The Howling*. *An American Werewolf in London* captures almost perfectly the sense of macabre humor needed in a good CREATURE FEATURE game.

For Ghosts: Great ghost stories haunt the shelves of any library or bookstore. This author recommends Shirley Jackson's classic, *The Haunting of Hill House*, and Peter Straub's *Ghost Story*. The latter offers a contemporary American treatment; it nicely illustrates a creative ghost in action, and demonstrates how a ghost's vengeance can be spread over time and space—involving a large number of characters and settings—while remaining true to a simple story line.

Among films, *The Haunting*, based on Jackson's novel *The Haunting of Hill House*, is a frightening classic.

For Everyone: Two films are recommended precisely for their blend of horror and humor. First, *The Comedy of Terrors*, a Vincent Price vehicle, featuring Peter Lorre and Basil Rathbone; for black humor turning to belly laughs, you can't do better. Also *Love At First Bite* with George Hamilton, a spoof of vampiric existence in the modern world.



***P*ART TWO:**

OPTIONAL COMBAT RULES

Part Two is just the ticket for hard-core combat buffs—whether they’re playing traditional CHILL or CREATURE FEATURE. If you know the difference between a .45 and a standard NATO round, and care about that difference in a game, this part’s for you. (Frankly, this bird prefers less detail; I don’t even care to *imagine* how many more feathers a bazooka would obliterate compared to the average farmer’s shotgun.) Of course, the rules presented here are entirely optional; their use in a game depends solely on your preferences.



Chapter 9 Optional Combat Rules

A basic premise of the original CHILL combat system is that any weapon can be deadly if used with skill and determination. And since "dead" is an absolute adjective—i.e., no one can really be "more dead" than someone else—then a dagger is just as dangerous as an automatic rifle when used by a skilled character.

Some players, however, prefer a system in which some weapons automatically cause more damage than others. They feel that, for example, all other things being equal, a character shot with a .22 should suffer less damage than a character shot with a .45 (a much heavier slug). This chapter was designed with such players in mind. It provides an optional addition to the CHILL combat system—one which calls for different amounts of damage from different types of weapons.

MISSILE COMBAT

In the optional missile combat system, the defender doesn't roll 1d10 to determine which column on the Action Table shows results. Instead, the column is determined by the type of weapon being fired or thrown; consult the Missile Defense Column Chart below.

If the defender is a PC, that character may still spend one or two Luck points to shift the results one or two columns to the right, respectively.

MISSILE WEAPONS: DEFENSE COLUMN CHART

Type of Weapon	Defense Column
Musket.....	4
Antique Pistol.....	6
Crossbow or Longbow.....	6
Shortbow.....	7
Dagger/Knife.....	7
Spear.....	7
Axe/Tomahawk.....	8
Boomerang.....	7
Javelin.....	8
Shuriken.....	6
.22-caliber modern bullet.....	5
.38-caliber modern bullet.....	4
.45-caliber modern bullet.....	3
76mm modern bullet.....	3
Shotgun at range 25 feet or less.....	2
Shotgun at range over 25 feet.....	5

Defense columns for other types of missile weapons may be determined by the CM, using those listed on the chart as guidelines. When determining a defense column, the CM should consider the velocity and penetrating power of the missile, as well as its size, shape, and mass.

All the missile fire modifiers in the *CHILL Campaign Book* still apply in this optional system, with one exception: automatic weapon bursts.

Automatic Weapon Bursts

The optional missile combat system requires a special rule for burst fire from automatic rifles. If your character fires an automatic weapon burst, make a specific check against your character's weapon skill score or DEX. *But ignore all modifiers for "Target's Declared Action" or situation in the round, and ignore the +30 modifier for firing a burst* (this bonus isn't used). All other modifiers still apply.

Use the diagram on page 40 of the *Campaign Book* to determine the burst area. As usual, the burst covers the entire area an attacker specifies, within the boundaries shown in the diagram.

If 10 or fewer defenders are in the burst area, use this formula to determine how many bullets hit each defender: the number of bullets striking each defender equals 10 divided by the number of defenders, with all fractions dropped.

If 11 or more defenders are in the burst area, each defender should roll a percent. The 10 who roll higher than the others are hit by one bullet apiece. Ignore the characters who rolled lower percents; they're missed completely by the bullets.

Each victim hit by burst fire defends on the Action Table column corresponding to the weapon's caliber. Consult the Missile Weapons Defense Column Chart in this chapter.

MELEE

Just as some missile weapons may do more damage than others, some melee weapons may be considered more deadly than others. This optional melee system enables players to vary the amount of damage inflicted by different types of melee weapons.

When resolving melee, use the normal CHILL rules to determine the defense column. Then check the Defense Column Modifiers chart given here. If the attacker's weapon is listed with a modifier beside it, apply the

modifier to the number of the defense column.

Example: Using his longsword, envoy John Hawkins is attacking a wolf. According to the *Campaign Book*, the defense column should be 4—the column corresponding to the wolf's Attack number. However, the longsword is listed with a -2 modifier on the Defense Column Modifiers chart. Applying the modifier to the number of the wolf's defense column, the CM determines that the wolf defends on column 2 rather than column 4.



CALLED SHOTS

The optional combat rules still allow attackers to attempt "called shots" as outlined in the *Campaign Book*, provided the attacker wishes to inflict maximum damage. If the attacker wishes to inflict less than maximum damage, then the CM must determine *two* defense columns: the first according to traditional CHILL rules, and the second according to the optional rules in this chapter. If the attacker gets a "C" result on either of the two columns, the called shot succeeds. If not, the CM ignores the first column—the one from the traditional CHILL game—and applies the results from the second column.

Example: Envoy Jefferson Turner is firing a .45-caliber revolver at a sword-wielding animated corpse, which is within short range. Turner's player calls his shot; Turner wants to shoot the sword out of the corpse's hand. Using the traditional CHILL rules, the CM rolls 1d10 to determine the defense column; the CM rolls a 1. Using the optional combat system, the animated corpse defends on column 3 (a ".45 caliber modern bullet" is listed with "column 3" on the Missile Weapons Defense Column Chart). If Turner's shot produces a "C" result on either column 1 or column 3, his called shot succeeds. If Turner gets anything less than a "C" (short of complete failure), the CM uses column 3 to interpret the results.

MELEE WEAPONS: DEFENSE COLUMN MODIFIERS

Weapon	Defense Column Modifier
Blackjack	+2
Dagger/Knife	0
Longsword	-2
Shortsword	-1
Rapier	-1
Two-handed Sword	-3
Mace/Club	0
Spear	-1
Nunchaku	-2

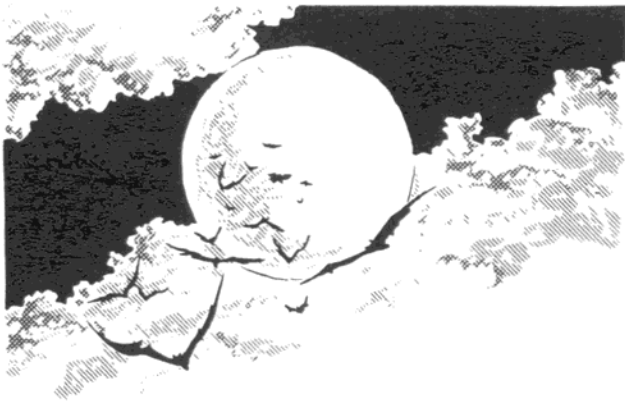


PART THREE:

MORE ABOUT S.A.V.E.

Well, here it is: the part designed strictly for envoys. In the chapters that follow, you'll learn more about the S.A.V.E. organization—how big it is, who runs it and how, and why it's cutting back on expenses these days. (When the Unknown goes for S.A.V.E.'s jugular, it tends to suck the financial coffers dry, heh, heh, heh.) You'll also discover new skills, and new equipment for the modern envoy. Finally, you'll learn about the Incorporeal disciplines, a whole new form of the Art that holds incredible dangers and opportunities—for both the envoys who use it, and the creatures who suffer its effects.

None of the material in this section is considered optional. If you play CHILL or CREATURE FEATURE, start using these new rules immediately to add more depth and suspense to your games. The first chapter is by Kearney, so I'm leaving you now for a while. But I'll come back, heh, heh, heh. I *always* do...



Chapter

10

The Modern S.A.V.E. Organization

by *Dr. Desmond Kearney*
Curator, S.A.V.E. Central Archives

In the 142 years since the founding of the Societas Albae Viae Eternitata, the organization has made great strides towards its twin goals of understanding the Unknown and protecting the Known World from those horrors which would intrude upon it from that chaotic, evil realm. At the same time, the organization has grown more sophisticated in both its methods and its structure. Interesting as it would be to catalogue S.A.V.E.'s scientific and protective accomplishments to date, this essay confines itself to a restatement of the organization's basic philosophical position, as well as a review of its current 'tructure, activities, and finances.

S.A.V.E.'S OUTLOOK ON THE WORLD

Sad to say, there is one area in which almost no progress has been made in our 142 years of struggle: the scientific community in the Western world remains as close-minded today as it was in the time of Charles O'Boylan concerning the existence and nature of the Unknown. Despite S.A.V.E.'s painstaking investigations—despite its recruitment, when possible, of scientific minds of the highest caliber, and its reams of documentary evidence, especially on the subject of vampirism—despite all our efforts to the contrary, the Western scientific community demonstrates no support or interest whatsoever in pursuing research of the Unknown.

But S.A.V.E. has not given up hope of someday substantiating O'Boylan's original thesis to an unbelieving world—far from it. In fact, S.A.V.E. has recently learned through sensitive sources that a handful of Soviet scientists have begun experiments along lines of great interest to S.A.V.E. Unfortunately, the results of such experiments remain unknown to us. Furthermore, S.A.V.E.'s directors are greatly alarmed at the prospect that disciplines of the Art—long the province solely of our own envoys and a few naturally gifted individuals randomly scattered throughout the world—may now be the subject of research funded and directed by the Soviet military.

At present, our contacts with these Soviet researchers are tentative at best. Until the Soviets are able or willing to reveal their findings—operating with respect for the principals of academic freedom and open discussion—S.A.V.E. will be unable to evaluate their findings; nor can we reveal to *them* the nature of S.A.V.E.'s own knowledge of both the Art and the Unknown. For now, we can only hope that in time the barriers between ourselves and our Soviet co-researchers will be removed, and that the knowledge we both achieve can be shared not only with one another, but also with an at-last-awakened Western scientific community.

For the present, however, the attitude of the world's scientists forces S.A.V.E. to remain what it has been since 1846: a secret organization, dedicated to the advancement

of knowledge and the protection of an unsuspecting, un-believing world.

THE CONTEMPORARY ORGANIZATION OF S.A.V.E.

World Headquarters

S.A.V.E. World Headquarters is still maintained at the ancestral O'Boylan estate in Dublin, Ireland. Eight full-time personnel are employed here, making it the largest S.A.V.E. installation in the world. Aside from the intrusion of a small computer, used mainly for word processing, the headquarters has changed very little in the past 50 years.

Maintained here are, of course, the S.A.V.E. Central Archives, the single most valuable source of information concerning the Unknown. With the passage of time, the S.A.V.E. archives have come to include more than 20,000 volumes of interest to envoys. These books include both modern works and papyri dating back to the Sixth Dynasty of ancient Egypt. Stored here as well are all the reports ever filed by S.A.V.E.'s envoys, each one catalogued and cross-indexed for ready reference. Obviously, one disaster could wipe out the entire library; for this reason, we have duplicated much of the material, distributing it to local headquarters who would benefit most. The work is immense. Three full-time personnel assist me in maintaining the archives.

In addition to the Central Archives, the offices of the World Coordinator, Dr. Wilhelm Geistmann, are located at the O'Boylan estate. Dr. Geistmann employs a full-time staff of three envoys, who assist him with administrative duties concerning S.A.V.E.'s investments and the co-ordination of the organization's worldwide activities.

Some security at World Headquarters is maintained by modern electronic surveillance devices, although these are largely useless against the type of intrusion most dreaded—as experienced envoys can well imagine. In addition, then, to these feeble devices of technology, World Headquarters maintains at all times four volunteer Protectors (in addition to the headquarters staff). These four are drawn from a pool of more than 50 envoys who are completely competent in the Protection disciplines of the Art. Each of the 50 volunteers serves an annual four-week shift at the estate. One of the four active Protectors here is rotated out and replaced weekly.

The Continental Headquarters

While World Headquarters concentrates on the accumulation, organization, and protection of archival materials, and on the organization's worldwide financial affairs, the six continental headquarters concentrate on coordination of the most important ongoing S.A.V.E. expeditions in their respective territories. Each continental headquarters is housed in a building owned indirectly by S.A.V.E. Each is staffed by a full-time continental coordinator and one to three assistants, depending upon the work load.

The current continental coordinators and the cities in which the continental headquarters are located are as follows:

- North America—Coordinator Gordon Pym (recently promoted), New York, New York.
- South America—Coordinator Dr. Raul Paolo Gonzalez, Brasilia, Brazil.
- Europe—Coordinator M. Marc Valdemar, Paris, France.
- Asia—Coordinator Dr. Isokuru Fuchida, Tokyo, Japan.
- Africa—Coordinator Dr. Patrice Suwamba, Cairo, Egypt.
- Australia—Coordinator Thomas Wright, Sydney, Australia.

National and Regional Headquarters

Other major S.A.V.E. installations include the national and regional headquarters, maintained in those countries and regions of the world where the organization is most active. The more active regional offices include those maintained in London, New York, Washington (D.C.), Chicago, Los Angeles, Mexico City, Tokyo, Hong Kong, Peking, Delhi, and Bucharest. Regional headquarters usually consist of a regional coordinator and one assistant.

S.A.V.E. Worldwide

In all, S.A.V.E. fields just over 4000 envoys worldwide. Over 1600 are located in England, Ireland, Scotland, Wales, Canada, and the United States, with 1000 of these in the United States. Some 800 additional envoys are scattered throughout continental Europe, and a mere 1600 are available for duty in the rest of world.

In the United States, the homes of envoys tend to be clustered in the major metropolitan areas. The following approximate breakdown may help all envoys better understand the size of our American operation.

U.S. DEMOGRAPHICS OF S.A.V.E.	
City	Approx. No. of Resident Envoys
New York	200
Los Angeles	150
Chicago	100
San Francisco	70
Philadelphia	50
Detroit	50
Boston	50
Washington, D.C.	40
Cleveland	40
St. Louis	40
Houston	30
Dallas-Fort Worth	30
Other	150

Investigative Missions

S.A.V.E.'s envoys worldwide continually monitor newspaper, radio, and television reports, staying alert for news indicating the possible presence or operation of creatures from the Unknown. All reports, even those that are only slightly suspect, are forwarded immediately to the nearest regional headquarters. The regional headquarters decide whether an investigative mission should be launched.

When a decision is reached to send an investigative team, the continental headquarters is notified, and the regional and continental headquarters cooperatively determine which personnel among those available are most qualified for the particular investigation at hand. Usually, these personnel are contacted by the regional headquarters, which also handles such details as travel arrangements, providing any necessary special equipment, and coordination with other envoys, if any, in the general area of the investigation.

Sometimes, of course, S.A.V.E. becomes aware of creature activities through other sources. A chance remark overheard in a hotel lobby, at a business luncheon, or at a social gathering may provide sufficient clues for an individual envoy or group of envoy friends to begin an "unofficial" investigation of their own. Of course, all such activities are reported immediately to regional headquarters.

At any given time, approximately one-third of the membership of the organization—some 1300 envoys—is actively engaged in an official investigation. Most investigative teams consist of six to eight envoys (S.A.V.E. adheres to the maxim regarding security in numbers). Thus, between 130 and 200 investigations are in progress worldwide at any given time.

Envoy Attrition

In recent years, S.A.V.E. has experienced a greater problem than usual with envoy attrition. To speak bluntly, the number of envoys lost in the line of duty to the organization has been increasing at an alarming rate. Annual losses are now running just over 10%, which is to say some 400 envoys per year are killed by creatures, or meet accidental death while engaged in S.A.V.E. investigations.

Fortunately, recruitment has kept pace with our losses. However, there is a dark side to this fact: increases in recruitment mean that more and more people in the everyday world are encountering the forces of the Unknown. It is too early to draw any conclusions from this trend, but S.A.V.E.'s most experienced envoys are deeply concerned at the possibility that the Unknown is in some way responding to S.A.V.E.'s activities, stepping up its own to keep pace with those of our organization.

Current Finances

Originally, S.A.V.E. was financed through the generous donations of its founders, and the estates of such notables as Lord Henry Boulton and Richard Arthur (Lord Strange). During the nineteenth century, the organization remained

rather small, and the investments made with the original funds were more than adequate to provide for S.A.V.E.'s expenses.

S.A.V.E. expanded somewhat rapidly during the 1920s, and experienced another surge of growth in the 1960s, at which time the society approached its present size. Naturally, the world coordinator at that time assumed that many of the new members would make sizeable financial donations to S.A.V.E., and viewed this increased membership as a positive, albeit long term, asset. Unfortunately, this did not prove to be the case. Experience has shown that while most of the new envoys had sufficient personal wealth to allow them the time to undertake missions for the organization, few were of that level of financial independence which made further major endowments to the organization possible.

The average S.A.V.E. investigation costs the organization approximately \$10,000 in equipment, travel and living expenses, and support costs. Considering that the organization funds more than 1500 missions annually—and that there are miscellaneous administrative fees, legal fees, and other expenses necessary to maintain the organization's secrecy—it is not difficult to see why S.A.V.E.'s annual budget now exceeds 20 million American dollars.

Only about one-half of this amount is currently earned by the organization's investments, and no new, major sources of funding are expected to be forthcoming. Therefore, S.A.V.E. is now forced to institute new financial policies affecting every envoy.

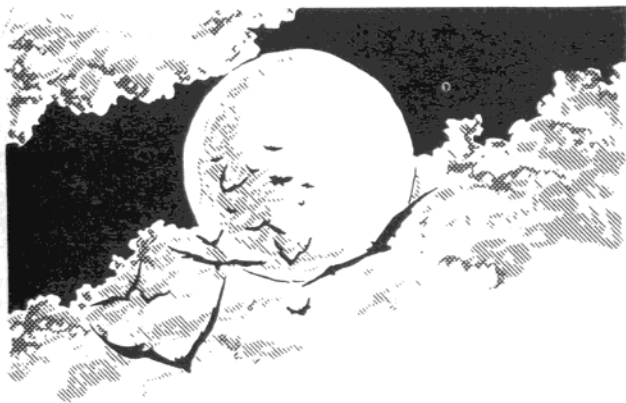
New Financial Policies for Investigative Missions

Simply put, S.A.V.E. can no longer spend as much money as it has in the past. In the future, envoys must be much more cost-conscious than they have been; what is sometimes jokingly referred to as the "S.A.V.E. credit card" is cancelled.

S.A.V.E. will provide financial support up to a grand total of \$5,000 for an investigation. Further financial support must be approved, in advance, by S.A.V.E. regional headquarters—and be justified to higher headquarters. Envoys will be expected to provide receipts for any miscellaneous expenses they claim. In addition, the organization would greatly appreciate it if those envoys of substantial means would contribute toward their own support while engaged in work for the organization.

S.A.V.E. strongly suggests that at the outset of an investigation, the envoy team confer on the matter of finances, carefully investigating such matters as travel, lodging, and support costs likely to be incurred. Of course, emergency financial assistance is still available from S.A.V.E.





Chapter 11 New Skills and Equipment

Well, I'm back at the perch, heh, heh, heh. Kearney's last chapter was amusing, but to this bird, listening to the old guy's expositions is like hopping 20 miles along a twisted road to get somewhere you can reach in 5 as the crow flies. Me, I'll get right to the point. S.A.V.E.'s done more than just expand its ranks in the last few years; the organization has expanded the skills and equipment of its envoys too, adding a dose of modern technology. (You might say S.A.V.E. has finally struggled into the 20th century.) It's no wonder Kearney didn't caw about the modernization himself, though; he knows there aren't too many things in today's high-tech world that a good use of Haywire can't... fix.

Computer skill, Electronics skill, Advanced Hypnotism, the all-new standard equipment pack—this chapter covers them all, and more. These are official additions to the CHILL game, not optional supplements. The new skills and equipment in this chapter should be used by every CHILL player and CM.

NEW SKILLS

Here are ten new skills, plus a modification to an existing skill, Filching. Think of them as a few new pages in Part III of the *Campaign Book*; all CHILL skill rules still apply.

Accounting: $Base = (PCN + WPR) \div 2$. *Research skill.* Specific check. With Accounting skill, a character can examine financial records to figure out where and how money has been spent, and whether any fraud or embezzlement has occurred. This is especially handy if you're researching a certain ghost's background, or trying to unravel the financial transactions of a creature whose business dealings in the Known World play an important part in your investigation.

To use this skill, the character must have access to the financial records he or she wishes to analyze. If the records are stored in a computer, the character needs Computer skill—or a friend with that skill—to access the records.

Use the Research Results Key on page 17 of the *Campaign Book* when making an Accounting skill check. Information obtained may include—

1. whether money has been spent legally;
2. where the institution or business has obtained money, where it has gone, and for what items;
3. whether embezzlement or other theft has occurred;
4. whether money has been funneled through one company or organization to hide or "launder" it. (Criminals, such as the Oriental vampire Li Chang, often channel money into legitimate businesses, thereby making their incomes appear legal and "clean.")

Of course, the exact details uncovered by the skill check depend upon the financial records—and the adventure—at hand.

Acrobatics: $Base = (PCN + AGL) \div 2$. *General or specific check.* Characters with this skill can perform all

sorts of acrobatic and gymnastic feats. (It's the next best thing to wings, I'd say.) For example, a skilled character feels right at home walking a tightrope, riding a unicycle on the ledge of a building, swinging on vines or a trapeze, pole-vaulting over a wall, or backflipping over and behind a creature to get the bonus for attacking from behind.

Usually, a skilled character only makes a general check to accomplish a single, short-term feat of Acrobatics. If the character attempts a feat lasting several rounds, or tries something special in a combat situation, the CM may require a specific check, and interpret the results just as he or she would interpret the results of a specific Agility check. Failure of a check means the character's intended action fails. Depending upon the circumstances, the character may well suffer falling or other damage as a result of failure, or even as a result of obtaining less than a "C" on a specific check.

Characters can use Acrobatics skill to climb ropes, but it shouldn't be confused with or substituted for Climbing skill proper—another new skill introduced in this chapter.

Aquatics: $Base = (STR + WPR + STA) \div 3$. *General or specific check. Prerequisite: Swimming skill.* Characters with Aquatics skill can do a number of things in or under water—such as diving, swimming, scuba-diving, snorkeling, holding one's breath underwater (not forever, just longer!), operating underwater weapons, cameras, lights, salvage equipment, and using other aquatic gear.

Aquatics skill enhances speed, too; skilled characters can swim 3 miles per hour (22 to 25 feet per round) either on the surface or underwater. Aquatics doesn't change *how long or far* a character can swim, however; that's still determined by his or her Swimming skill.

Characters skilled in Aquatics can engage in combat while in or under water without penalty. Characters without this skill suffer a -20 modifier to all melee or missile attacks they make while in or under water.

In most circumstances, a character makes a general check when using this skill. For example, a character with Aquatics skill wants to photograph the wreck of a sunken ship. Only a general skill check is required. If the task being attempted is difficult or dangerous, the CM may require a specific check, interpreting the results just as he or she would interpret the results of a specific Basic Ability check.

Characters with Aquatics skill can help characters without this skill perform difficult feats of underwater swimming or maneuvering. The unskilled characters must follow exactly in the path of the skilled character. If the skilled character obtains a "C" result on a specific check, the unskilled characters are able to follow the skilled character without danger or harm.

Example: Three envoys—Mary, Curly, and Maurice—are exploring the underwater wreckage of a sunken ship. Only Mary has Aquatics skill; she examined Curly and Maurice's scuba gear before diving, and gave them complete instructions enabling them to use the scuba equip-

ment. While moving through the wreckage, the trio must swim through a narrow hatchway. Here's the catch—a poisonous, teeth-laden eel is lurking nearby. The group sees it. Mary (her player, actually) states her intention to swim through the narrow opening causing as little disturbance as possible, and without making any motion that would attract the eel. She passes a specific check, obtaining a "C" result. Because she got a "C" result, the other two envoys can also pass through the hatch without "tangling with" the eel. (If Mary hadn't obtained a "C" result, the eel might have attacked her, at the CM's discretion; certainly it would have attacked one of the unskilled morsels who followed Mary!)

Climbing: $Base = (STR + AGL + PCN) \div 3$. *General or specific check.* Characters with Climbing skill are experienced mountain climbers. They know how to check and use the gear frequently used by mountain climbers, including ropes, chains, special footwear, hammers, pitons, and so forth. With proper equipment, they can climb almost any surface, and can lead unskilled characters in making such climbs, too.

Without equipment, skilled characters may still be able to climb 20- or 30-foot-high surfaces, provided those surfaces have some indentations, cracks, or bumps—any small irregularity that would provide a handhold.

For short climbs of relatively easy surfaces, the CM should require only a general check. Longer or dangerous climbs should be broken into stages, with a specific check required for each stage; the CM should interpret the skill check results just like specific Basic Ability checks. The amount of damage inflicted on a character depends, of course, on the nature of the surface being climbed, the distance fallen (if any), and other specific factors in the adventure. The CM is free to use his or her discretion in these matters.

Characters with Climbing skill can lead unskilled characters up a mountain or surface. To do so, the skilled character must obtain a "C" result. Failure to obtain this result indicates that one randomly determined unskilled character falls. On a mountain, most falls range from 1 to 100 feet, rolled randomly. On rare occasions, a character may, of course, plunge thousands of feet to almost certain death. (Wingless creatures *do* have their disadvantages, don't they?)

Computer: $Base = (PCN + WPR) \div 2$. *Research skill. Secret specific check.* Characters with this skill have a working knowledge of computers, computer languages, programming techniques, and computer security. Characters can attempt to use this skill in a number of ways:

1. To break the security on a computer and obtain information from its data banks.
2. To write computer programs for making specific calculations and/or storing specific types of information.
3. To alter existing programs in a computer, so that they will malfunction in some specific way.

To use this skill, a character needs access to a computer. The character can gain that access through a terminal hooked directly to the computer, or through a terminal with a phone link to the desired computer. Characters with Electronics skill may be able to "tap" a phone line into a computer, enabling a character with Computer skill to gain access to that computer using his own terminal.

Each time a character uses this skill, the CM rolls a secret, specific skill check to determine how long it takes to complete the task at hand, and whether the character succeeds. Once a character declares his or her intent to use the skill in some way, that character must continue the task for as long as the skill check indicates (unless it's physically impossible). Use the key below as a guide to skill check results; the CM may alter specific results to fit the circumstances at hand.

Failure = The character spends 12 hours at the task before realizing that he or she will fail completely.

L = The character obtains one-fourth the desired information, or creates or locates a program that produces some of the desired results, in 1d10 hours.

M = The character obtains half the desired information, or produces a program that accomplishes about half the desired results, in 1-5 hours (1d10 divided by 2, fractions rounded up).

H = The character obtains three-fourths of the desired information, or produces a program that does about half of what is desired, in 1-5 hours (1d10 divided by 2, fractions rounded up).

C = The character obtains all the desired information or programming results in one hour or less.

If a character fails a skill check when trying to break the security on a computer, then certainly the operator of that computer becomes alerted. The operator may then use his or her Computer skill in an effort to trace back the incursion and find out where the intruder is located.

Electronics: $Base = (PCN + WPR + DEX) \div 3$. *Secret specific check.* This skill enables characters to construct, repair, and use items of electronic equipment. Typical electronic items include calculators, radios, audio and video recording equipment, listening devices (bugs), electronic timers, and miscellaneous electronic gear. In addition, the skilled characters know how to perform a variety of useful—though illegal—tasks, such as tapping phone lines or hotwiring cars (even cars equipped with an electronic security system).

To use this skill, a character needs proper tools and parts. The new "Standard Electronics Skill Kit" from S.A.V.E. contains most of the parts and tools required for minor repairs of common items.

Like the Computer skill check, the Electronics skill check is a specific check rolled secretly by the CM. Results determine how long the repair or construction takes, and how long the device will function properly afterwards. The following results key provides general guidelines; the CM

may alter skill check results in any way that seems reasonable given the specific circumstances.

L = Repair or construction takes 1d10 hours. The device functions properly for about 2d10 hours.

M = Repair or construction takes 1-5 hours (1d10 divided by 2, fractions rounded up). The device functions properly for about 3d10 hours.

H = Repair or construction takes 1-5 hours, but the device functions properly for about 2d10x2 hours.

C = Repair or construction takes only 3d10x2 minutes. The device functions properly for the normal lifetime of such a device.

The CM may choose not to require a check for the simple operation of equipment that someone knowledgeable in electronics would understand fully. For example, a skilled character can automatically install a phone tap. Any character—skilled or not—can operate common mass-market electronic devices such as tape recorders and VCRs.

Hypnotism, Advanced: $Base = (PCN + PER + DEX) \div 3$. *General and specific check. Prerequisite: Hypnotism skill.* Advanced Hypnotism skill works exactly like the regular Hypnotism skill with only two exceptions:

- A character with this skill can hypnotize a creature in human form.

- A character with this skill can hypnotize subjects without their prior consent—or even against their will if they fail to notice the attempted hypnotism. "Subjects" include mortal humans *and* creatures in human form.

To use the skill, a character must first "engage" the subject—establishing eye contact with the subject, or attracting his or her attention to some spinning or swinging object, such as a watch on a chain or a child's top. (Myself, I've always been fond of bright, spinning objects—but naturally I've never succumb to hypnotism.) Engaging a subject by either method requires a successful general check against the user's skill score. A character may try repeatedly to establish eye contact, but may only try once to attract the subject's attention to an item.

Once the subject is engaged, the skilled character begins speaking slowly and calmly, leading the subject into a hypnotic trance. At this point, the skilled character must roll a specific check to determine whether the subject realizes he or she (or it, for that matter) is being hypnotized. The CM does NOT obtain results on column 3 of the Action Table. Instead, the CM reads the results of this check on the column corresponding to the subject's current Willpower score. Use the following key to interpret results:

Failure = The subject immediately notices the hypnotism attempt, and can automatically prevent it from taking place. The hypnotist may not try to hypnotize the subject again during that same encounter. Furthermore, the subject enjoys a +10 Perception modifier during any future attempts by the skilled character to hypnotize the subject.



S = The subject is allowed a normal general Perception check. If the subject passes the check, he or she notices the attempt at hypnotism and can automatically prevent it from taking place.

L = Same as the "S" result, but the subject makes a Perception check with a -05 modifier.

M = Same as the "S" result, but the subject makes a Perception check with a -10 modifier.

H = Same as the "S" result, but the subject makes a Perception check with a -20 modifier.

C = Same as the "S" result, but the subject makes a Perception check with a -30 modifier.

All other strictures applying to Hypnotism apply to Advanced Hypnotism, too. Remember, especially, that even a creature cannot be forced to do something that it finds unethical (there's not much in this category) or self-destructive. For example, a character who hypnotized a vampire in human form could learn where the vampire's resting places were located, but could not order the creature to impale itself upon a wooden stake, or act like a chicken instead of attacking whenever it is confronted with a wooden stake.

The CM is the final judge of what a creature would consider unethical (like performing a good deed everyday, perhaps?) or self-destructive. For instance, a CREATURE FEATURE player may argue that revealing all of a vampire's resting places is self-destructive. The CM might take this view, too, if the vampire knew the hypnotist or listeners were envoys, and didn't have time to prepare a new resting place before it had to rest.

Example: A physician from S.A.V.E. is standing guard over Victor the vampire's victim, the fair Miss Goodheart. Victor decides he has nothing to fear. Arrogantly, he mists into her bedroom, assumes human form, and passes his Willpower checks against all the garlic, crosses, and

wolfsbane prominently placed about the room.

"Good evening, Doctor Simon," Victor says, smiling. "I see your little prescriptions are ...ineffective."

"Perhaps so," replies the good doctor from S.A.V.E. "I did not realize that the sun had already set." He looks at his old-style watch, which he carries on a long chain. "But unfortunately, I now see it's much later than I thought," he continues, casually twirling the watch on its chain. "Perhaps my time, and the time of this young woman, is... running out." At this point, the doctor rolls a general check against his Advanced Hypnotism skill score. The check is successful; Victor the vampire's attention is focused on the twirling watch.

"How tired you must be after your long journey here," Dr. Simon says soothingly. "It is so draining, so exhausting, to travel in mist form. You must be very tired. Yes, I can see you are tired. Your eyes are getting heavy, very heavy, so heavy that you can hardly hold them open."

At this point, the CM asks Dr. Simon's player to roll a specific check against his Advanced Hypnotism skill score. Victor's current Willpower is 88, so the result of the check will be obtained on column 6 of the Action Table. The doctor makes his roll by 30, obtaining an "M" result. Victor is allowed a general Perception check with a -10 modifier to detect the attempted hypnosis. Victor's Perception is 90, modified to 80. The CM rolls an 84. Victor notices nothing, and passes into a hypnotic trance under the doctor's control.

Dr. Simon is very careful at this point. First, he obtains the locations of all of Victor's resting places. Next, he instructs the vampire to sleep until just before dawn, giving himself just enough time to return safely to a resting place. Finally, Dr. Simon removes the vampire's intended victim, contacts his fellow envoys, and has a team of S.A.V.E. agents waiting to greet Victor at each of his resting places. Come sunup, Victor is staked and destroyed.

Pilot: $Base = (PCN + DEX + AGL) \div 3$. *General or specific check.* A character with Pilot skill can fly fixed wing aircraft. The type of aircraft the character can operate depends upon the character's rank with the skill, as follows:

Student rank: The character can fly propeller-driven aircraft with one or two conventional (nonjet) engines.

Teacher rank: The character can also fly small (and usually private) jet aircraft with one, two, or three engines.

Master rank: The character can fly any type of fixed wing aircraft, including commercial passenger jumbo jets.

Characters with any rank in this skill can attempt to fly any type of aircraft, but they suffer a -20 modifier to their skill score for each additional rank normally required to fly the specific aircraft type. For example, if a character with Student rank in the skill attempts to fly a commercial jetliner, he suffers a -40 modifier to his skill score.

Most uses of this skill require only a general check. The CM should call for a general check whenever the skilled character flies an aircraft under normal circumstances.

For example, if a skilled character is flying a group of PCs from Chicago to New York City, the CM should require a general skill check for the entire flight. A successful check means that nothing happens; the flight goes normally. Failure indicates a real problem. (Too bad envoys don't have feathers and wings, heh, heh, heh.) The pilot is forced to attempt a crash landing; the skilled character must now make a specific check.

Specific checks are required whenever a general check has failed, or when the aircraft is forced to crash-land for any reason (such as a friendly local creature using Haywire on the cockpit instruments). Use the following key to interpret results:

Failure = The plane crashes and all aboard suffer a Critical wound, and are reduced to zero Stamina. PCs are allowed a Luck check to stay alive.

L = Crash landing; all aboard take 150% catastrophic damage on impact, plus another 100% catastrophic damage from explosions during the round after impact.

M = Crash landing; all aboard take 150% catastrophic damage on impact but suffer no further damage.

H = Crash landing; all aboard take 125% catastrophic damage on impact but suffer no further damage.

C = Crash landing succeeds beyond all expectations; all aboard suffer only 75% catastrophic damage.

The CM may modify these results to suit a given situation. In addition, the CM may, at his or her discretion, impose negative modifiers to a character's Pilot skill score for adverse weather conditions, the effects of Evil Way disciplines, injury to the pilot, or other adverse circumstances.

Stealth: $Base = (PCN + AGL) \div 2$. *Specific check.* Characters with this skill are sneaky. They can move and/or hide without being detected. Using natural cover, shadows, darkness, and the ability to move quietly they can escape detection while hiding or moving.

The CM should take care not to let this skill be abused. For example, suppose a policeman is keeping a careful watch over a large, open, empty, well-illuminated ballroom in a hotel. Stealth skill—no matter how high the user's score is—will not enable a character to walk undetected across the center of the room! To use this skill, a character needs some type of cover, or an advantage in position over a potential observer. For example, a character who is already behind an opponent could use Stealth to try sneaking up behind that opponent even if the skilled character must cross open ground to do so.

Each use of the skill requires a specific check. Use the following key to interpret results:

Failure = The opponent or opponents automatically notice the character using the skill.

L = Opponents are each allowed a general Perception check; those who pass notice the skilled character.

M = Same as the "L" result, but opponents make the Perception check with a -10 modifier.

H = Same as the "L" result, but opponents make the Perception check with a -20 modifier.

C = Same as the "L" result, but opponents make the Perception check with a -40 modifier.

Stunt Driving: $Base = (PCN + DEX) \div 2$. *General check.* Characters with Stunt Driving skill can use this skill in two ways:

1. The Stunt Driving skill score may replace the general driving score when the character makes a general driving check. (See page 35 of the *CHILL Campaign Book*.)

2. The skill enables characters to perform difficult, complex, dangerous, or even suicidal stunts while driving a car or truck. (No chicken-livered envoys need apply!)

Stunts include such things as bootleg turns, taking 90-degree turns at speeds above 50 m.p.h., and jumping a car over a gap or obstacle—the usual action flick fare. Performing a stunt requires only a general check, but the character's skill score is modified by -1 for every m.p.h. of vehicle speed in excess of 50 m.p.h. For example, if a character with a Stunt Driving score of 120 wants to attempt a bootleg turn while going 100 m.p.h., his or her score for the skill check is 70 ($120 - 50 = 70$).

Characters who fail their general skill checks while performing a stunt suffer a simple fate: they crash. Use the accident rules on page 35 of the *Campaign Book* to resolve crashes.

Filching (*additional rules; see page 24 of the Campaign Book*): Take it from me, Filching skill can do more than just feather your nest. It also enables you to plant items on another character or creature. For example, you could use this skill to slip a small electronic "homer" or signaling device into a vampire's jacket pocket. Results of this particular use are obtained on the Action Table column corresponding to the "victim's" Perception score. Use the normal Filching skill results key to interpret results. (Just substitute "plants the item" for "takes the item," and "notices the item's presence" for "notices that the item is missing.")

NEW EQUIPMENT

During the last few years, S.A.V.E. has added a number of items to the standard equipment pack. (Of course, envoys were using much of this stuff before; it's just that S.A.V.E. took a while to make it official.) Now S.A.V.E. offers its envoys a variety of high-tech gizmos. In addition, the organization has standardized some of the old items that used to vary a bit. In this section, I'll review what's new in the standard equipment pack, what's old but updated, and what's out. I'll also tell you about a new piece of non-standard equipment: the surveillance van.

The New Standard Equipment Pack for all Modern Envoys

The following items are packed together, handily, in a

plain carrying case the size of a small suitcase:

Modern first aid kit, with bandages, tape, and anti-septic

Oil-burning hooded lantern with 4 hours worth of fuel

One .45-caliber six-shot revolver

One box of 100 .45-caliber bullets

One box of six silver .45-caliber bullets

Two wooden stakes

One wooden mallet

One 35mm self-focusing camera with automatic light adjustments

Two rolls superfast 35mm color film

One flash attachment for camera, with 12 bulbs

One cassette tape recorder

Two blank cassette tapes

Two ball-point pens

One pad note paper

100 sheets stationery and envelopes

One tiny two-way radio and signal scrambler

One tiny, superpowerful electronic listening device

One listening device receiver

Two small electronic homing devices

One homing device receiver

One set of infrared night-sight goggles

The standard equipment pack also includes the following items. These must be carried separately, however:

One cane, walking stick, or umbrella

One portable electric typewriter

Standard reference works for professional skills

Medical bag (for medical doctors)

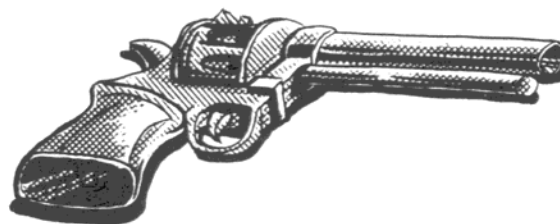
Electronics repair skill kit, for skilled characters

Computer "security buster" for characters with Computer skill

Items that are completely new, or which require further explanation, are covered in the sections that follow.

The Revolver: S.A.V.E. furnishes a .45-caliber revolver, long-barreled model. The organization prefers this particular model for its combination of stopping power and accuracy over range. (Good hunting, my featherless friends. Of course, I might point out that even a machine gun won't wound Dracula...) At considerable effort and expense, S.A.V.E. obtains the legal permits required in the United States so you American envoys may own these weapons for personal protection. Each revolver is licensed in the name of the envoy to whom it is issued. Of course, you can't legally carry these weapons concealed, nor should you brandish them in public like a trigger-happy peacock.

Most countries other than the United States have stringent laws concerning weapons ownership. That often makes carrying your revolver outside the U.S. both dangerous and illegal. Usually, S.A.V.E. will arrange for a weapon to be provided by the local S.A.V.E. organization when a mission is undertaken outside the U.S.



The Camera: S.A.V.E. added the camera to the pack so envoys can gather photographic evidence of the Unknown for analysis by the organization. Of course, the item is also useful for more mundane detective work. The model issued by S.A.V.E. is a 35mm color camera, fully self-adjusting. It's even perfect for inept envoys; all you need to do is 1) be sure there's film in the camera, 2) remember to take the lens cap off, 3) check for the blinking light that indicates the flash attachment is needed (and put it on if the light is blinking), 3) frame the scene in the view finder, and 4) push the button. (A lesson from "Raven's Easy Guide to Photography.") The camera takes pictures as fast as any envoy can snap them, and advances the film itself. Each roll of film contains 20 frames.

The Cassette Recorder: This is a standard, commercially available stereo cassette recorder with built-in microphone. The microphone picks up all normally audible sounds in an area about the size of the average living room, approximately 10 feet x 15 feet. The cassette comes with an adapter, which enables you to plug it into the listening device receiver, recording everything picked up by the listening device. The tape must be changed after every 90 minutes of continuous recording.

The Radio and Scrambler: The standard S.A.V.E. two-way radio and scrambler is a remarkable little device. The entire device comes in a shiny, rectangular metal case no larger than a pack of cigarettes, and only 1/2 inch thick. The device can be used to transmit or receive voice signals to a range of 20 miles. Transmitting takes place on legally allowed public frequencies. However, the voice signal is scrambled by the transmitter unit, and unscrambled by the receiving unit. Anyone who happens to listen in on two envoys communicating over these radios will receive only a scrambled, meaningless signal.

I'm sure you can see the utility of these devices. But there's a danger, too: a wide variety of law enforcement agencies take an automatic interest in scrambled signals being broadcast over public airwaves. Envoys using their radios stand a 10% chance of attracting the attention of one or more law enforcement agencies. As a rule, S.A.V.E. warns envoys that using these devices in totalitarian countries is fraught with danger; you'll probably be arrested as spies if these signals are detected.

The Listening Device and Receiver: S.A.V.E. now furnishes a remarkably efficient, tiny listening device to all envoys. This device is issued with a warning: its use is illegal, and its use for any purpose other than monitoring the conversations or plans of suspected creatures from the Unknown is cause for dismissal from S.A.V.E.

The listening device itself is shaped like a golf tee, and it's about the same size, too. You can plant and activate the device by hand, or use a special cartridge that fits the .45 revolver, enabling you to fire at the outside wall of a building from a range of 50 yards or less.

Once placed, the listening device picks up and transmits all sounds within a 60-foot radius. This transmission is scrambled, of course, and (being continuous) is 30% likely to attract the attention of law enforcement agencies. The CM should check for this occurrence once per day.

The device comes with a receiver, which unscrambles the signals and automatically filters them as well, selecting voice signals for maximum audibility. Thus, for example, an envoy using the receiver can clearly hear a couple speaking in their living room despite noisy vehicular traffic just outside.

The receiver must be within 1 mile of the listening device in order to pick up its signal. The life span of the listening device is two weeks; after this time, the device runs out of power. S.A.V.E. issues additional power cells for the device upon request, but requests of over two cells per month by a given investigation team are at best questioned and at worst rejected. Any envoy can replace the power cell in his or her listening device; Electronics skill isn't needed.

The Homing Devices and Receivers: The S.A.V.E. homing device looks like a small, flat metal box, about 1 inch square and 1/4 inch thick. The device simply emits a radio signal, which can be picked up on the receiver. The receiver contains a direction finder, which in turn provides a digital read-out showing the direction and the distance away of the homing device. The homing device transmits for two weeks and the signal has a range of 20 miles.

The homing device is magnetic, so you can easily attach it to most metal surfaces. Of course, you can also plant it directly on a person or creature.

Like the listening device, the homer may be detected by law enforcement personnel; the chance of this happening is 30% per day.



The Infrared Goggles: S.A.V.E. now provides infrared goggles for night vision. These goggles enable you to see infrared light, or heat; you can see at night almost as well as by day. Note that the goggles are still affected by fog, and by disciplines of the Evil Way such as Blur Vision and Darken.

The Electronics Skill Kit: The Electronics skill kit comes attractively packed in a small, sturdy carrying case about the size of a woman's makeup case: 1-1/2 feet wide, 1 foot deep, and 1 foot high. The kit contains wire, pliers, soldering equipment, and a large assortment of electronic parts, such as transistors, resistors, diodes, and other common elements of electronic circuitry. With the materials in the kit, a skilled character can make at least jury-rigged repairs to most common electronic devices.

The Computer "Security Buster": Most computers have a built-in security program that requires any operator to enter certain code words or number sequences to access certain data. The computer "security buster" is a device that randomly enters likely codes until the correct code is found. The device is no larger than a pack of cigarettes, but it must be wired into the hard-wiring of a terminal or the main computer itself in order to function.

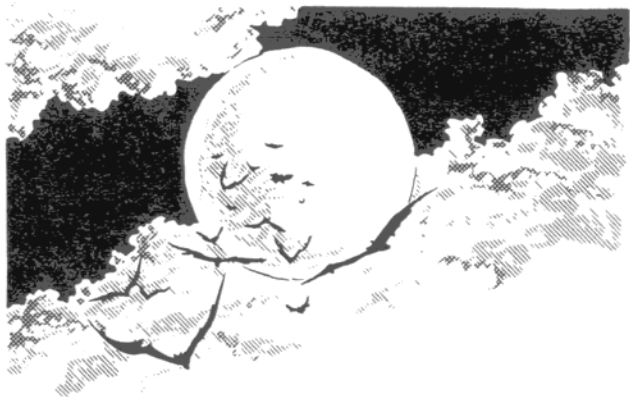
Using this device, a character with Computer skill can subtract 3 hours from the amount of time normally required to break security and get data from a computer. These devices are, of course, considered highly suspicious by any type of law enforcement personnel.

NONSTANDARD EQUIPMENT: THE SURVEILLANCE VAN

In addition to the items included in the standard equipment pack, some S.A.V.E. regional headquarters, including all regional headquarters in the United States, can provide envoys with a special electronic surveillance van, loaded with high-tech equipment. Using the equipment in this van, envoys can monitor all their homers and listening devices at once, provided they stay within range, and can even pinpoint the locations of the homing devices with on-screen readouts showing electronically generated maps of their city or area.

Needless to say, these vans are expensive to equip and maintain, and are in constant demand. Envoys only receive one of these vehicles when their particular investigation has a very high priority in the opinion of the S.A.V.E. regional coordinator. Of course, the HQ only loans a van; it never makes a present of it.

Well, that about does it for skills and equipment. Let's press on and see what new developments S.A.V.E. has discovered in the realm of the Art.



Chapter 12 Expanding the Art

It's been almost two years since I first told you about the the Art. Since that time, S.A.V.E.'s research in this area has progressed considerably. In this chapter, I'll take a new look at some old disciplines, clarify a few points on disciplines in general, and explain a newly discovered form of the Art: Incorporal disciplines.

WHAT DOES "FOR A ROUND" MEAN?

Disciplines that inflict damage have immediate effects. So do many other disciplines, especially those connected with a specific action, or communication of some sort. But some disciplines—such as the Sphere of Protection—have effects that “last for a round.” Just what does “for a round” mean?

“For a round” means precisely this: If the discipline begins in Step 4 of a round, then it ends just before Step 4 of the *following round* begins. If it begins in Step 9 of the round, then it ends just before Step 9 of the following round begins. (Consult the Sequence of Play; Steps 4 and 9 are Art-use steps.)

The Sphere of Protection is an excellent example of a discipline in this category. Darken, Halt, and Gnarl are three others. No matter what form of the Art a discipline represents, follow the rules given here if it lasts “for a round” or more. Whether it lasts for one, two, or more rounds, a discipline in this category always marks time against the Art-use step in which it was initiated.

Some clarifications: This “overlapping” of effects *does not* prevent the user from taking actions in the following round. For example, let's say a character loses initiative in round one, but still manages to raise a Sphere in Step 9. In round two, the character who raised the Sphere gains initiative. The Sphere is still in effect, but that character may use the Art, move, or attack; the character is only prevented from taking additional actions during the round in which the Sphere was actually raised.

However, the “overlapping” of effects most certainly *does* affect opponents. For example, if a vampire uses Halt during Step 9 of round one, and its opponent gains initiative, that opponent still cannot fight, move, or use the Art before Step 9 in round two.

SENSING THE UNKNOWN

Okay, CHILL Masters. How many times has it happened? The envoys are in a large room. Suddenly, they notice fog seeping into the room. The only exit slams shut, the room turns blacker than raven's wings, and one of the humans screams in agony. Some brilliant envoy suddenly cries out, “I'm trying to Sense the Unknown!”

Well, that's no real problem; after all, envoys have a right to waste all the time they want to before they become a vampire's snack. But problems can arise with Sensing the Unknown. Most specifically, envoy PCs often do two things with this discipline, both of which cause difficulty for you CMs: the PCs use it continually, or they fail to use

it when they should.

Take the case of an envoy who enters a haunted house and says, "I'm Sensing the Unknown." As the CM, you roll the check and respond that the envoy senses nothing. The envoy's player decides the PC will keep trying, and trying, and trying—forcing you to roll every five seconds until the dice cooperate.

That ruffles your feathers a bit, doesn't it? Well, you no longer have to put up with this nonsense. At your discretion as the CM, you may limit checks for Sensing the Unknown to one check per PC per area, encounter, or situation. For example, if the PCs enter an allegedly haunted house, each PC has a right to try to Sense the Unknown. If nothing is detected, you don't have to permit another attempt until the envoys enter another room of the house, or at least until an Evil Way discipline goes off or a creature joins them in the room.

Then there are the times when it would be very convenient for the course of an adventure if the envoys would attempt to Sense the Unknown—but no one thinks to do it! There's a new rule to cover this problem: whenever one or more PCs could Sense the Unknown, and probably would under better circumstances, you may go ahead and roll a CM's secret Sense the Unknown check for each PC. If the dice indicate success, you should simply announce to the appropriate PC that he or she senses the Unknown.

Example of a CM's secret check: Three envoys are in the lobby of a large hotel. An hour before, a mummy checked into the hotel, disguising itself with some nice clothes and a Purified Shell. As the PCs register, you roll a secret Sense the Unknown check for each envoy. One of the PCs is successful. As CM, you tell that character's player, "By the way, your character notices faint traces of the Unknown on the registration desk, and a faint trail of these traces leading to the elevators at the side of the lobby."

What PCs Can Learn by Sensing the Unknown

The original CHILL game rules are both specific and vague when describing what a PC can learn by successfully Sensing the Unknown. (See page 51 of the *Campaign Book*.) Basically, the original rules say this:

If a character succeeds in Sensing the Unknown, the CM may tell him or her...*one*, whether another character is practicing the Art within 30 feet; *two*, whether a creature is or has been within 30 feet and in which the direction the creature lies (e.g. above, to the right, east...); or *three*, whether the Evil Way has been used in an area or on an object...

The wording seems specific, but the most important word is in that first sentence, which says, "...the CM *may* tell him or her..." In other words, when a PC successfully Senses the Unknown, you, the CM, may tell that PC as much or as little as you desire. This power is given to all CMs so they can maintain the tension, suspense, and fun of the game. Don't abuse this power, however; a character who successfully Senses the Unknown must be told *some-*

thing. (After all, they've earned the right to know a little bit.) Strike a compromise; reveal just enough information to keep the adventure fun and suspenseful, but nothing more.

THE FEAT OF STRENGTH DISCIPLINE

I'm afraid I put my talon in my beak when I described this one on page 53 of the *Campaign Book*. CHILL rules specifically say a PC can't do anything else during the round in which he or she uses the Art. So, technically, a PC who uses the Feat of Strength discipline can't do anything else that round—including using the extra strength he or she has gained! Oh well, even the best birds occasionally make a slip of tongue.

A character who successfully uses the Feat of Strength discipline can make use of his or her increased strength in that same round, just as the example in the CHILL *Campaign Book* indicates. Only one restriction applies: the character cannot use the Feat of Strength to make an attack. The purpose of the Feat of Strength is to allow characters to use extraordinary strength for defensive or rescue purposes in desperate situations, not to allow them to become vampire-whomping supermen.

THE SPHERE OF PROTECTION

This discipline needs a little bit of clarification. First of all, the discipline lasts for one full round, no more and no less. The discipline goes into effect during the PCs' Art step of the round—Step 4 or Step 9. The effects last until the beginning of the next Step 4 or Step 9 in the combat round. (See "What Does 'For a Round' Mean?" above.)

Secondly, the specific effects of the Sphere could use a little clarification. The Sphere protects those within it from all forms of attack, including disciplines of the Evil Way. It will even cancel the effects of any disciplines already operating within its radius. For example, if a room has been Darkened, characters within a Sphere of Protection still enjoy normal illumination within the Sphere for as long as the Sphere lasts. When the Sphere expires, they suffer the effects of the Darken discipline.

The Sphere halts the effects of some disciplines on a temporary basis only—especially Subjection disciplines with ongoing effects. When the Sphere expires, the effects of such disciplines continue. For example, characters who are Influenced enjoy a few seconds of lucid thought while within the Sphere, but the Sphere doesn't break the Influence; it just puts it "on hold" for a while. Similarly, victims of Fleshcrawl won't change in appearance as long as they are within a Sphere; however, as soon as the Sphere is lifted, the Fleshcrawl effects continue (starting where they left off).

THE INCORPOREAL DISCIPLINES

Through extensive, costly research and considerable trial and error, S.A.V.E. has finally perfected three new dis-

ciplines: Leave the Body, Incorporeal Attack, and Seance. Together, this trio makes up a new form of the Art, the Incorporeal disciplines. Incorporeal disciplines make possible the direct perception of, contact with, and even attack upon incorporeal creatures, such as ghosts.

Envoys can acquire these disciplines just as they acquire others. Because the trio comprises a new form of the Art, a character who acquires one must acquire all three before acquiring disciplines of another form. (See page 52 of the *Campaign Book*.)

One word of warning: these new disciplines are extremely dangerous. (Just ask the envoys who tested them; one or two still may be alive, heh, heh, heh...) So if you haven't got plenty of Willpower up your sleeve, a lot of experience behind you, and a great deal of courage deep within, forget about the Incorporeal disciplines.

A character's base chance for success when using an Incorporeal discipline is $(PCN + WPR + STA) \div 3$.

Leave the Body

Successful use of this discipline takes the life force of the user out of his or her own body. (It's a trip, but it's no vacation, heh, heh, heh...) The user actually becomes incorporeal for the duration of the discipline. The user's body appears to die; a doctor examining the body would pronounce it dead.

To use this discipline, the character must spend 1d10 points of Willpower when attempting to leave his or her body. This Willpower is expended whether or not the discipline use succeeds. Furthermore, the user must spend another 1d10 points of Willpower upon reentering his or her body. Thus, if the discipline use is successful, the user will expend a total of 2d10 Willpower points.

The user of this discipline can remain incorporeal for as long as he or she desires. However, after ten rounds, the character must expend 1 Willpower point per round to remain outside his or her body.

Sounds easy, doesn't it? Well, believe what you will; it's no skin off *my* beak, heh, heh. A lot of envoys left their bodies *permanently* when using this discipline, and more are sure to follow. Leave the Body doubles the user's vulnerabilities; the character suddenly has two entities to protect: an incorporeal self, and a helpless physical shell.

The Incorporeal Self: While incorporeal, the user retains his or her full intelligence, knowledge, and memories. He or she can clearly see any other incorporeal creature out to the normal range of visibility for a human character. However, the physical world is difficult to perceive; objects appear blurred, faint, and indistinct, and all "life" seems to fade from their colors. The user must make a general Perception check with a -20 modifier to notice any details in the physical world while he or she remains incorporeal.

The user can move as an incorporeal creature at a rate of 75 feet per round. The user simply "thinks" the direction in which he or she wishes to move, and the movement is

accomplished. The user can even move through the air, up and down, through walls, and so forth, like any incorporeal creature.

If the current Willpower of the user drops to 20 or below, the character can take no action except attempting to reenter his or her body. To do so, the user simply moves to the body and expends the necessary 1d10 points of Willpower. If the user does not have enough Willpower to reenter the body, the character dies, with no Luck check allowed. (You better reserve all ten points if you want to survive.)

A PC envoy using this discipline can engage in incorporeal combat. The character can attack using the Incorporeal Attack discipline, and is subject to a creature's incorporeal attacks (as described in Chapter 6 of CREATURE FEATURE). Of course, the PC envoy suffers only Willpower loss from such attacks; he or she has no Evil Way Score.

The Body: The user's body is extremely vulnerable while the user is incorporeal. The character cannot control the body in any way; it's defenseless. The body suffers damage just as any human does when helpless and immobile. If the body suffers a Critical wound and is reduced to zero Stamina, it "dies"—and so does the user when the discipline's effects end.

Wounds are not the worst of a body's troubles, however. Without a life force, the body is vulnerable to seizure by an incorporeal creature. To seize a body (an empty one, that is), a creature must move to the body, spend 3d10 points of Willpower, and roll a specific check against its Evil Way Score. A "C" result indicates that the creature successfully enters the body. The creature remains inside until it chooses to leave (at no cost of Willpower), or until it is forced to leave. Only two things force a creature to leave: its current Willpower must drop to 20 or below, or the body must die.

When a creature seizes a character's body, the body appears to come to life; *the occupying creature is completely in control*. The body remains in the creature's control for as long as the creature inhabits it.

If a character's body has been seized, he or she cannot reenter that body until the creature leaves. Of course, the body must be alive to be reentered, which brings me to a delicate point: if an incorporeal creature seizes an empty body, and then uses Corporeal Manifestation as explained in Chapter 5, the body dies automatically (and quite gruesomely, too, heh, heh...).

Obviously, attacking the body inhabited by a creature harms the body, but not the creature. However, a creature occupying a body *is* vulnerable to assaults made with the Incorporeal Attack discipline.

Incorporeal Attack

This discipline allows the user to make incorporeal attacks—attacks much like those incorporeal creatures can make, as described in Chapter 6. The user of this

discipline must be incorporeal at the moment the discipline is used. The target of the attack must be either an incorporeal creature, or a creature in fog/mist form. Both the attacker and the defender must be within melee range (within 5 feet of one another) at the start of the Art-use step of the round.

The user must spend 1d10 points of Willpower to make an Incorporeal Attack. This Willpower is expended whether the attack is successful or not.

To resolve the attack, the user must make a specific check versus his or her discipline score. (This is *not* how creatures make incorporeal attacks; they make specific Willpower checks, and expend no Willpower in order to attack.) The Action Table column corresponding to the target's current Willpower score shows results. Use the following key:

S = Target's current WPR reduced by 1-5 points (1d10 divided by two, fractions rounded up).

L = Target's current WPR is reduced by 1d10 points.

M = Target's current WPR is reduced by 2d10 points.

H = Target's current WPR is reduced by 3d10 points.

C = Target's current WPR is reduced by 3d10 points, and target's EWS is reduced by 1d10 points.

An envoy using this discipline is subject to similar attacks by incorporeal creatures, as described in Chapter 5. Of course, the envoy suffers only Willpower loss from such attacks; he or she has no Evil Way Score.

Seance

Successful use of this discipline puts the user in direct mental contact with a specific incorporeal creature, and allows the user to obtain some information directly from that creature's mind. The user runs the risk, however, of a tremendous Willpower drain and temporary insanity.

The user of this discipline must know the name of the incorporeal creature who is to be contacted. He or she must be in the presence of at least two other envoys. Preferably, the surroundings are quiet, dark, and pleasant; in any event, this discipline cannot be used in a combat situation.

The user must spend 2d10 Willpower to use the discipline; this Willpower is expended even if the discipline use fails. The user then calls the name of the incorporeal creature to be contacted. Range is not a factor; the creature summoned may be anywhere. The user rolls a specific check against his or her score with the discipline, reading successful results on the Action Table column corresponding to the current Willpower of the creature summoned. Use the following key to interpret results:

S = Contact lasts two rounds; user obtains one item of information.

L = Contact lasts four rounds; user obtains two items of information.

M = Contact lasts six rounds; user obtains three items of information.

H = Contact lasts eight rounds; user obtains four items

of information.

C = Contact lasts ten rounds; user obtains four items of information, and cannot be attacked by the contacted creature for the duration of the discipline.

"Contact" with a creature specifically means this: the creature is forced to come to within 5 feet of the user, using Manifestation if it's a ghost, or appearing as a foggy form if it's another incorporeal.

"Items of information" (which the user obtains) may be anything the discipline user desires, with one exception: the creature cannot be forced to reveal the *precise* means by which it can be destroyed. For example, a banshee cannot be forced to reveal which dolmen is its personal dolmen, because this would be the same as revealing exactly how the creature could be destroyed. It *can* be forced to reveal the general area in which its dolmen lies, however. Creatures also can be forced to reveal the identity and location of victims they are currently bothering, and the names and even the abodes of other creatures with which they may be cooperating.

Now for the danger: Although the creature summoned is forced to remain within 5 feet of the user, and forced to reveal sensitive information, the creature is far from helpless. The creature can use Evil Way disciplines as it pleases, even while answering the user's questions. Furthermore, the creature can make incorporeal attacks against the user for the duration of the discipline—even though the user is not incorporeal. (The creature cannot seize the user's body, however.) There's only one exception: if the user obtains a "C" result, that character is immune to all attacks the creature may make (other envoys, however, are not).

A Sphere of Protection functions normally to protect envoys while a Seance is in effect, but the Sphere must be raised and maintained by characters other than the envoy using the Seance discipline.

More danger: the user of the Seance discipline can take no other actions for the duration of the discipline use. Of course, this means the character cannot defend him- or herself.

Ending the discipline: The user may elect to end the discipline use prior to the time indicated by the results key, but obtains only one item of information for every two rounds the discipline is maintained.

The user *must* end the Seance if his or her current Willpower drops to 20 or below. If this happens, the user becomes stark, raving mad for 1d10 hours. During this time, the character alternates between a terrified reaction—fleeing from everyone and everything—and a violent reaction—attacking everyone and everything in sight with any means at hand.

When the discipline use ends, the creature called upon may either return immediately to the place from which it was summoned, or it may remain where it is, and move and behave normally. This choice is left to the creature or CM.

CLOSING CAWS

Well, that wraps up another great volume from yours truly— *almost...* On the following pages you'll find a lot of useful stuff for both CREATURE FEATURE and CHILL:

- Four blank CREATURE FEATURE character record sheets—one for each type of PC.
- One blank CREATURE FEATURE character background sheet.
- Four pregenerated player characters for CREATURE FEATURE—one of each creature type.
- Thirteen NPCs unlucky enough to have known the PCs above. (You might call these NPCs “premixed victims,” heh, heh, heh.)
- A summary of the important tables in this book.

It's time for me to leave now, but we'll meet again soon. I'll be the shadow at the edge of your nightmares, watching the latest horrors as they arrive... from parts Unknown.

CREATURE FEATURE™ VAMPIRE RECORD SHEET

Player:				Character:			
	<i>Col.</i>	<i>Score</i>		<i>Col.</i>	<i>Score</i>	WOUNDS	CPs:
STR	6		PCN	6		S ☐ ☐	
DEX	4		STA	8		L ☐ ☐	
AGL	7		EWS		85	M ☐ ☐	
WPR	6		FEAR		4	H ☐ ☐	
PER	3		ATTACK		2/	C ☐	Record Victim: _____

Movement: As human, or 75' per round as fog or mist

Notes: If wounded, vampire must recover as a normal human does.

Lifting (Max. Wt.) _____

Throwing (Max. Wt.) _____

Rehabilitation rate/day _____	STA lost to wounds _____	Current STA _____
Regeneration rate/round NA _____		Current WPR _____

POWERS

1. Sprint in human form without STA loss for up to 30 min.
2. Change to mist/fog at a cost of 1 WPR.
3. Become infinitely thin to pass through portals.
4. Climb like a spider at a rate of 20 feet per round.
5. Blood-drain melee attack (causes "C" wound, draws 1d10 STA/round from victim).
6. Cannot be wounded, but do suffer Stamina loss from attacks.

NEW POWERS

LIMITATIONS

1. Cannot cross running (fresh) water on foot.
2. Cast no reflection in mirror; cannot be photographed or recorded with video equipment.
3. Pass general Willpower check in presence of mirror, or attempt to break the mirror.
4. Pass general Willpower check or flee when confronted with garlic, wolfsbane, or any form of cross.
5. Immobilized by a wooden stake through the heart.
6. Made powerless by sunlight; can take no action except turn to fog or mist and move in that form.
7. Must rest in earth from own grave during daylight hours, in a place without sunlight. Must be in human form to rest.
8. If reduced to 0 current Stamina, must return to resting place.
9. Require 24 hours in resting place, in human form, to regenerate lost Stamina.
10. Can regenerate Willpower only in resting place.
11. Special limitation: _____

DESTRUCTION

A vampire is destroyed by:

1. Exposure to sunlight for 12 consecutive rounds.
2. Immersion in fresh water for 12 consecutive rounds.
3. A wooden stake driven through the heart, decapitation, and stuffing of the mouth with garlic.
4. Failure to rest as required from sunup to sundown, with 1d10 minutes leeway.

EVIL WAY DISCIPLINES

Discipline	Type	Col.	EWS	Cost	Range	Area	Auto.
Second Light	DIS	1	85	1/use	touch	1 light	_____
Wave of Fog	DIS-SP	1	85	1/min.	NA	1 mile ra.	_____

SKILLS

Name	Rank	Base	Score	Name	Rank	Base	Score
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

Player:			Character:				
	Col	Score		Col	Score	WOUNDS	CPs:
STR	6		PCN	6		S ○ ○	
DEX*	2		STA	5		L ○ ○	
AGL	6		EWS		85	M ○ ○	
WPR	4		FEAR		4	H ○ ○	
PER*	NA		ATTACK		3/	C ☐	Record Victim: _____

CREATURE FEATURE™ MUMMY RECORD SHEET

Player:

Character:

	<i>Col.</i>	<i>Score</i>
STR	5	
DEX	3	
AGL	2	
WPR	9	
PER	1	

	<i>Col</i>	<i>Score</i>
PCN	6	
STA	7	
EWS		85
FEAR		4
ATTACK		3/

WOUNDS

S	☐	☐
L	☐	☐
M	☐	☐
H	☐	☐
C	☐	

CPs:

Record Victim: _____

Movement: Limited to 40 feet per round on foot on land; no ability to swim or fly.

Lifting (Max. Wt.) _____

Throwing (Max. Wt.) _____

Notes:

Rehabilitation rate/day _____ STA lost to wounds _____ Current STA _____

Regeneration rate/round _____ Current WPR _____

POWERS

NEW POWERS

1. Wounded only by fire, water, and silver weapons, but suffers STA loss from all forms of attack.
2. When killed, carried to tomb by whirlwind and reappears completely healed and rehabilitated.
3. Automatically transported to own place of embalmment in 1d10 rounds when scroll is being read there at sunrise.

LIMITATIONS

1. Unless killed, regenerates and rehabilitates STA, and heals wounds, like a normal human.
2. Cannot touch or destroy its scroll. (No one can destroy before mummy's demise.)
3. Fire or water inflict 1 medium wound per round; silver weapons inflict normal wound damage.
4. Cannot detach its wrappings.
5. Special limitation: _____

DESTRUCTION

A mummy is destroyed when the scroll prepared at its embalming is read completely. The reading must occur at sunrise at the mummy's place of embalmment. A complete reading takes 24 rounds. The mummy automatically appears on the scene 1d10 rounds into the reading.

EVIL WAY DISCIPLINES

[illegible]

SKILLS

Name	Rank	Base	Score	Name	Rank	Base	Score

CREATURE FEATURE™ GHOST RECORD SHEET

Player:			Character:				
	<i>Col</i>	<i>Score</i>		<i>Col</i>	<i>Score</i>	WOUNDS	CPs:
STR	NA	NA	PCN	9		S ☐ ☐	
DEX	NA	NA	STA	NA	NA	L ☐ ☐	
AGL	NA	NA	EWS		85	M ☐ ☐	
WPR	6		FEAR		4	H ☐ ☐	
PER	NA	NA	ATTACK		1/*	C ☐	Record Victim: _____

* Attacks using Chilling Touch or Evil Way disciplines only.

Movement: 75 ft/round as incorporeal.

Notes: Damage (short of destruction) suffered during Corporeal Manifestation disappears when ghost assumes another form.

Lifting (Max. Wt.) _____

Throwing (Max. Wt.) _____

Rehabilitation rate/day _____	STA lost to wounds _____	Current STA _____
Regeneration rate/round _____		Current WPR _____

POWERS

1. Normally invisible and incorporeal.
2. Have Manifestation as unique, automatic power.
3. Chilling Touch attack: rolled against EWS, resolved on column corresponding to victim's unskilled melee score. Treat as normal unarmed melee attack. "C" result leaves victim stunned for one complete round.
4. Cannot be harmed by physical attacks.

LIMITATIONS

1. Cannot speak except through use of Evil Way disciplines, such as Contact the Living.
2. Cannot manipulate physical objects except through use of Evil Way disciplines, such as Telekinesis.
3. Special limitation: _____

NEW POWERS

_____	_____
_____	_____
_____	_____

DESTRUCTION

EVIL WAY DISCIPLINES

Discipline	Type	Col.	EWS	Cost	Range	Area	Auto.
Contact Living	SUB	Will	85	2/rnd.	Any	Any	_____
Manifestation	DIS	Auto	85	1/use	Self	Self	Yes
Write	DIS-SP	1	85	1/letter	1 mi.	1 surface	_____

_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

SKILLS

Name	Rank	Base	Score	Name	Rank	Base	Score
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

CREATURE FEATURE™
CREATURE BACKGROUND SHEET

Player: _____

Creature Name: _____

Creature Type: _____
Age at Death: _____
Date of Death: _____
Height: _____
Weight: _____
Eye Color: _____
Hair Color: _____
Fur Color (werewolves): _____
General Description: _____

SOCIAL BACKGROUND

Regional Affiliation: _____

Ethnic Background: _____

Education: _____

Occupation: _____

Social Status: _____

Economic Status: _____

PERSONAL BACKGROUND

Parents

Mother, relationship: _____

Father, relationship: _____

Step-parent, relationship: _____

Spouse(s)/Age/Status: _____

Children/Age/Relationship: _____

Siblings/Age/Relationship: _____

Friends and Partners/Age/Relationship: _____

Enemies/Age/Reason for Enmity: _____

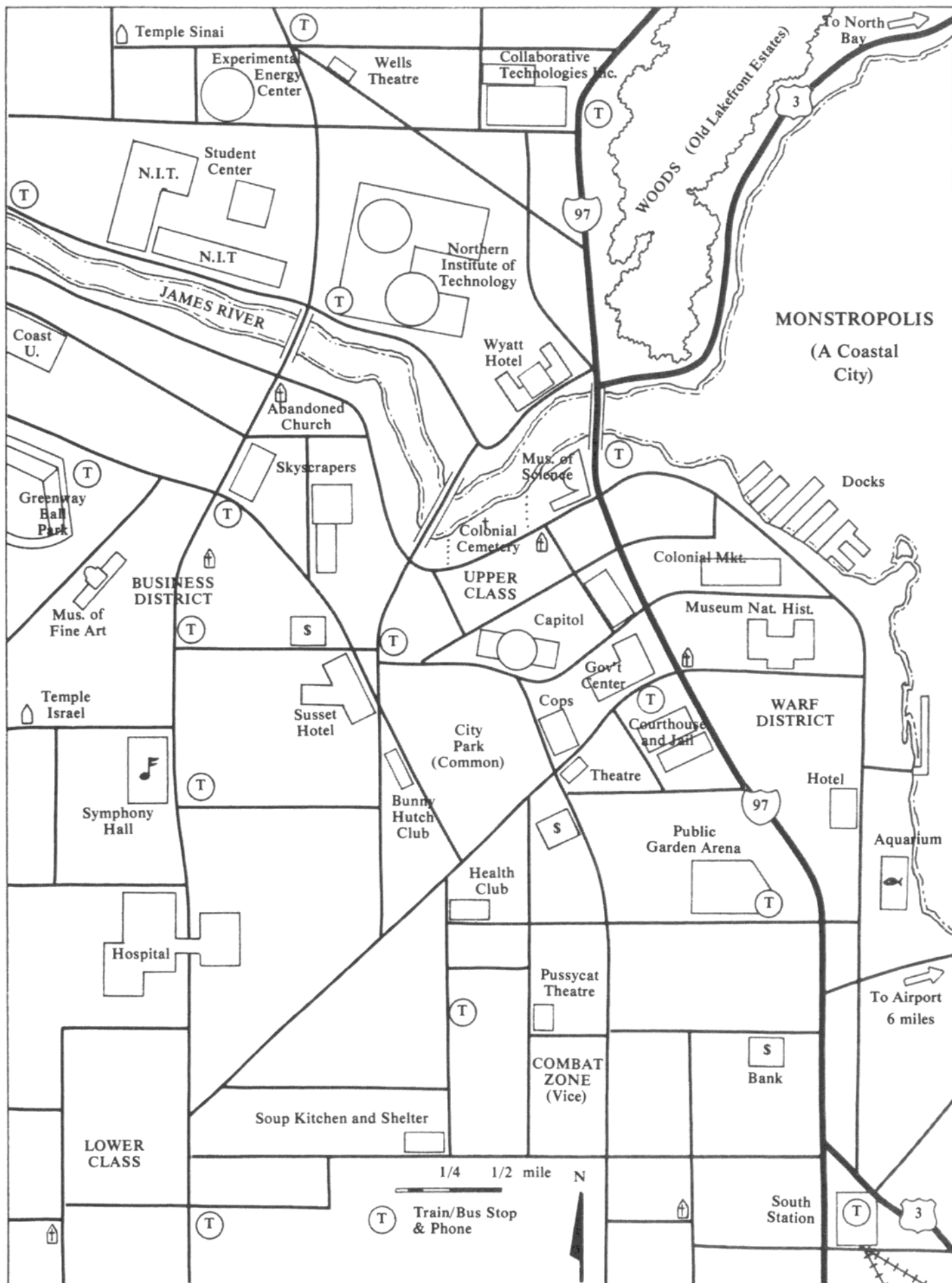
Circumstances of Death: _____

Personal History (attach separate sheet if needed);
deity (mummies only): _____

Special Hatred Group: _____

Special Items: _____

Abode: _____



CREATURE FEATURE™ VAMPIRE RECORD SHEET

Player: _____ Character: Victor Baseheart

	Col	Score		Col	Score	WOUNDS	CPs:
STR	6	85	PCN	6	87	S ○ ○	
DEX	4	52	STA	8	114	L ○ ○	
AGL	7	101	EWS		85	M ○ ○	
WPR	6	94	FEAR		4	H ○ ○	
PER	3	37	ATTACK		2/93%	C ☐	Record Victim: _____

Movement: As human, or 75' per round as fog or mist

Notes: If wounded, vampire must recover as a normal human does.

Lifting (Max. Wt.) _____

Throwing (Max. Wt.) _____

Rehabilitation rate/day _____ STA lost to wounds _____ Current STA _____

Regeneration rate/round NA _____ Current WPR _____

POWERS

1. Sprint in human form without STA loss for up to 30 min.
2. Change to mist/fog at a cost of 1 WPR.
3. Become infinitely thin to pass through portals.
4. Climb like a spider at a rate of 20 feet per round.
5. Blood-drain melee attack (causes "C" wound, draws 1d10 STA/round from victim).
6. Cannot be wounded, but do suffer Stamina loss from attacks.

LIMITATIONS

1. Cannot cross running (fresh) water on foot.
2. Cast no reflection in mirror; cannot be photographed or recorded with video equipment.
3. Pass general Willpower check in presence of mirror, or attempt to break the mirror.
4. Pass general Willpower check or flee when confronted with garlic, wolfsbane, or any form of cross.
5. Immobilized by a wooden stake through the heart.
6. Made powerless by sunlight; can take no action except turn to fog or mist and move in that form.
7. Must rest in earth from own grave during daylight hours, in a place without sunlight. Must be in human form to rest.
8. If reduced to 0 current Stamina, must return to resting place.
9. Require 24 hours in resting place, in human form, to regenerate lost Stamina.
10. Can regenerate Willpower only in resting place.
11. Special limitation: _____

NEW POWERS

DESTRUCTION

A vampire is destroyed by:

1. Exposure to sunlight for 12 consecutive rounds.
2. Immersion in fresh water for 12 consecutive rounds.
3. A wooden stake driven through the heart, decapitation, and stuffing of the mouth with garlic.
4. Failure to rest as required from sunup to sundown, with 1d10 minutes leeway.

EVIL WAY DISCIPLINES

Discipline	Type	Col.	EWS	Cost	Range	Area	Auto.
Second Light	DIS	1	85	1/use	touch	1 light	_____
Wave of Fog	DIS-SP	1	85	1/min.	NA	1 mile ra.	_____
Influence	SUB	Will	85	10/use	Special	1 character	_____
Darken	DIS	1	85	2/rnd.	touch	1 room	_____

SKILLS

Name	Rank	Base	Score	Name	Rank	Base	Score
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

CREATURE FEATURE™ CREATURE BACKGROUND SHEET

Player: _____

Creature Name: Victor Baseheart

Creature Type: Vampire

Age at Death: 35

Date of Death: Feb. 17, 1986

Height: 6'1"

Weight: 134 lbs.

Eye Color: Brown

Hair Color: Brown

Fur Color (werewolves): NA

General Description:

SOCIAL BACKGROUND

Regional Affiliation: American Midwest; born and raised in Chicago, Illinois.

Ethnic Background: White middle class

Education: B.A. Comparative Literature, Yale, 1972

Ph.D. Comparative Literature, Cornell, 1977

Occupation: Unemployed; would be teacher and writer

Social Status: Upper middle class

Economic Status: Poor

PERSONAL BACKGROUND

Parents

Mother, relationship: Helen Brown Baseheart, 62, Chicago.

Relationship pleasant.

Father, relationship: William G. Baseheart, 63, Chicago.

Relationship unpleasant.

Step-parent, relationship: NA

Spouse(s)/Age/Status: None

Children/Age/Relationship: None

Siblings/Age Relationship: Virginia Ann Baseheart, 25, pleasant relationship.

James B. Baseheart, 47, pleasant relationship.

Friends and Partners/Age/Relationship:

Edward H. Lincoln, 28, Chicago, civil engineer.

Enemies/Age/Reason for Enmity:

1. Anna Louise Hayes, 26. Spurned proposals, publicly humiliated me at University Club cocktail party.

2. Michael Antonini, 37. Stole assistant professorship at University of Chicago that should have been mine.

3. Steven O'Donnel, 31. Successful playwright who refused to collaborate with me on play that became a smash hit.

4. Mrs. Jonathan Wright, nee Amy McPeters, 38. Wrongly accused me of stealing diamond earrings at a party at her home.

Circumstances of Death: Bitten and killed by unknown vampire.

Personal History (attach separate sheet if needed); deity (mummies only):

Son of an overprotective mother and a tyrannical father. Literary aspirations provided an escape from the harsh realities of my relationship with Father. Constant failure led to poverty and alcohol abuse, but sharp wits kept me in good social standing. Political cuts in funding for higher education dried up my preferred job market, and attempts at writing failed to produce economic success. In the last years of my life, I seethed with hatred, jealousy, and despair.

Special Hatred Group:

Successful writers and successful academic literary critics, and their families and descendants, forever.

Special Items:

Abode:

CREATURE FEATURE™

WEREWOLF (Loup du Mal) RECORD SHEET

Character: Sheila Lewis

	Col.	Score		Col.	Score	WOUNDS			CPs:
STR	6	89	PCN	6	82	S	☐	☐	
DEX*	2	27	STA	5	74	L	☐	☐	
AGL	6	87	EWS		85	M	☐	☐	
WPR	4	59	FEAR		4	H	☐	☐	
PER*	NA	NA	ATTACK		3/88%	C	☐		
Record Victim: _____									

* Personality and Dexterity scores are always “50” when creature is in human form.

Lifting (Max. Wt.) _____

Throwing (Max. Wt.) _____

Rehabilitation rate/day _____	STA lost to wounds _____	Current STA _____
Regeneration rate/round _____		Current WPR _____

NEW POWERS

- [illegible]

1. Cannot wear clothing or armor while in wolf form. Anything worn while transforming from human to wolf form is destroyed by the transformation.
2. Special limitation: Must pass general WPR check whenever you see or smell human blood. Failure means involuntarily change to wolf form in next round.

DESTRUCTION

A Loup du Mal is destroyed by:

1. Any hit by a silver bullet fired from a firearm or sling, regardless of the seriousness of the wound that would normally be inflicted.
2. Contact with the blood of a human who gave his or her life to protect others (martyr's blood).

EVIL WAY DISCIPLINES

Discipline	Type	Col.	EWS	Cost	Range	Area	Auto.
Invisibility	DIS	1	85	5/min.	NA	Self	
Teleport	DIS	1	85	10/use	1 mile	Self	
White Heat	DIS-SP	3	85	3/rnd.	Sight	1 item	
Quiet	DIS	1	85	2/min.	Touch	25' radius	

SKILLS

Name	Rank	Base	Score	Name	Rank	Base	Score

CREATURE FEATURE™
CREATURE BACKGROUND SHEET

Player: _____

Creature Name: Sheila Lewis

Creature Type: Loup du Mal

Age at Death: 54

Date of Death: Dec. 3, 1985

Height: 5'11"

Weight: 142 lbs.

Eye Color: Green

Hair Color: Brown

Fur Color (werewolves): White

General Description:

SOCIAL BACKGROUND

Regional Affiliation: Native of Chicago, Illinois

Ethnic Background: White working class

Education: High school equivalency

Occupation: Short order waitress

Social Status: Lower class

Economic Status: Poor

PERSONAL BACKGROUND

Parents

Mother, relationship: Ophelia Lewis, 78, once lived with me; now in state supported nursing home.

Father, relationship: Deceased

Step-parent, relationship: NA

Spouse(s)/Age/Status: None

Children/Age/Relationship: None

Siblings/Age Relationship: Frederick Lewis, 39. Ad executive, wealthy wastrel, unpleasant relationship.

Friends and Partners/Age/Relationship:

John R. Smith, 50. Chicago factory worker.

Betty Lou Elmeron, 52. Waitress at same diner as Sheila.

Enemies/Age/Reason for Enmity:

1. Amanda R. Wilkerson, 53. Stole and married my teenage sweetheart, Ralph Stanislawski, who became a rich construction contractor.

2. Kurt Steiner, 60. Collection manager for electric utility who caused my power to be turned off four times.

Circumstances of Death:

Killed in a freak accident when a power line, covered with ice, broke and fell to the street as I was walking past. I was electrocuted almost instantly.

Personal History (attach separate sheet if needed); deity (mummies only):

I was born to a poor, working class family in Chicago. Dad was killed in Italy during the war, when I was 12. Mom made ends meet as best she could. I dropped out of high school to help Mom, and spent the rest of my life waiting on tables. My only chance to get out of this grind was Ralph Stanislawski, but Amanda Wilkerson charmed him away from me. About the only pleasures I ever had in life were sharing a few beers on a Friday night with the boys from the factories, especially John Smith, who more than once loaned me \$10 or \$20 so I could keep going.

Special Hatred Group:

Utility companies, their management employees and key stockholders, and their families and descendants, forever.

Special Items:

Abode:

Player:			Character: Neb Harahkti				
	<i>Col.</i>	<i>Score</i>		<i>Col.</i>	<i>Score</i>	WOUNDS	CPs:
STR	5	74	PCN	6	85	S ○ ○	
DEX	3	41	STA	7	96	L ○ ○	
AGL	2	35	EWS		85	M ○ ○	
WPR	9	139	FEAR		4	H ○ ○	
PER	1	8	ATTACK		3/55%	C □	Record Victim: _____
Movement: Limited to 40 feet per round on foot on land; no ability to swim or fly.						Lifting (Max. Wt.) _____	
Notes:						Throwing (Max. Wt.) _____	
Rehabilitation rate/day _____			STA lost to wounds _____			Current STA _____	
Regeneration rate/round _____						Current WPR _____	

NEW POWERS

1. Wounded only by fire, water, and silver weapons, but suffers STA loss from all forms of attack.
2. When killed, carried to tomb by whirlwind and reappears completely healed and rehabilitated.
3. Automatically transported to own place of embalment in 1d10 rounds when scroll is being read there at sunrise.

1. Unless killed, regenerates and rehabilitates STA, and heals wounds, like a normal human.
2. Cannot touch or destroy its scroll. (No one can destroy before mummy's demise.)
3. Fire or water inflict 1 medium wound per round; silver weapons inflict normal wound damage.
4. Cannot detach its wrappings.
5. Special limitation: Leave faint trace of green mold on anything you touch.

A mummy is destroyed when the scroll prepared at its embalming is read completely. The reading must occur at sunrise at the mummy's place of embalment. A complete reading takes 24 rounds. The mummy automatically appears on the scene 1d10 rounds into the reading.

[illegible]

Name	Rank	Base	Score	Name	Rank	Base	Score
Language, Ancient	Master	(Pcn+Wpr)+2					

CREATURE FEATURE™

CREATURE BACKGROUND SHEET

Player: _____

Creature Name: Neb Harahktr _____

Creature Type: Mummy _____
Age at Death: 68 _____
Date of Death: Aug. 23, in the fifth year of the reign of Unas (Life! Health! Prosperity!), Sixth Dynasty, Old Kingdom (approx. 2300 D.C.) _____
Height: 5'7" _____
Weight: 115 lbs. _____
Eye Color: Brown _____
Hair Color: Brown _____
Fur Color (werewolves): NA _____
General Description: _____

SOCIAL BACKGROUND

Regional Affiliation: Egypt _____

Ethnic Background: Egyptian _____
Education: Renowned scholar of mathematics, religion, and magic _____

Occupation: High Priest _____

Social Status: Highest social level, confidant of Pharaohs _____

Economic Status: Filthy rich _____

PERSONAL BACKGROUND

Parents

Mother, relationship: Deceased _____

Father, relationship: Deceased _____

Step-parent, relationship: None _____

Spouse(s)/Age/Status: Hatshetiri. Deceased. Died insane, obsessed by magic and the occult. _____

Children/Age/Relationship: All deceased. _____

Siblings/Age Relationship: None _____

Friends and Partners/Age/Relationship:

All deceased. _____

Enemies/Age/Reason for Enmity:

1) Geb, high priest of Thoth, who sought to make Thoth mightier than Anubis; 2) Inkhaton, the scribe, who tried to supplant my position as the principal advisor of the Son of the Sun, Pharaoh Unas I (Life! Health! Prosperity!); 3) Nefer-Khushti, wife of Inkhaton, who once sued my wife's brother for ownership of land on which my wife's cousin's tomb was to be built; 4) Dr. Joseph Cohen, 25, archaeologist, disturber of my rest. _____

Circumstances of Death:

Died voluntarily to become the guardian of the tombs of the Sixth

Dynasty Pharaohs and all their relations. Buried with the Crown Prince Unas who died in childhood.

Personal History (attach separate sheet if needed); deity (mummies only): *Anubis, god of dead.*

I was the son of a priest who was the son of priests, though we were none of us priests of the sun. In the due course of time I became the High Priest of Anubis, god of the dead, leader of men to the underworld and the life hereafter. I reproached the despised Geb, who sought to make Thoth a greater god than Anubis, and who despoiled many of Thoth's granaries with the sword, and who sent many of Thoth's priests to meet Anubis.

In time I became the principal counselor of the god-king Unas (Life! Health! Prosperity!) who, no doubt, now rides the sky boat with Ra—but who dwells in the west, with me. As counselor, I despoiled the family of the accursed scribe Inkhaton, who sought to take grain from Anubis' mouth merely to alleviate a famine among peasants. I sent his wife, Nefer-Khushti, to meet Anubis. (May he have thrown her soul to the crocodiles in the River of Death!)

Then did Inkhaton conspire against me, suggesting that I die to become the guardian of the young god Unas, son of Unas (Life! health! Prosperity!). In this did the god-king concur. I was buried with the young Pharaoh, and given guardianship of all tombs of the Sixth Dynasty Pharaohs and their relations (97 tombs in all), in the great necropolis of Memphis.

Only recently was my rest disturbed, when a barbarian despoiler of tombs stole the body of the boy *who would have been a god*, and brought it to a strange temple in strange city called Chicago.

Special Hatred Group: _____

All archaeologists, their families, friends, relations, and descendants—*forever.*

Special Items:

1. Personal sarcophagus, in a rented storage shed in Chicago.
2. Statue of Anubis, in same shed with sarcophagus.
3. Altar and ceremonial paraphernalia, stored with sarcophagus.

Abode: _____

CREATURE FEATURE™ GHOST RECORD SHEET

Player:

Character: Esther Cohen

	Col	Score		Col	Score	WOUNDS	CPs:
STR	NA	NA	PCN	9	129	S ☐ ☐	
DEX	NA	NA	STA	NA	NA	L ☐ ☐	
AGL	NA	NA	EWS		85	M ☐ ☐	
WPR	6	92	FEAR		4	H ☐ ☐	
PER	NA	NA	ATTACK		1/*	C ☐	Record Victim: _____

* Attacks using Chilling Touch or Evil Way disciplines only.

Movement: 75 ft/round as incorporeal.

Notes: Damage (short of destruction) suffered during Corporeal Manifestation disappears when ghost assumes another form.

Lifting (Max. Wt.) _____

Throwing (Max. Wt.) _____

Rehabilitation rate/day _____ STA lost to wounds _____ Current STA _____
Regeneration rate/round _____ Current WPR _____

POWERS

1. Normally invisible and incorporeal.
2. Have Manifestation as unique, automatic power.
3. Chilling Touch attack: rolled against EWS, resolved on column corresponding to victim's unskilled melee score. Treat as normal unarmed melee attack. "C" result leaves victim stunned for one complete round.
4. Cannot be harmed by physical attacks.

LIMITATIONS

1. Cannot speak except through use of Evil Way disciplines, such as Contact the Living.
2. Cannot manipulate physical objects except through use of Evil Way disciplines, such as Telekinesis.
3. Special limitation: Presence causes a strong odor of rotting, dead fish in a 15-foot radius.

NEW POWERS

DESTRUCTION

This vengeful ghost can be destroyed in only two ways:

1. By confronting it with positive, undeniable documentary evidence that her husband, Anthony, was unfaithful during life; or,
2. By the marriage of her sister Rebecca to Vita Feragamo with her father, David Cohen's, blessing.

EVIL WAY DISCIPLINES

Discipline	Type	Col.	EWS	Cost	Range	Area	Auto.
Contact Living	SUB	Will	85	2/rnd.	Any	Any	_____
Manifestation	DIS	Auto	85	1/use	Self	Self	Yes
Write	DIS-SP	1	85	1/letter	1 mi.	1 surface	_____
Telekinesis	DIS	3	85	2/rnd.	sight	1 item	_____
Wound	SUB	Will	85	10/use	100'	1 character	_____

SKILLS

Name	Rank	Base	Score	Name	Rank	Base	Score
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

CREATURE FEATURE™
CREATURE BACKGROUND SHEET

Player: _____

Creature Name: Esther Cohen

Creature Type: Ghost

Age at Death: 24

Date of Death: July 3, 1985

Height: 5'9"

Weight: 114 lbs.

Eye Color: Blue

Hair Color: Blond

Fur Color (werewolves): NA

General Description:

SOCIAL BACKGROUND

Regional Affiliation: Evanston, Ill., and Chicago area

Ethnic Background: Jewish

Education: High school diploma

Occupation: Housewife

Social Status: Once upper crust, but became middle class

Economic Status: Poor

PERSONAL BACKGROUND

Parents

Mother, relationship: Martha Raye Cohen, 48,

Evanston, Ill. Pleasant.

Father, relationship: David M. Cohen, 50,

Evanston, Ill. Owner of Cohen and Martin's Clothes Emporiums chain. Unpleasant.

Step-parent, relationship: NA

Spouse(s)/Age/Status: Anthony Feragamo, age 25.

Died mysteriously after my own death; I suspect my father had something to do with it.

Children/Age/Relationship: None

Siblings/Age Relationship: Dr. Joseph Cohen, 25. Pleasant relationship.

Rebecca Cohen, 18. Unpleasant, abusive relationship.

Friends and Partners/Age/Relationship:

Becky Lane, 23. Best friend from high school.

Martin Heinzleemann, 26. Encouraged me to go into theatre.

Abigail Brewster, 66. Kindly neighbor lady.

Vito Feragamo, 22. My husband's brother.

Enemies/Age/Reason for Enmity:

1. Rabbi Saul Berman, 56. Supported my father in opposing my marriage to Anthony.

2. Cynthia E. Cohen, 23. My brother's wife, tried to turn Joseph

against me when he gave me financial help.

3. Martin Hamelin, 50. Attorney, helped my father lock up the money grandfather Cohen left in trust for me.

4. Julia Winthrop, 25. Got the lead in our high school production of South Pacific even though I had a better voice.

Circumstances of Death:

Killed in an auto accident after visiting parents and having a vicious fight with Father about money. I was on my way back home to plan a little party for Anthony's friends on the Fourth of July.

Personal History (attach separate sheet if needed); deity (mummies only):

I was born into a wealthy Jewish family in Evanston, and raised in a comfortable atmosphere. My parents encouraged my academic ambitions. But the pleasant relationship ended when I fell in love with Anthony. Father could never forgive me for marrying into a family of a different background than our own. He disowned me, and even got his hands on the money Grandfather Cohen had left for me. (He arranged it to be for my children—of which I had none; poor Anthony was sterile.)

I worked hard to put Anthony through college and through graduate school, too. I was a good wife. We struggled quite a bit, and probably wouldn't have made it financially and emotionally without help from my brother. He was the only one in the family who stood by me.

Special Hatred Group:

Layers, their families and their descendants—forever.

Special Items:

Abode:

WILLIAM G. BASEHEART
Newspaper Editor

STR 62 DEX 65 AGL 46
PER 56 WPR 64 PCN 61
STA 62 Unskilled Melee 54

Life Points: 871

Skills:

Name	Rank	Score
Boxing	Teacher	84
Shotgun	Teacher	95
Revolver	Student	80
History	Student	78
Journalism	Master	118

At 63, William Baseheart is a hard-boiled newspaper city editor. (He is also the unwitting father of a vampire—the PC Victor Baseheart.) William's competitive drive in the news business is coupled with an avid interest in sports. In his youth, he engaged in hunting, shooting, and boxing. He still indulges interests in the first two (he and Kurt Steiner hunt together), but it's been years since he stepped inside a ring.

As a father, William was as demanding of his children as he continues to be of those who work for him. Nothing his son Victor did ever pleased him—at least, it never pleased William enough for him to admit it openly. He spoke to his children as he does to rookie reporters: briskly and bluntly, with no words wasted on compliments.

Physically, Baseheart is a balding specimen with a slight paunch. He prefers to dress in blue business suits and is seldom seen without a chubby, smoldering cigar dangling from his lips.

ANNA LOUISE HAYES, Socialite

STR 52 DEX 65 AGL 61
PER 59 WPR 63 PCN 57
STA 59 Unskilled Melee 57

Life Points: 856

Skills:

Name	Rank	Score
Contemp. Language, French	Teacher	90
Contemp. Language, Italian	Teacher	90
Modeling	Master	113
Art Criticism	Student	75
Rapier	Student	72

Anna Louise Hayes, 26, is the only daughter of a wealthy, white, upper class family. Her father is a very successful Chicago lawyer, her mother, a socialite. Anna attends some art classes at the University of Chicago but seeks no employment; family lawyers and brokers see to it that her trust fund and investments support her.

Anna has little time for anyone who doesn't share her trendy interests in contemporary literature and art, and no time at all for those without money and success. She met Victor Baseheart (a vampire PC) while he was a student at Yale. He became enamored of her and eagerly proposed marriage. She declined. Later, at a University Club function in Chicago, Anna had the bad taste to enjoy a public laugh over Victor's spurned passions.

Anna is tall, blonde, and physically stunning. She is quite a snob, but readily charms those who appreciate that sort of attitude.

MICHAEL ANTONINI, Scholar

STR 64 DEX 62 AGL 53
PER 66 WPR 62 PCN 68
STA 59 Unskilled Melee 59

Life Points: 1117

Skills:

Name	Rank	Score
Contemp. Language: French	Master	120
German	Master	120
Italian	Master	120
Spanish	Master	120
Antiques	Teacher	89
Wrestling	Master	114

Michael Antonini, 37, worked his way up from the streets of Chicago to the Ivy League. He returned to the "Windy City" in triumph, accepting an assistant professorship at the prestigious University of Chicago. This was just the start of an already-accomplished career as a comparative literature scholar; today Antonini is considered one of the most promising young men in his field.

Antonini is feisty, spirited, and highly competitive. (He runs marathons in his spare time.) He is personally charming, however, and can often win hostile critics to his opinions as much with his manner as with his arguments.

Antonini knows little of Victor Base-

heart, dead son of William Baseheart, a local news man. To the best of Antonini's knowledge, Victor was simply a knowledgeable loser.

STEVEN O'DONNELL, Playwright

STR 78 DEX 63 AGL 66
PER 55 WPR 61 PCN 59
STA 66 Unskilled Melee 72

Life Points: 937

Skills:

Name	Rank	Score
Wrestling	Master	127
Boxing	Master	127
Acting/Drama	Master	114
Journalism	Master	111

Steven O'Donnell, 31, is a young, tough, single Irishman who grew up in the streets of Chicago. He learned to love the magic of language on his mother's knee, where he was steeped in the folk tales of Ireland. He's a boisterous, earthy type, greeting friends with a booming laugh and an offer of drink—and greeting enemies with a meaty fist.

As a dramatist, O'Donnell has scored a major success with a play first introduced at the Actor's Theatre in Louisville, Kentucky, which was picked up for production on Broadway this year. O'Donnell pitied Victor Baseheart in life, but refused to collaborate with him because their writing styles and concepts were incompatible.

MRS. JONATHAN WRIGHT
Archaeological Fundraiser

STR 44 DEX 63 AGL 66
PER 55 WPR 61 PCN 59
STA 76 Unskilled melee 72

Life Points: 1030

Skills:

Name	Rank	Score
Automatic Pistol	Teacher	96
Antiques	Master	109
Modeling	Master	114
Anthropology/ Archaeology	Student	83
Contemp. Language: French	Student	83
Photography	Student	77
Swimming	NA	62

Amy McPeters, 38, decided at an early age that money, jewels, and social status were what she wanted in life. By an enormous exercise of her strong willpower, she got them. Despite her rather plain looks, she studied hard to make herself as attractive as possible, attractive enough to become Mrs. Jonathan Wright, the wife of a prominent, rising attorney.

Mrs. Wright enjoys her position in society, which includes a seat on the board of the Museum of Natural History, where she has had to learn a bit about anthropology and archaeology, and where she has helped sponsor several digs in Egypt.

Mrs. Wright's personal concerns center on herself. She has little true feeling for others, and her two children, a son, 10, and daughter, 8, are frequently left to the attentions of housekeepers and tutors. She despised Victor Baseheart because of his poverty and drinking, and when a diamond earring turned up missing after a party, she jumped to the conclusion that Baseheart must have stolen it.

FREDERICK LEWIS
Advertising Executive

STR	54	DEX	56	AGL	60
PER	54	WPR	61	PCN	55
STA	62	Unskilled Melee		57	

Life Points: 878

Skills:

Name	Rank	Score
Revolver	Teacher	86
Rifle/Shotgun	Teacher	86
Journalism	Master	110
Photography	Teacher	86
Gambling	Master	108

Frederick Lewis, unlike his older sister Sheila, did get out of the working class environment of his youth, although he accomplished this largely by turning his back on the needs of his family. While both Sheila and her mother scrimped and saved to put Frederick through college 20 years ago, Frederick developed the expensive habits of a gambler. To his credit, however, it was through gambling that he parlayed the small amounts sent by his family into tuition and support. He graduated to take a job with a Chicago ad agency.

Now 39, Frederick has worked himself up to a high paying executive po-

sition in the same firm. Over the years, he never once contacted or helped Sheila (who is now deceased; see PCs), though it was she who made his success possible. Despite his high salary, Frederick needed still more money to maintain his expensive habits, which explains his courtship and marriage of the heiress of a public utility magnate. His wife, Sarah, is a shy, retiring lady of 42. Their marriage is childless.

AMANDA R. WILKERSON
(Mrs. Ralph Stanislawski)
Businesswoman

STR	56	DEX	46	AGL	66
PER	72	WPR	55	PCN	69
STA	69	Unskilled Melee		61	

Life Points: 870

Skills:

Name	Rank	Score
Martial Arts	Teacher	86
Automatic Pistol	Teacher	76
Investigation	Teacher	86
Mechanics	Teacher	84
Accounting	Master	113

Amanda R. Wilkerson, 53, is a tough, talented, good-hearted lady who works hard for her family and her community. Born poor, she married Ralph Stanislawski at an early age, and helped him turn his talented hands into the basis of a first-rate construction contracting firm.

Amanda is a businesswoman, but is neither penny-pinching nor ruthless. She runs the financial affairs of Ralph's business, and the firm is always the first to pitch in to help a worthy cause.

Personally, Amanda is warm, cheerful, open, and interested in new ideas. She is one of those rare people who never stop growing—who never stop learning new things and exploring new ideas.

She and Ralph have four sons, ages 35, 30, 28, and 26. All are college graduates. The youngest son, Ralph Jr., has joined his parents' firm in a management capacity, and is learning the business side of things from his mother.

KURT STEINER
Collection Manager

STR	68	DEX	66	AGL	56
PER	63	WPR	61	PCN	63
STA	72	Unskilled Melee		62	

Life Points: 1028

Skills:

Name	Rank	Score
Rifle/Shotgun	Teacher	96
Automatic Rifle	Teacher	96
Accounting	Master	117
History	Student	77
Outdoor Survival	Master	113
Explosives	Student	80

Steiner, 60, is a native of Germany who came to the United States after World War II. Although not in any way a Nazi, he was drafted into the German army in 1943, when he was 16 years old. He fought until the war's end.

In the United States, Steiner made use of his natural head for business and stern sense of discipline to land a management position with an electric utility company.

Steiner tends to be very blunt in his personal contacts, and is a stickler for rules and regulations. Other than that, he is affable enough, and enjoys the company of his friends, his wife, and his three grown children—two daughters, 38 and 35, and a son, 36.

Steiner's wife, Hilda, owns an extremely old family heirloom of which she is very proud. It is a pendant that shows a figure with the body of a man and the head of a bird. It has been in her family for countless generations, and although she doesn't know it, the pendant marks her as a descendant of Geb, High Priest of Thoth in the Eypgtian Sixth Dynasty.

DAVID M. COHEN, Businessman

STR	52	DEX	48	AGL	46
PER	58	WPR	68	PCN	76
STA	64	Unskilled Melee		49	

Life Points: 971

Skills:

Name	Rank	Score
Revolver	Student	63
Accounting	Master	127
Antiques	Student	78
History	Student	87
Language, Ancient	Teacher	102
Geography/ Cartography	Teacher	102

David Cohen is a wealthy, respected businessman residing in Evanston, Il-

linois. He is an accomplished (although amateur) scholar, and a devout follower of the tenets of Reformed Judaism. Cohen has a great love for his family, and was broken-hearted when his daughter Esther insisted on a marriage outside the family faith to a man called Anthony Feragamo—a man David considered to be nothing more than a fortune hunter. Cohen did manage to safeguard Esther's substantial inheritance (which was bequeathed by her grandfather) from her new husband; in doing so, David also prevented Esther from spending it until she bore children—which may never have happened, considering her husband's sterility.

Personally, Cohen is reserved. He prefers conversation centering on intellectual topics or current business affairs, and avoids talking about personal matters. He is practical, but not ruthless, and had nothing to do with Anthony Feragamo's death.

DR. JOSEPH COHEN
Anthropologist

STR 62 DEX 63 AGL 68
PER 58 WPR 59 PCN 66
STA 70 Unskilled Melee 65

Life Points: 1062

Skills:

Name	Rank	Score
Revolver	Teacher	93
Anthropology/		
Archaeology	Master	118
History	Master	118
Language, Ancient	Master	118
Photography	Student	80
Outdoor Survival	Teacher	89

Joseph Cohen, age 25, is the son of David Cohen. He inherited his father's intellectual bent, but none of his interest in business. Young Joseph instead pursued a Ph.D. in anthropology, and at the age of 24 was on his first dig in the ruins of ancient Memphis. It was there he discovered the tomb of the son of the Pharaoh Unas of the Sixth Dynasty—a major find.

Joseph is a friendly and outgoing young man, brimming with the confidence typical of those who have experienced early success. He regrets the split between his father and his now-dead sister Esther, and helped Esther financially despite the adamant objections of his own wife, Cynthia.

SAUL BERMAN, Rabbi

STR 56 DEX 63 AGL 68
PER 58 WPR 59 PCN 66
STA 70 UMS: 65 Sense Unk.: 12

Life Points: 1158

Skills:

Name	Rank	Score
Geography/		
Cartography	Teacher	77
History	Master	117
Investigation	Master	113
Journalism	Teacher	91
Language,		
Ancient	Master	117

Disciplines of the Art:

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Rabbi Berman is a dedicated clergyman who spends most of his time on counseling, scholarly study, and administrative matters. He opposed Esther Cohen's marriage to Anthony Feragamo, agreeing wholeheartedly with her father in this matter.

Personally, the Rabbi is polite, congenial, diplomatic, and possessed of an excellent sense of humor. In fact, the Rabbi is so personable and well-liked by his congregation that his frequent leaves of absence are tolerated without comment. The Rabbi travels often, for—unknown to any of the PCs or the NPCs—the Rabbi is a S.A.V.E. envoy.

Rabbi Berman married once, but his wife died several years ago in a car crash, a fact which made him extremely sympathetic to the Cohen family following Esther's death.

MARTIN HAMELIN, Attorney

STR 54 DEX 69 AGL 64
PER 58 WPR 65 PCN 74
STA 66 Unskilled Melee 59

Life Points: 1247

Skills:

Name	Rank	Score
Marital Arts	Teacher	93
Dagger/Knife	Master	114
Automatic Pistol	Teacher	99
Rifle/Shotgun	Master	124
Automatic Rifle	Master	124

Contemp. Language:

German	Master	125
Outdoor Survival	Master	118

Martin Hamelin, age 60, is more than a distinguished attorney. As his skills list indicates, he is a man accustomed to action. He acquired most of these skills during World War II, when, as a young man, he became an American Ranger (commando).

Hamelin has a wife, Melissa, also 60, and two grown sons, Roger, 34, and James, 36. Like their father, both sons are attorneys. Furthermore, both are married, and both have young children of their own.

Hamelin is intelligent, cautious, and conservative—until he has decided upon a course of action. Once he has decided, he pursues that course with boldness and imagination. He is a quiet man until he has something to say; then he presents his views forcefully, logically, and concisely.

JULIA WINTHROP
Entertainer

STR 56 DEX 62 AGL 76
PER 64 WPR 61 PCN 60
STA 68 Unskilled Melee 66

Life Points: 966

Skills:

Name	Rank	Score
Martial Arts	Teacher	94
Acting/Drama	Master	117
Art Criticism	Student	76
Modeling	Master	114
Disguise	Master	118

At 25, Julia Winthrop is launching a promising career as a singer, dancer, and actress on the Chicago stage. This attractive, single girl became interested in the theatre at an early age, and in addition to her acting, singing, and dancing, she is trying her hand at writing a play.

Julia is extremely bright, witty, and outgoing, and her charm is linked with a generous, forgiving nature. However, she is also determined, and once her mind is made up to accomplish a goal, she strives toward that goal with maximum effort.

MAJOR TABLES

Strength Score

Up to 90
91 - 105
106 - 120
121 - 135
136 - 150

Lifting Multiplier

× 5
× 10
× 20
× 40
× 80

Strength Score

Up to 90
91 - 105
106 - 120
121 - 135
136 - 150

Throwing Multiplier

× 1
× 2
× 4
× 8
× 16

BONUS POINTS

Situation

Bonus Points

Victim at 0 Willpower at time of death	+ 200
Victim is S.A.V.E. envoy	+ 200
Victim is "grudge" victim	+ 200
Record victim	+ 400
"Playing with the food"	+ 100/night*
S.A.V.E. envoy taunting	+ 100/clue*
Cooperation with other PC creatures	+(25×n)/night*
"Style" bonus	+0-+100/session*

* Bonus points marked with an asterisk are awarded at the end of the current gaming session.

SPECIAL BONUS POINTS

Vampires	1000/3 spouses/week
	500/each spouse above 3/week
Loup du Mals	100/3 lycanthropes in pack/week
	500/each pack-member above 3/week
Ghosts	1000/newly abandoned "grudge building"/week
	500/still abandoned "grudge building"/week
Mummies	1000/10-member cult/week
	100/each cult-member above 10/week
	1000/recovered artifact/week

CREATURE POINT EXPENDITURES

Basic survival	600 per week
Change abode	3,000
Add 1 point to EWS	100
Shift Basic Ability one column and re-roll	+500 per shift*
New Evil Way discipline	Min. EWS x 10
Make existing discipline automatic	1,500
Gain skill at Student rank	250
Raise skill to Teacher rank	500
Raise skill to Master rank	1,000
New power, appropriate to creature type	2,000
Total transformation (vampires)	10,000

* This cost is cumulative: 500 for the first shift for a given attribute, 1000 for the second shift for the same attribute, 1500 for the third, and so on.

RANDOM WITNESS AND MEETINGS

	Daylight		Night	
	Urban	Rural	Urban	Rural
Random Witness*	30%	35%	20%	10%
Law Enforcement	20%	10%	15%	05%
NPC Creature	05%	02%	10%	03%
S.A.V.E. Envoys	02%	01%	02%	01%

* ignore when checking solely for meetings

PUBLIC OPINION INDEX CHART

Event or Situation	Index Increase
Each mysterious murder	+ 05
Each mysterious disappearance	+ 03
Each mass panic or worse (per creature)	+ 10
Each mass slaying	+ 30
Each slaying of one or more police officers	+ 30
Mass slaying, including one or more police officers	+ 50
Each time a creature is seen and reported by three or more witnesses	+ 30

S.A.V.E. ALERTED TABLE

Situation	Chance Envoy Alerted
Victim does not believe the supernatural is involved	10%
Victim does believe the supernatural is involved	20%
Circle member does not believe supernatural is involved	05%
Circle member does believe the supernatural is involved	15%

MISSILE WEAPONS: DEFENSE COLUMN CHART

Type of Weapon	Defense Column
Musket	4
Antique Pistol	6
Crossbow or Longbow	6
Shortbow	7
Dagger/Knife	7
Spear	7
Axe/Tomahawk	8
Boomerang	7
Javelin	8
Shuriken	6
.22-caliber modern bullet	5
.38-caliber modern bullet	4
.45-caliber modern bullet	3
76-mm modern bullet	3
Shotgun at range 25 feet or less	2
Shotgun at range over 25 feet	5

MELEE WEAPONS: DEFENSE COLUMN MODIFIERS

Weapon	Defense Column Modifier
Blackjack	+2
Dagger/Knife	0
Longsword	-2
Shortsword	-1
Rapier	-1
Two-handed Sword	-3
Mace/Club	0
Spear	-1
Nunchaku	-2

NORMAL CROWD RECTION CHECK KEY

- L** = No panic. People in the crowd try to reach safety in an orderly fashion. There's a 10% chance that 1d10 individuals will attempt some immediate, direct action to rectify the situation, such as fighting a fire, or attacking an apparently berserk human who is endangering others.
- M** = No panic, but people scream and shout while trying to reach safety. There's a 05% chance that 1-5 individuals will take direct action to rectify the situation.
- H** = Mild panic. People in the crowd run for safety, scattering in random directions. There's a 05% chance that one individual will attempt direct action to rectify the situation.
- C** = Panic. People in the crowd stampede in random directions, seeking safety, and trampling 1d10 people to death in the process. No one tries direct action to rectify the situation.
- All results** = Law enforcement officials and/or emergency services personnel are notified in 1d10 rounds. They arrive 1-5 minutes later, or according to the CM's discretion.

HORRIFIED CROWD REACTION CHECK KEY

- L** = Mild panic. People in the crowd run for safety, scattering in random directions. Law enforcement/emergency personnel are notified in 1d10 rounds. There's a 05% chance that one individual will attempt direct action to rectify the situation.
- M** = Panic. People in the crowd stampede in random directions, seeking safety, and trampling 1d10 people to death in the process. Law enforcement/emergency personnel are notified in 1d10 rounds. No one tries direct action to rectify the situation.
- H** = Mass Hysteria. Same as panic, but 2d10 people are trampled and law enforcement and emergency personnel aren't notified for 2d10 rounds.
- C** = Chaos. In their panic, people begin fighting one another. 3d10 people are trampled to death. Rioting begins in the general area, and spreads for several blocks in all directions. Appropriate law enforcement and emergency personnel are not notified for 1d10 minutes.
- All results** = Once notified, appropriate personnel arrive in 1-5 minutes, or according to the CM's discretion.

INCORPOREAL ATTACK RESULTS

- S** = Target's current Willpower is reduced by 1-5 points (1d10 divided by two, fractions rounded up).
- L** = Target's current Willpower is reduced by 1d10 points.
- M** = Target's current Willpower is reduced by 2d10 points.
- H** = Target's current Willpower is reduced by 3d10 points.
- C** = Target's current Willpower is reduced by 3d10 points, and target's Evil Way score is reduced by 1d10 points.

U.S. DEMOGRAPHICS OF S.A.V.E.

City	Approx. No. of Resident Envoys
New York	200
Los Angeles	150
Chicago	100
San Francisco	70
Philadelphia	50
Detroit	50
Boston	50
Washington, D.C.	40
Cleveland	40
St. Louis	40
Houston	30
Dallas-Fort Worth	30
Other	150

NEW CHILL® SKILLS

Name	Base	Check
Accounting (R)	(PCN+WPR)÷2	S
Acrobatics	(PCN+AGL)÷2	G or S
Aquatics	(STR+WPR+STA)÷3	G or S
Climbing	(STR+AGL+PCN)÷3	G or S
Computer (R)	(PCN+WPR)÷2	S*
Electronics	(PCN+WPR+DEX)÷3	S*
Hypnotism, Advanced	(PCN+PER+DEX)÷3	G and S
Pilot	(PCN+DEX+AGL)÷3	G or S
Stealth	(PCN+AGL)÷2	S
Stunt Driving	(PCN+DEX)÷2	G

Check = Type of check required for skill use.

(R) = research skill

S = specific check

G = general check

* = secret check rolled by CM

Roman type= Part One
Italic type = Part Two
Bold type= Part Three

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