A Chill Product

THE BEAST WITHIN
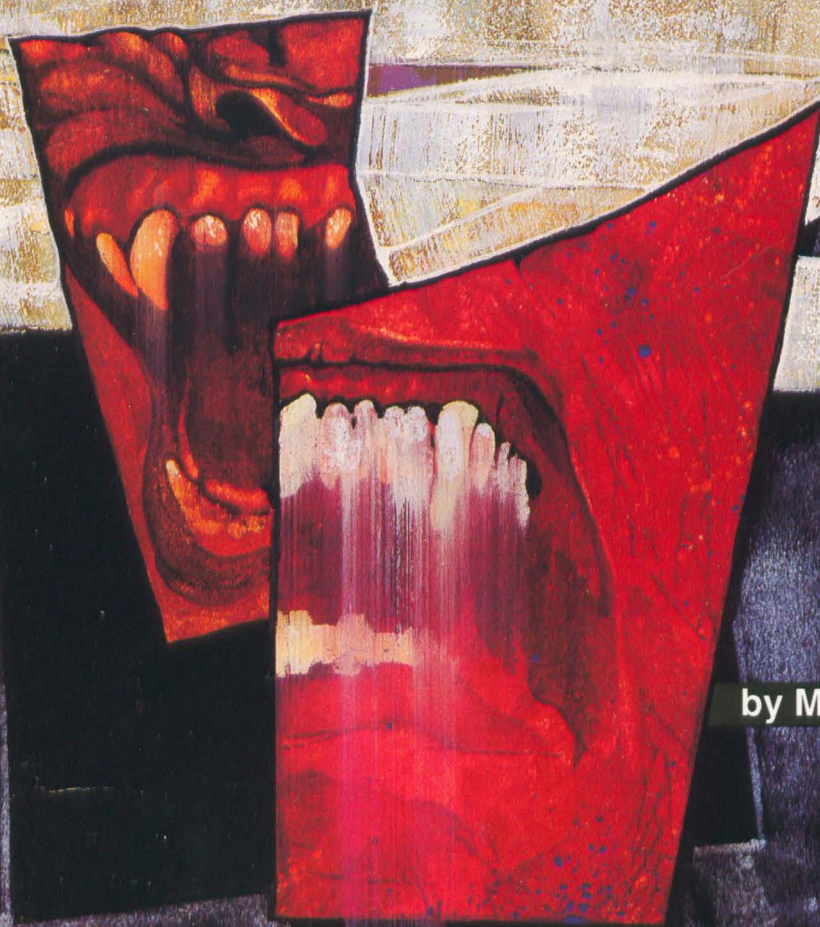
by Mike Nystul

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A Note on Language

For the sake of convenience, the male gender is used as a neuter term throughout this product. This does not imply any chauvinism on our part: it simply takes up less space, and makes for much smoother reading.

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Kate -

I asked Marik to leave this at the usual drop. I hope you get this soon because we might be moving on. Try to respond before the first or I may be gone. Don't know when I will be back but I will try to write. Here's hoping.

Its business as usual in the camp. Mitch and Allen squabble over leadership of the cell while the rest of us try to stay alive. I can barely remember the dream any more. Wasn't Allen a mailroom clerk?

The wolves came looking for us again last night. Tom got his arm torn off so we opened him up with a grenade hoping his meat would slow down the pack - no such luck.

Drake thinks the Victorian is on to us. If he is, it's all over. Any day now he will send his creature to be rid of us and the midwestern resistance will crumble. Personally, I think Drake is a troublemaker who was better off asleep. He's going to get us all killed someday.

Allan wants to head for Moline. I don't see the point, but Drake has him rabbit-scared and he is convinced that anywhere is better than Galesburg. Remember when we thought that was true? If only we knew...

Before the wolves chased us off we snatched a couple of promising sleepwalkers from the university. Lost one on the way home, but the rest made it in one piece - not bad for one nights work. Jealous?

Mitch supervised the horrorshow personally. It was the first time I had the guts to participate and it was hard to keep my seat. I had to keep reminding myself that it was all for the best. Does the doctor hesitate before he slaps a newborn? Damned if I know.

This time we used a mummy we captured near the viaduct last week. Rik and Jenny took turns torching it while Mitch forced the kid to watch. Kubric would be proud...

At first the student managed to block out the gravemeat but Mitch has a demonic persistence that frightens me. When the kid finally realized what was going on he started to cry and wouldn't respond to anyone or anything for hours - not even pain.

It was a pitiful scene. We had torn this college student from his comfortable lie to show him the wounded world. I don't mind telling you I cried with him for a while.

I was sure we lost another one when Mitch couldn't bring him around but yesterday he suddenly woke up just after midnight and asked what he could do to help.

His name is Johnny and he was studying electrical engineering. He's a good kid so I volunteered to show him the ropes. I'm sure he will work out fine. We will all miss Tom, but the fight goes on.

Say hello to the twins for me and take care of yourself. I will try to make it back for Christmas if the cell can spare me for a few days. No promises - only hope.

Forever Yours -   Tony

The Feral World

I don't know what twist of fate brought you here, but it is my duty to bid you welcome and to warn you that you have entered a dark and dangerous realm and that there is no turning back.

Those of you who have endured the unending horror of the Chill game will recognize much of what lies within for this is the dark future lurking in the shadows of your campaign.

My best advice is for you to put aside this book and get on with your life, but since you persist we will begin with a brief introduction to the Feral World and its denizens...

The Ancient Enemy

We are wise to fear the dark. The shadows hide all manner of nightmares that scratch against the restraining walls of our sanity, desperate to gain entry to the world of light. Only the whispering of frightened children does justice to the bogey-men who lie in wait for the unwary, slavering at the anticipated consumption of innocent essence.

There is another world beyond our own where strange creatures dwell whose mysterious ways seem hateful and cruel by our standards. Ancient legends of demons and devils were attempts to explain the impossible, but none grasped the underlying truth.

King Arthur got his sword, but Avalon is drenched in the blood of the wicked, and Morgana laughs from the crystal cave where she waits for druids rebirth...

Since the dawn of man the creatures of shadow have preyed on mortal fools. As the centuries flew past on silent wings civilization overtook superstition and mankind learned to dismiss anything that defied understanding. Protected by ignorance and denial, the nightmares became more brazen, and dreams of conquest took root in the blackest hearts.

The Living Shadow

The night is alive. It lusts, it hates and worst of all, it laughs. Our resistance is the pitiful wriggling of a worm on a hook. It is an evil child who plays rough with toys of flesh and blood, caring not whether his ungentle attentions leave us twisted and broken. Beware the mad god and his feral children...

Chief among the horrors that lie beyond the veil of sanity is RAX, an unfathomable creature who is the source of immense power. The minions of RAX have labored for eons to summon their sire to earth so the hunt may begin in earnest...

It takes more than a button nose and two eyes made out of coal to bring old Frosty back to life, and he will surely melt unless he finds a top hat to keep the magic in the snow ...

AZAR was among the first to arrive, and it was AZAR who prepared the way for his master to cross over and cast his shadow across the world of men. The end of the world was as silent as it was final. No bombs. No wars. Let there be night.

Introduction

The Restless Sleep

All of the truths we hold self-evident are lies.
Fear the light for it hides the dark.
Sleep is the little life.

The shadow is subtle. It twists the mortal mind, causing it to deny what it does not understand. Most of the world believes the world is as it has always been, and the countless millions live their lives ignorant of RAX and his minions.

Last night I was visited by a presence I believe to be a manifestation of the enemy. No longer able to distinguish between sleep and waking, I am only certain that the encounter occurred after the midnight hour. As I considered certain Egyptian manuscripts my thoughts were invaded by a whispering legion who drew me from my reverie in time to notice that I was carving markings into my own wrist with a butcher knife.

Some humans have seen through the veil and know the truth. These enlightened few are able to fight back, but they are overwhelmed by the forces that oppose them. Mortal man is no match for the immortal power of shadow.

In other Words...

The creatures that used to live in the dark places have taken over the world, and you are one of the few who know they exist.

So what are you going to do about it?

There are more options than you might think, but none of them are very pleasant.

• **Go back to sleep** and pretend the cataclysm never happened. Bad Move. You know as well as I do that those bastards are out there and that they will get you eventually. No thanks.

• **Give up** and check out. There are a few ways to do this. You can take your own life or slip into the comforting oblivion of madness but either way you are only doing their work for them. This is the coward's way out, but it is the most common.

• **Fight back** against the nightmares that have stolen our future. As far as I am concerned, this is the only option that makes any sense. Pack a couple of buddies into a serviceable vehicle with a trunk full of weapons, and you are on your way...

For the Uninitiated...

If you are familiar with roleplaying games go ahead and skip this section, but if you are new to the hobby, this brief introduction may answer some of your most important questions so it would be in your best interest to read on.

What is Roleplaying?

All roleplaying games are "let's pretend" with rules. As children we were able to entertain ourselves by pretending we were someone else. As adults the urge to be someone else still exists, but it takes more than playacting to engage our interest.

Roleplaying games provide a framework for our playacting. The players portray the protagonists of a story created by the gamemaster, deciding what their characters will do and how they will overcome the various obstacles that stand in the way of their objectives.

There are many different kinds of roleplaying games, each designed to tell a different kind of story. The Beast Within is a horror story where some of the protagonists are the monsters. It is an unusual world that offers many challenges for the players and their characters.

How do you start?

The first step is to familiarize yourself with the rules and the setting by reading this book. When you think you are ready to give it a try, get a few friends together.

Roleplaying is a social activity that works best with three or more players. Some games have special adventures that can be played solo, but without interaction, you are missing the element that makes this style of gaming unique.

A roleplaying session takes anywhere from four to eight hours so make sure you know how long everyone wants to play and that you are comfortable.

The Gamemaster

Roleplaying is storytelling with rules. You will need someone to tell the story that you will all participate in. That person is the gamemaster.

There is a special section in this book called "running the game" that explains the gamemaster's responsibilities. Whoever decides to be the gamemaster should read this section carefully so he knows what he is supposed to do.

For your first experience with a roleplaying game it is a good idea to try and find an experienced gamemaster who can teach you the game.

Playing the Game

Basically, the gamemaster creates a story, and the players create the main characters. The gamemaster explains what is going on and each player will tell him how his character will respond. It's a lot easier than it sounds.

Let's say the gamemaster has created a story about a pack of werewolves that lives in an abandoned barn. There are three players, and they have decided that they will play a policeman, a reporter and a professor.

The gamemaster would start by explaining where the characters are and how they got there. In this case they are paranormal investigators who have tracked the werewolves to their lair. The game might sound like this;

Gamemaster: You have arrived at the barn. It looks old and uncared for. The windows are boarded up, but the front doors are open and swing easily in the wind.

Player One: We don't know what to expect so the cop gets his riot gun and a flashlight from the trunk of his car.

Player Two: The gun is good idea but the reporter is too anxious to worry about that right now. She puts a new roll of film in her camera and charges up her flash.

Player Three: The professor has fought werewolves before. Can he see any signs of their presence here?

Gamemaster: Over the door is a skull that might be human with some kind of tribal marking painted over the left eye.

Player One: That does it. The cop advances slowly towards the barn door, ready to blast anything that moves.

Player Two: The reporter follows him in, looking through her viewfinder for the perfect picture.

Player Three: Looks like trouble to me. The professor lags behind and pulls a revolver from the little black bag he always carries.

Gamemaster: As you carefully approach the creature's lair there is a blur of movement overhead and a furry shape descends on you baring its claws and fangs...

After the battle with the werewolf, the exploration of its lair would continue. Why are they there? What do they want? Is there some dark force that guides them? Only the gamemaster knows for sure.

Is that all there is?

Hardly. A single adventure is called a scenario, but one of the advantages of role-playing games is that the story does not have to end in one sitting if you don't want it to.

A series of adventures featuring the same characters is called a campaign. During the course of a campaign characters will be changed by their experiences. They will live, learn, love and even die because of the decisions you make for them.

The Beast Within includes the Feral World Campaign, which is the story of how your characters try to take back their world from the minions of RAX.

The fate of the world is in your hands...

What are all the rules for?

Without the rules the gamemaster would have to make up everything that happens, and the outcome of the game would be decided by a series of whims.

In Beast Within, whenever the outcome of some action taken by one of the characters is unclear the rules tell the gamemaster how to decide what happens.

Most of the rules require a series of die rolls to determine the outcome of the attempted action. The game is a lot more fun when you don't know what is going to happen next and rolling the dice keeps the outcome a mystery.

The capabilities of each character are defined by various statistics such as basic abilities, skills, and disciplines. These statistics determine what the character can do and how well he can do it. Without statistics all characters would be the same.

In Beast Within most rolls are made using percentile dice which randomly generate a number from 1 to 100. You can get these dice at any hobby shop and many book stores.

Most actions call for a General Check which is a roll that determines whether the action was successful or not.

Some actions call for a Specific Check which has four possible results: L, a low result; M, a medium result; H, a high result; and C, a colossal result. When making a Specific Check a good roll will produce better results.

All of these concepts are discussed in more detail in the chapter that deals with game mechanics.

Is there more information

The *Beast Within* is based on *Chill,* a game which deals with more traditional kinds of horror. Both games use a similar system, and all of the products produced for *Chill* can be used for the *Beast Within.* Many books have been written for *Chill* which can be used to expand your *Beast Within* campaign.

Character Creation

Characters

I can barely remember life before the shadow. I think I was an artist of some kind but nowadays my only tools are the guns I keep in a satchel under the passenger seat of my four by four. Driving slowly through the streets of my home town I watch for strays that I can take down quick and before one of the masters gets wise. I think of myself as an exterminator. Public service is more rewarding than I thought it would be...

Beast Within characters have one thing in common - they have seen the truth and they have decided to devote their lives to fighting the shadow that has eclipsed their world.

Most player characters belong to an organization called SAVE that is the largest organized resistance movement in the Feral World. Not every character belongs, but all freedom fighters are aware of their existence and consider them valued allies.

To create a Beast Within character start with someone born into the modern world but imagine how their life would be changed by the grim realization of the victory of RAX.

Character Archetypes

The following section contains 6 character archetypes that players can use to get into the action quickly and easily. An archetype is a pregenerated character whose abilities are suited to common character types useful to many players.

When an Archetype is used the player should round out the character by creating a name, a description, a personality and a brief history of how they were awakened and how they came to join the fight against RAX.

The Dark Path

As the fight against RAX becomes more desperate, more envoys are forced to resort to desperate measures. One of the most common of these is referred to as 'the dark path.'

It is possible for a SAVE envoy to become a shadow of RAX in order to use his power against him. Some force creatures such as lycanthropes and vampires to transform them but others are able to find the path through less brutal means.

The Dark Path offers many advantages to those who exploit its power, but there is the everpresent danger of corruption, loss of humanity, and subsequent transformation into the 'beast within.'

Strange Bedfellows

Many of the creatures who serve RAX enjoy a measure of free will and with free will comes freedom of choice. A few shadows sympathize with the plight of mankind for one reason or another and have chosen to side with them.

SAVE envoys may find themselves fighting side by side with the creatures they are conditioned to despise and trained to destroy. Players may choose creature characters but they should be few and far between as they are quite powerful.

Basic Abilities

Scores in each basic ability range from 10 (the minimum possible score for a normal human) to 90 (the maximum possible score for a normal human). The average score for a human in any basic ability is 50. Some creatures may have scores which exceed the human maximum.

Agility (AGL) is your character's ability to coordinate the movement of his entire body. A character with an Agility Score of 10 is very clumsy; he often falls when climbing, and performs miserably in hand-to-hand fighting. A character with an Agility Score of 90 could be a professional acrobat.

Dexterity (DEX) is your character's nimbleness of fingers and hand-eye coordination. A character with a Dexterity of 10 is somewhat of a fumbler; a character with a Dexterity of 90 could be a highly skilled marksman or locksmith.

Luck (LCK) represents the totally random factors which can affect a character's life. A character whose Luck Score is 10 is not completely unlucky in game terms; he is simply less lucky than a character whose Luck Score is 90—the kind of person whose gold pocket watch stops a near-fatal bullet!

Perception (PCN) is your character's ability to observe things which are different or unusual about his surroundings, to draw quick conclusions from small details he observes, to understand a situation quickly, and to respond to that situation. A character whose Perception Score is 10 seldom notices anything unusual in his surroundings (until it is too late), and may frequently be surprised; a character whose Perception Score is 90 rivals Sherlock Holmes or Hercule Poirot in his ability to notice details and size up a situation quickly.

Personality (PER) is the general impression your character makes on others, human or otherwise. It is his general ability to persuade others of his opinions, and enlist cooperation through either friendliness or intimidation. A character whose Personality Score is 10 should let others talk for him; he isn't impressive or persuasive! A character whose Personality Score is 90 is either a great social success, gifted at making others feel comfortable, confident, and cooperative, or he is intimidating or menacing.

Stamina (STA) is your character's ability to sustain damage and endure certain types of strenuous activity over extended periods of time. A character whose Stamina Score is 10 would succumb to damage that scarcely bothers the average person; a character whose Stamina Score is 90 can take damage that would kill a normal human, and still continue to attack for several minutes before dropping.

Strength (STR) is your character's physical power—his ability to lift and/or hurl heavy objects, and perform other feats involving physical muscle. A character whose Strength Score is 10 is the famous "98-pound weakling," while a character whose Strength Score is 90 could be an Olympic weight-lifter.

Willpower (WPR) is your character's ability to resist fear, pain, persuasion, and special forms of attack used by certain creatures. A character whose Willpower Score is 10 is extremely gullible and very likely to panic in the face of danger; a character whose Willpower Score is 90 is the type who could lead a cavalry charge against a battery of roaring cannons, and ignore the pain from multiple wounds.

Current Stamina and Willpower

Stamina and Willpower are two special abilities: unlike the other six, they can be depleted and regenerated during game play. To allow for this, a character actually has two Stamina Scores and two Willpower Scores. During a scenario, a character's "original" Stamina Score never increases or decreases, but his Current Stamina Score does. The same goes for his "original" Willpower Score versus his Current Willpower Score.

For instance, when your character is wounded during combat, he loses Stamina (his Current Stamina Score becomes lower). And when he is afraid (due to a Fear Check) or expends mental energy (as when using Disciplines of the Art), he loses Current Willpower. In both cases, your character may eventually regain the Stamina or Willpower lost, but the Ability Score will never rise above its original Base Score, unless you spend CIPs to increase it.

When a character's Current Stamina reaches zero (0), he becomes unconscious. And when a character's Current Willpower reaches zero (0), he can not do any free-willed actions; instead, he can only follow simple orders.

Do not confuse current values with the original values for either ability. Current Stamina and Willpower do not affect Skill Scores, except for Running and Swimming.

Keep track of your character's Current Stamina and Willpower in the places specially marked for them on the character sheet. Do not keep track of a current score by erasing the original score (which you should have recorded at the top, next to the other basic abilities).

Creating a Character

Before you start you should decide what sort of character you want to design: Is he strong? Weak? Brave? Fearful? Old? Young? Agile? Clumsy? Nearsighted? Highly educated? A street fighter? Some of you may find it easier to start with the character's background or history. Did he grow up wealthy or poor? Where was he raised and educated? What is his nationality? Is he a city slicker or a country cousin? How did he first come into contact with SAVE and the Unknown?

Another approach is to start with a picture in your mind—a physical description of your new character. Is he shrunken and wrinkled? Is he good-looking? What shade of skin? What color of hair? Tall? Short?

Choose Basic Abilities

Many of the details about your character are expressed in numbers, so that when he tries to use an ability, skill, etc., you'll have a way of measuring how well he succeeds (or fails!). So, you have to have a number for each of your character's basic abilities, skills, and (if you have them) Disciplines of the Art. Of course, some of you, if given the chance, would create "super" characters, with 100s in every ability, skill, and discipline. Such characters would tend to overshadow any reasonable character, doing everything a normal character could do, only better.

To get everyone off to a balanced start, every player begins with 100 Character Insight Points, or CIPs.

NOTE: All unspent CIPs for creating your character will be forfeited, so use all of them you can!

With these 100 CIPs, you "buy" the level you want for each basic ability, skill, discipline, edge, and drawback you want your character to have. With this approach, every character is unique.

One CIP increases your character's score in any basic ability by 5. A Strength Score of 25 (STR: 25) costs 5 CIPs. A Perception Score of 85 (PCN: 85) costs 17 CIPs.

There are two more things to remember: no basic ability can be lower than 10 or higher than 90, and you can split CIPs among basic abilities. For instance, you can spend 1 CIP to raise your character's WPR by 3, LCK by 1, and PER by 1.

Choose Skills

As you may recall, skills are based on one or more basic abilities. All available skills are listed and explained on p. 23-36. Every skill description also explains how to figure out your character's Skill Scores. Make sure you read about a skill and its uses before choosing that skill for your character.

Skills can be bought in three steps. The first step gives your character the skill at Student Level. The second step gives your character the skill at Teacher Level.

The third step gives your character the skill at Master Level.

Student Level in any skill (except Martial Arts) costs 1 CIP.

Improving to Teacher Level from Student Level costs 2 CIPs.

Improving to Master Level from Teacher Level costs 4 CIPs. Thus, it costs a total of 7 CIPs (1 + 2 + 4) to reach Master Level in any skill.

Write down the skills you've chosen, their levels, and their scores.

Martial Arts Skill costs double: Student Level costs 2 CIPs; Teacher Level costs 4 CIPs more; and Master Level costs 8 CIPs more.

Choose Edges

The list and descriptions of edges begin on p. 37. Characters can be above average in several respects. For instance, they might be able to see better, be ambidextrous, or have absolute direction. Each of these advantages is an edge, and edges may be purchased. Edges each have a certain CIP cost, and some edges may be bought multiple times (to make your character even better at being better).

Choose Drawbacks

The list and descriptions of drawbacks begin on p. 40. Just as characters can have edges, they can also have disadvantages called drawbacks. For instance, they might have poor hearing, a bum leg, or a particular phobia that hinders them. Since drawbacks hurt rather than help a character, they "cost" negative points; taking a drawback adds to the CIPs you can spend. For instance, if your character has Poor Vision (which "costs" -2 CIPs), you have 2 additional CIPs (for a total of 102 CIPs) to spend on your character.

Choose Disciplines

All of the available disciplines are listed and explained on p. 51-81. Disciplines of the Art are divided into schools, or groups of related disciplines. If your character can perform one discipline in a school, he is able to learn the other disciplines in that school as well. Each School of the Art has a different minimum basic ability requirement. For instance, if your character's Strength Score isn't at least 60, he can't learn any of the disciplines in the Restoration School. These minimum requirements are given with the descriptions of each school.

Buying disciplines is like buying skills in that your character has the discipline at Student, Teacher, or Master Level. The first discipline you buy costs the same as a skill: Student Level costs 1 CIP; Teacher Level costs another 2 CIPs; and Master Level costs another 4 CIPs. Any other discipline in that school may be bought at the same cost.

However, if you also want to buy a discipline in a second school, that discipline will cost double (2 CIPs for Student, 4 more CIPs for Teacher, and 8 more CIPs for Master). For

example, if you have both Restoration and Protection Disciplines, either your Restoration Discipline(s) or your Protection Discipline(s) will cost double.

If you want to buy disciplines in more than two schools, those disciplines will cost triple. For example, adding the Communication Discipline Telepathic Sending to your list of disciplines costs 3 CIPs for Student Level, 6 more CIPs for Teacher Level, and 12 more CIPs for Master Level. However, disciplines from a fourth school also costs triple (not quadruple).

The Dark Path

Man has always struggled between good and evil. With the coming of RAX this philosophical struggle has taken physical form. All characters have the capacity for evil within them and most have indulged their dark side to a certain extent. This dark side is the shadow province of RAX and those who fall prey to his temptations eventually become his minions.

To be or not to be...

Beast Within characters have the option to walk the dark path. Such characters have an Evil Way Score. This score represents the characters affinity with the shadows - his 'evil' if you prefer.

Beginning characters are either Pure, Grey or Dark. These terms describe how far the character has travelled along the dark path.

Pure characters start with an Evil Way Score of 0. Only characters with a Willpower of 60 or more may choose to be Pure. Most mortals have more affinity for the shadows than they would like to believe.

Grey characters start with an Evil Way Score equal to their Personality attribute. Most characters in Beast Within start this way.

Dark characters have made the conscious choice to walk the razors edge in an attempt to use the power of shadow against itself. Such characters may choose any Evil Way Score they like.

Curse the Darkness

Today I sold my soul for revenge. What amazed me was how easy it was. The darkness is all aroun, enticing me with blasphemous promises. All I had to do was let down my guard and welcome the evil presence into my heart. I could feel the difference the moment it happened. Suddenly I was more than I was and less than I hoped to be. The worst part is that there is no turning back. I have sealed my doom as surely as if I had put a gun to my head...

To discover the effects of the dark path on a character, compare his Evil Way Score to his Current Willpower, treating the Current Willpower as a die roll against the Evil

Way Score as a T# in a Specific Check. The result determines the character's condition, as summarized below.

So as long as a character's Evil Way score is lower than his Willpower he is unaffected. Since this calculation is based on Current Willpower, however, the character's condition can change during game play.

The various afflictions associated with the dark path will manifest differently for every character. The results of corruption are subject to the interpretation of the Gamemaster, who is reminded that the goal is to create a horrific fate for those who stray too far.

L: Tainted

These characters are just beginning to feel the effects of the dark path. There are no psychological or mental symptoms yet, but shadows in the characters immediate area may notice the taint and decide to make it their business to tempt the character further down the dark path.

M: Corrupted

The shadow has begun to take hold of these characters. They will begin to manifest signs of corruption such as quick temper, bloodlust or more serious derangements such as sadism. Any of these impulses can be resisted with a General Willpower check.

Corrupted characters will come to the attention of the hierarchy of darkness who will be able to sense the shadow in their soul. Hiding from the minions of RAX becomes nearly impossible.

H: Overshadowed

These characters are barely holding on to their humanity. They have gone to far down the dark path and the shadow has begun to consume them.

At this stage most characters undergo some kind of physical transformation. Many creatures are only corrupt mortals afflicted by the power of RAX and player characters would make valuable additions to his monstrous army. The darkness has a plan for those who dare to court its power.

The gamemaster should choose a creature for every character with an Evil Way Score. This is what RAX is trying to turn them into. Every time the character is Overshadowed they manifest more and more of the chosen creatures characteristics.

The gamemaster can give the transformed character additional Evil Way disciplines appropriate to his new form but these powers are temporary until the character is finally Eclipsed.

C: Eclipsed

Gone the light that burns. Abandon sorrow and regret. Pure as midnight but twice as thick are we. No more memory, no more pain. Cold steel talons pour my offering at the masters feet.

A character who has lost almost all of their willpower becomes a servant of darkness.

If this is a temporary condition brought on by the loss of Current Willower the character is effectively possessed by the living darkness.

If this is a permanent state the character has become a minion of RAX and must be surrendered to the gamemaster who should use him as an NPC villain against the PCs that used to be his friends.

Mixed Blessing

Characters with Evil Way Scores may call upon the dark to help them. This is one of the most potent tools mankind can use against the shadows but it is one of the most dangerous and ultimately self-defeating.

To call on the dark the character makes a specific test using their Evil Way Score. Called Shots are only possible for Eclipsed characters. Others must simply roll and hope for the best.

If the character achieves an L result he receives +10% to any one skill for up to an hour. With an H result the character receives a +30 bonus and with a C result the character receives a +60 bonus.

There are risks in calling upon the power of shadow. On an 'H' result the characters loses 1-10 points of Current Willpower. On a 'C' result the character adds 1-10 to their Evil Way Score and subtracts 1-100 points from their Current Willpower, which could easily result in Eclipse.

It is best to resist the temptation to call upon the dark for its immediate rewards will eventually result in a terrible fate.

IN addition, any character with an Evil Way Score of 85 or more can acquire and use Disciplines of the Way. These Disciplines are purchased in the same fashion as those of the Art. Full rules regarding the Art and the Way begin on page 47.

Temptation and Corruption

During game play, characters who walk the dark path through their actions should receive higher Evil Way Scores. The exact amount is up to the gamemaster but 1-10 points for every evil act is about right.

The minions of RAX will do everything in their power to lure characters down the dark path by tricking them into performing immoral acts. Successful envoys learn to recognize these traps early on.

It is important to remember that this gradual loss of humanity is not a badge of honor. The Evil Way twists the character mentally and physically, eventually devouring mind, body and soul like a spiritual cancer. Make sure the players realize the consequences of their actions. Life is pain - the shadow is worse.

Salvation: The long road back

Characters with an Evil Way score can attempt to lower their score through atonement - the conscious denial of evil - a difficult process at best.

The maximun Current Willpower of a character who is attempting atonement is reduced by the difference between his Evil Way Score and his Willpower (a character with an Evil way Score of 100 and a Willpower of 75 can have a Current Willpower of no more than 50.). This means that characters whose Evil Way Scores are twice their Willpower may not atone.

Characters who are atoning and have not performed an 'evil' act for an entire adventure may make a specific Willpower check. If they get an H or C result their Evil Way Score is lowered by 1-10 points.

As you can see, raising a characters Evil Way Score is much easier than lowering it.

Creature Characters

Not all shadows are slaves of RAX. A few have turned away from his teachings and side with his mortal prey. These creatures are usually encountered as non-player characters working as SAVE spies in the hierarchy of evil, but a player may choose to portray a creature envoy as a player character.

If the gamemaster decides to allow creature characters in his campaign, any players who want to portray one will have to explain how the creature decided to turn against its masters and work with SAVE.

Statistics for the various creatures in Beast Within can be found starting on page 123. Creature characters start with the lowest rating for each listed attribute and student level in each of the Way Disciplines listed.

After initial creation, attributes may be improved by spending CIPs, but never higher than the maximum listed for that creature. Skills may be purchased and improved in the same manner as a normal character but only if the creature could conceivably perform the skill in question. For instance, a beast with no hands cold never pick a lock.

The creature's Evil Way score is treated the same as a human character's Evil Way Score and is subject to the Dark Path rules in the previous section. Obviously, creatures who start with high Evil Way Scores should begin the game by atoning or they will be slaves of RAX and his shadows.

Playing a creature is an interesting roleplaying challenge that can be an exciting change of pace. The entries for the creatures most often used as characters include some roleplaying notes to help you get started, but the rest is up to the creativity of the player and the gamemaster working together.

Even out your character

At this point you have your character close to the way you want him. You need to add all the CIPs together to see how far off you are from 100. Having done that, you can modify your character, adding or subtracting CIPs, until you get things right.

Figure final scores
and fill in character sheet

The paper where you keep track of your character's abilities, skills, wounds, etc. is called the character sheet. Take the following steps to figure your characters remaining scores and create a character sheet:

a) List each basic ability, and to the right of the ability, list that Ability Score.

b) Decide whether your character is right- or left-handed, and make a note of it just below the basic abilities. If your character is ambidextrous, put "both."

c) To determine your character's Movement, divide his Agility Score by 3 (rounding down), and add 20 to the result. This is the farthest distance your character can move (in feet) in a round while running or doing something other than sprinting. Just below that, note your character's Sprinting speed (Agility Score + 50), the distance he can travel in a round while sprinting.

d) To determine your character's Unskilled Melee Score, add his Strength and Agility Scores, then divide this sum by 4 (rounding down). The Unskilled Melee Score is his base chance to make a successful attack any time he is trying to fight in melee with a weapon in which he is unskilled.

e) To determine your character's Sensing the Unknown Score, divide his Perception Score by 5 (rounding down). The result is his base chance to sense the Unknown. As your character gains experience, you can increase this base chance.

f) To determine how much Stamina your character can regenerate per round while resting quietly, divide his Stamina Score by 10.

g) To determine how many wounds your character can take before dying, add his Strength and Stamina Scores. Divide this sum by 4, rounding any fraction down.

h) For each skill or discipline, list the name of the skill or discipline, your character's level in the skill or discipline (S, T, or M); your character's base score for the skill or discipline (determined by your character's basic abilities); your character's Skill Score (determined by adding 15 (S), 30 (T), or 50 (M) to the base score, depending on your character's level in that skill). However, remember that your character's Skill Score can't be higher than double his base score in any skill or discipline, regardless of his level in that skill or discipline.

If it's a Combat Skill, note down what weapon(s) your character will be using with it (if there's a choice), the Strike Rank of each weapon (p. 91), and, for a missile weapon, its ranges.

Describe your character

This can include age, sex, height, weight, hair color, eye color, education, profession, social status, economic status, personal history, and name. None of these items cost CIPs, so you are free to choose them to be anything you wish.

Create a Personal History

You should take a little time to work up a personal history for your character. This adds depth and makes him easier to play during a scenario. The personal history should include any personal likes or dislikes that your character would have, as well as how your character came to join SAVE.

Name your Character

Your character's name can be anything you choose. Some of the best character names are those that are descriptive. For instance, a name might reflect a nationality or background, while a nickname might reflect a habit or mannerism.

Character Development

As characters participate in Beast Within scenarios, they gain knowledge of the Unknown and become more experienced. This knowledge and experience is measured in Characters Insight Points (CIPs).

Characters use CIPs to improve their Skill and Discipline Scores, to gain new skills and Disciplines of the Art, and to increase their Ability Scores.

The Gamemaster awards CIPs for good role-playing and for achieving the goals of a SAVE mission. These CIPs are awarded at the end of each play session, according to the GM's judgement.

Party CIPs

At the end of a play session, characters should be awarded CIPs based on what the party accomplished that session. Usually, this will be from 2 to 4 CIPs per character, but if the party actually lost ground during the mission (for example, if they allowed a key witness to die or helped the hook thaggis to spawn), the GM might give zero (0) CIPs to each character. The death-defying conclusion to a multi-session scenario, however, might call for 5 or more CIPs per character.

Individual CIPs

In addition, the GM gives out individual CIPs at the end of a session to reward you for role-playing your character well, or penalizes you for role-playing your character poorly. In this way, the GM encourages the kind of play that makes the game more fun for everyone. You may earn CIPs for your character by coming up with a particularly good idea or ingenious plan that worked, for risking your character's life on behalf of the party, and/or for doing an outstanding job of role-playing--for actually pretending to be the character so well that the PC comes to life for the GM and the other players.

On the other hand, if a player consistently (and irritatingly) does not play in character, ignores his character's drawbacks, refuses to cooperate with the rest of the party, and so forth, he should be penalized. The GM shouldn't take back CIPs previously awarded, but he should reduce the number of CIPs awarded to that player on the current mission, so that, for example, if the rest of the party is each given 5 CIPs for defeating a hook thaggis, the penalized player might only receive 4 or less CIPs. Note that this isn't a penalty for your players who don't know how to play well, especially beginning players. This is only intended as a penalty for willful abuse of the rules and the spirit of play. Individual CIPs, when awarded, should be no more than 3 (or -3) for any one gaming session.

Using Character Insight Points

You should record earned CIPs on your character sheet. At the end of each scenario, you should total up all of the CIPs your character has earned from this and previous missions. This grand total of CIPs is the number of points you can spend to improve your character. You subtract any CIPs you spend from this grand total and write down the remainder to be added to at the end of the next mission.

You can spend CIPs in five ways:

1) **To increase Ability Scores.** It costs 1 CIP to raise any single Ability Score by 2. A single Ability Score may not be raised by more than 4 at the conclusion of any one scenario. Ability Scores can never be increased above 90. Notice that increasing an Ability Score by 1 can change many Skill Scores, because the base for the Skill Score is raised. For example, increasing the Strength and/or Agility Scores by 2 can raise your character's Unskilled Melee Score.

2) **To buy new skills or to increase a skill by one level.** Your character can attain Student Level in as many skills as you desire and can afford. Student Level in any skill (except Martial Arts) costs 1 CIP.

Raising a skill from Student to Teacher Level costs 2 CIPs, and raising a skill from Teacher to Master Level costs 4 CIPs. (Martial Arts Skill still costs double.) Your character cannot gain more than one level in any given skill at the end of a single scenario. For example, you can't spend 3 CIPs for Teacher Level in a skill your character did not have before the scenario; he can only attain Student Level. You can raise any number of existing skills one level, provided you can pay the CIP cost.

3) **To buy new Disciplines of the Art or to increase a discipline by one level.** Your character can attain Student Level in as many disciplines as you desire and can afford, but as with skills, you cannot "skip" levels in a discipline between missions. CIP costs for increasing disciplines are identical to CIP costs for already-purchased disciplines.

1st school: 1 CIP for Student Level, 2 more CIPs for Teacher Level, 4 more CIPs for Master Level.

2nd school: 2 CIPs for Student Level, 4 more CIPs for Teacher Level, 8 more CIPs for Master Level.

3rd and subsequent schools: 3 CIPs for Student Level, 6 more CIPs for Teacher level, 12 more CIPs for Master Level.

The designation of "first" school, etc., cannot be changed during play. The first school in which your character learns a discipline will always be the first school.

4) **To raise Sensing the Unknown Score.** Each CIP spent raises this score by 1. This score cannot be increased by more than 1 after any mission.

Paranormal Investigator

Convinced that there was more to the world than science could explain you turned to metaphysics in hopes of exposing the truth.

When you were unable to prove your convictions you turned your dreams into a lucrative con act that got you more than your fifteen minutes of fame.

A few years ago you blew the gaff when your bogus gear started registering signals that could only be evidence of the supernatural.

When SAVE got hold of you they explained that the dreams of your youth had become a nightmare from which you would never awake.

Your knowledge of traditional metaphysics and the occult make you a valuable resource to your cell but you had to learn how to use a gun to defend yourself in the field.

If you could you would go back to sleep and get back on the grift, but you know far too much to rest easy.
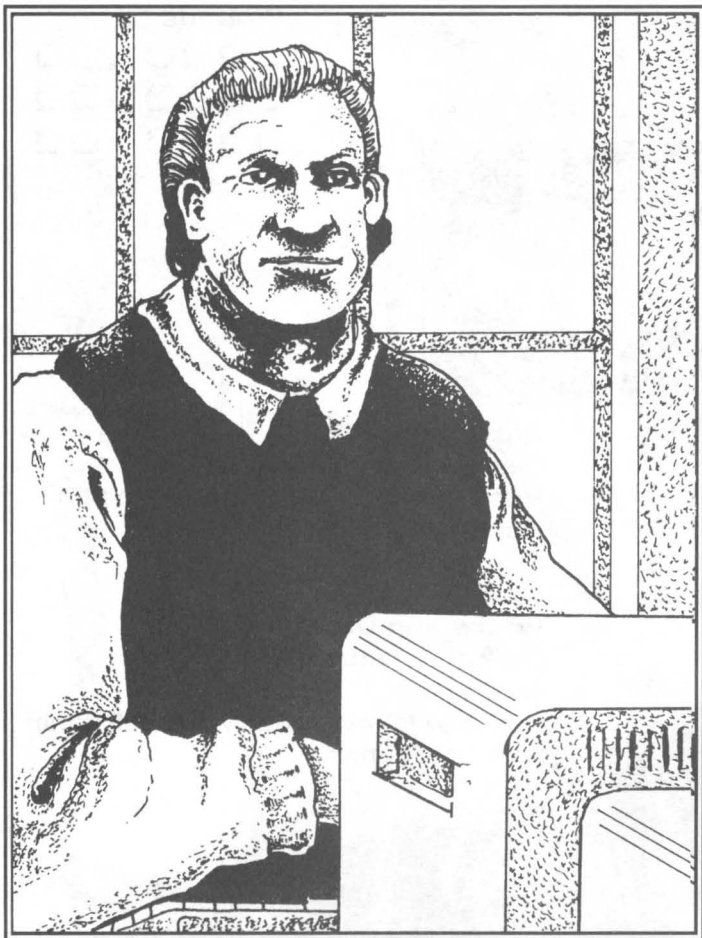
Government Agent

Since your idealistic college days you wanted to serve your country in whatever capacity best suited your abilities. The company took you in and made you a special agent.

An independent survey of confidential reports revealed a pattern of discovery and denial that was dangerous, so you initiated an internal investigation of the anomalous data.

Your field work only confirmed your suspicions. The conspiracy theories were true and the independent papers shunned by the public proved your best resource.

It was far worse than you could have anticipated. The cold war had nothing to do with the Russians and the wall fell because it separated more than the Germans.

No point in reporting back. The enemy has spies everywhere that could follow any trail to the camp. Best to dig in with the locals and provide intelligence for the resistance.

Basic Abilities	Disciplines	Level	Base	Score	Wounds
AGL: 40	Clairvoyant/				☐ ☐ ☐ ☐ ☐ ☐
DEX: 45	Prescient Dream	T	41	71	☐ ☐ ☐ ☐ ☐ ☐
LCK: 55	Evil Way Score:	(Grey)		65	☐ ☐ ☐
PCN: 60					
PER: 65					
STA: 40					
STR: 30					
WPR: 50					

Current Stamina

Current Willpower

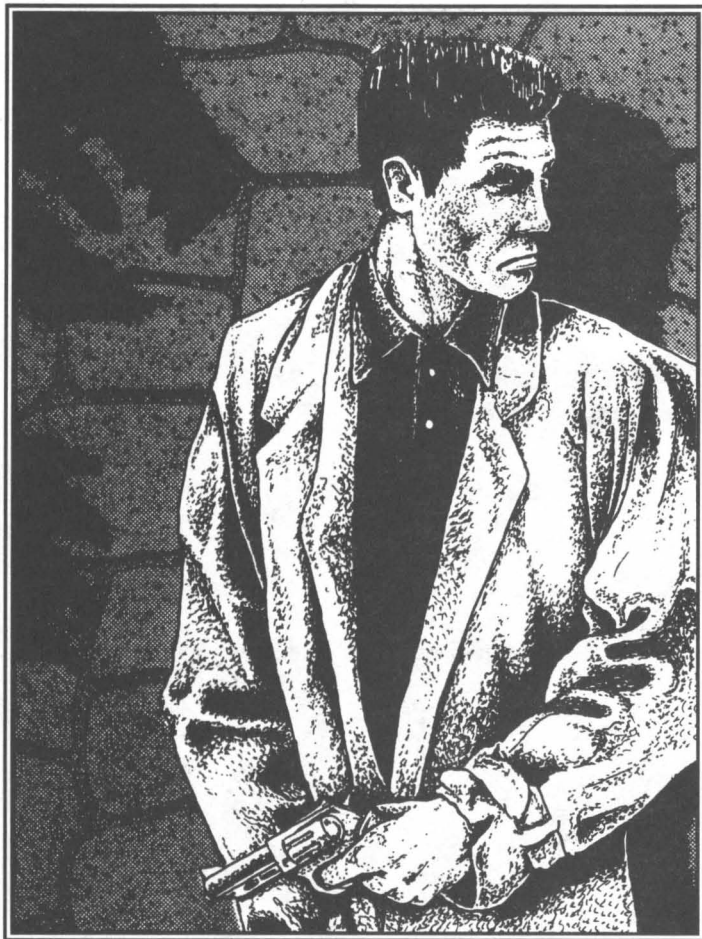| Skills	Level	Base	Score	Strike Rank
Astrology	T	55	85	
Hypnotism	S	61	76	
Language, Ancient (Latin)	S	61	76	
Magic Tricks	S	61	76	
Occult Lore	M	55	105	
Persuasion	T	61	91	
Pistol	S	52	67	7
Trivia	S	55	70	

Equipment **Ranges**
Pistol, Automatic 7/35/70/175

Edges and Drawbacks
Evil Sense
Poor Vision (Correctible): Nearsighted

— Beast Within —

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Basic Abilities	Disciplines	Level	Base	Score	Wounds
AGL: 50	Raise Perception	S	36	51	☐ ☐ ☐ ☐ ☐ ☐
DEX: 55					☐ ☐ ☐ ☐ ☐ ☐
LCK: 60	Evil Way Score:	(Grey)		35	☐ ☐ ☐ ☐ ☐ ☐
PCN: 50					☐
PER: 35					
STA: 45					
STR: 45					
WPR: 50					

Current Stamina

Current Willpower

Skills	Level	Base	Score	Strike Rank
Administration	S	42	57	
Auto. Weapons	S	52	67	7
Disguise	S	42	57	
Driving	S	52	67	
Electronics	S	52	67	
First Aid	S	52	67	
Forgery/ Graphology	S	52	67	
Information Skill (Investigation)	T	50	80	
Language, Contemporary (Japanese)	S	42	57	
Martial Arts	S	47	62	3
Pistol	T	52	82	7
Police Procedures	S	50	65	

Equipment **Ranges**
Pistol, Automatic 7/35/70/175
Pistol, SMG 10/50/100/250
Kevlar Vest
Silencer

Edges and Drawbacks
Concentration
Equipment
Privilege (Concealed Weapon Permit)
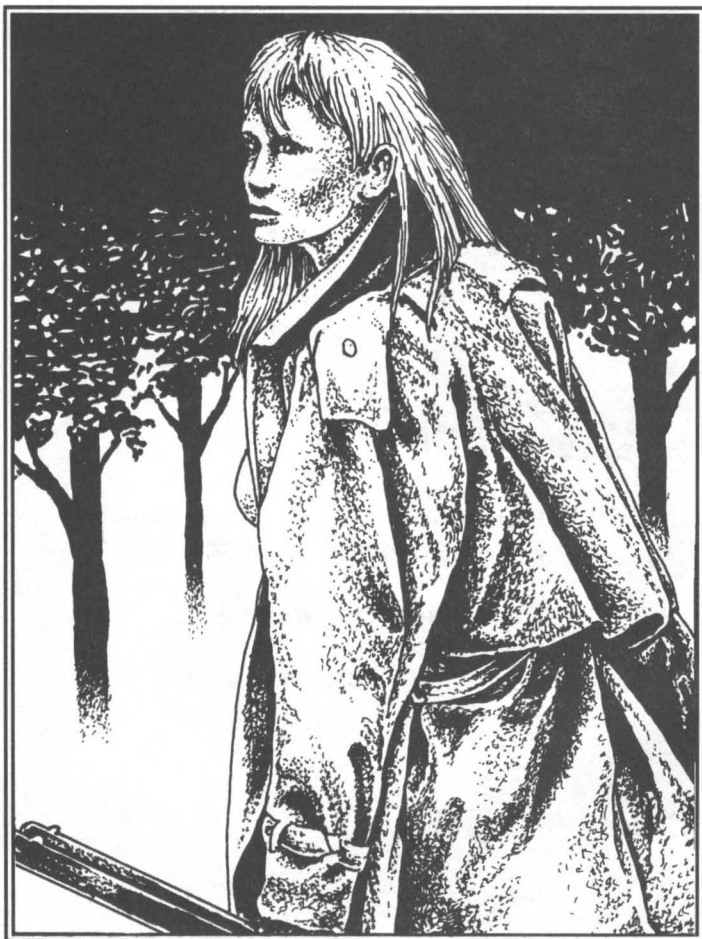Overconfidence

— Beast Within —

Tough Cop

When they reinstituted beat patrols in your district you were hired to maintain a presence in a beleaguered community.

Over the years you have seen your neighbors commit horrible atrocities that challenged your resolve and your sanity.

At your worst you considered taking your own life, but that's when the visions showed you the way. It was a sick charade carried out right before your eyes. The wolf in sheeps clothing.

You have decided to protect your district from the predators in their midst. No court would convict them and no jail cell will hold them so you are forced to mete out justice the old fashioned way.

Welcome to high noon.

Disillusioned Doctor

You have devoted your life to healing the sick. Every decision you have made has been based on compassion, but here you are with a riot gun in one hand and a knife in the other.

In medical school you used to pretend the human body was a puzzle. It all came so easy back then. You could assemble and disassemble living tissue with consummate skill.

That's when the extra pieces started showing up. It got so bad that you would start to shake when you had to open up a patient.

When you finally figured it out you were horrified. You had been treating men and monsters that looked like men. At first you kept at it, but you made sure to let the creatures die.

SAVE needs you more than the hospital. You are still trying to heal the sick, but you have to start with the cause, not the symptom.

Lock and load.

Basic Abilities		Disciplines	Level	Base	Score	Wounds
AGL:	55	Feat of Strength	S	38	53	☐☐☐☐☐☐☐
DEX:	40					☐☐☐☐☐☐☐
LCK:	50	Evil Way Score:	(Grey)		30	☐☐☐☐☐☐☐
PCN:	55					☐☐☐☐☐☐☐
PER:	30					☐☐☐
STA:	65					
STR:	60					
WPR:	50					

Current — Stamina

Current — Willpower

Skills	Level	Base	Score	Strike Rank	Equipment	Ranges
Driving	S	47	62		Pistol, Revolver	15/75/150/375
First Aid	S	47	62		Shotgun,	
Information Skill					Pump Action	15/75/150/375
(Investigation)	T	62	92			
Intimidation	S	42	57		**Edges and Drawbacks**	
Pistol	M	47	97	7	Privilege (Police Officer)	
Police					Impulsiveness	
Procedures	T	62	92			
Rifle	S	47	62	7		

———————————————————— Beast Within ————————————————————

Basic Abilities		Disciplines	Level	Base	Score	Wounds
AGL:	30	Sphere of				☐☐☐☐☐☐☐
DEX:	60	Protection	T	38	68	☐☐☐☐☐☐☐
LCK:	60	Evil Way Score:	(Pure)		0	☐
PCN:	55					
PER:	45					
STA:	35					
STR:	25					
WPR:	60					

Current — Stamina

Current — Willpower

Skills	Level	Base	Score	Strike Rank	Equipment	Ranges
Administration	S	50	65		Pistol, Revolver	15/75/150/375
First Aid	T	57	87			
Information Skill					**Edges and Drawbacks**	
(Anthropology)	S	57	72		Connoisseur	
(Biology)	T	57	87		Privilege (Medical License)	
Medical Field					Won't Kill	
(Internal Med.)	M	57	107			
Pistol	S	57	72	7		
Surgery	M	57	107			
Veterinary						
Medicine	S	57	72			

———————————————————— Beast Within ————————————————————

Crusading Reporter

Tough news for a hard world, that's your motto. Or at least it was.

When your quest to reveal the truth revealed what appeared to be a series of bizarre cover-ups revolving around bodies that had been drained of all of their blood your credibility suffered.

Eventually you were forced to sell your stories to sensationalist 'rags' to make the rent but you could not stand by and watch the slaughter continue unopposed.

To your dismay you discovered that blood-drinking was only the tip of the iceberg and that it was not an isolated incident perpetrated by some radical cult.

Fortunately you are not alone. You have found others who know the truth and have joined the fight. You have to wake up the sleepwalkers before they are devoured.

Bad news for a dead world is more like it.

Grizzled Veteran

You were mustered out with a pension and a fanatical hatred of sand.

Growing up to news of the Vietnam war gave you a fair idea of what to expect as a Vet but you were unprepared for the voices.

The doctors tried to convince you you were suffering from some kind of new age 'shell shock' but you knew better. You had seen the face of the enemy in the dunes and now you knew what to look for.

SAVE isn't a bad outfit. Disorganized and inefficient, but what else could you expect from a ragtag bunch of civilians?

Your skills are pivotal to the survival of the camp. You know it and so do they. Before you are through you will teach them leadership and discipline. It just might save their lives.

Basic Abilities	Disciplines	Level	Base	Score	Wounds
AGL: 45	Telepathic				☐☐☐☐☐☐
DEX: 40	Empathy	S	43	58	☐☐☐☐☐☐
LCK: 60	Evil Way Score:	(Grey)		60	☐☐
PCN: 70					
PER: 60					
STA: 40					
STR: 25					
WPR: 50					

Current Stamina

Current Willpower
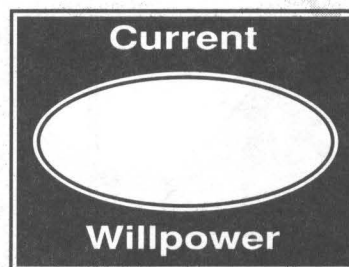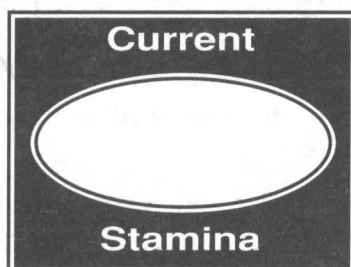
Skills	Level	Base	Score	Strike Rank	Equipment	Ranges
Administration	S	65	80		Pistol, Revolver	15/75/150/375
Charm	S	65	80			
Creative					**Edges and Drawbacks**	
Writing	M	65	115		Information Source (Media)	
Disguise	S	65	80		Privilege (Press Pass)	
Information Skill					Curiosity	
(Investigation)	S	60	75			
(Journalism)	T	60	90			
Language, Contemporary						
(Spanish)	S	65	80			
Persuasion	T	65	95			
Pistol	S	55	70	7		
Trivia	S	60	75			

—————————————————— Beast Within ——————————————————

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Basic Abilities	Disciplines	Level	Base	Score	Wounds
AGL: 45	Incorporeal Attack	S	31	46	☐☐☐☐☐☐
DEX: 50					☐☐☐☐☐☐
LCK: 30	Evil Way Score:	(Grey)		60	☐☐☐☐☐☐
PCN: 40					☐☐☐☐☐☐
PER: 60					☐☐☐
STA: 70					
STR: 55					
WPR: 50					

Current Stamina

Current Willpower
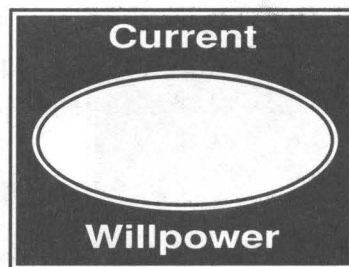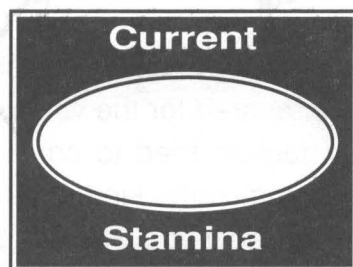
Skills	Level	Base	Score	Strike Rank	Equipment	Ranges
Auto. Weapons	T	45	75	8	Rifle, Automatic	72/360/720/1800
Climbing	S	57	72		Pistol, Automatic	7/35/70/175
Dagger/Knife	S	52	67	2	Knife	4/20/40/100
Driving	S	50	65			
Explosives	S	50	65		**Edges and Drawbacks**	
First Aid	S	50	65		Courage (+10 to T#	
Heavy Weapons	T	45	75		Crippled	
Pilot	S	50	65		Flashbacks (Triggered by sand)	
Pistol	S	45	60	7		
Rifle	M	45	90	8		
Survival	S	52	67			
Thrown						
Weapons	S	45	60	2		

—————————————————— Beast Within ——————————————————

Skills

Nearly every character has special capabilities that make him better at doing some things than others. These areas of expertise are in addition to a character's basic abilities and are referred to as skills. Skills have scores as do basic abilities, but the lowest score a human can have in any skill is 25; the highest possible score is 140.

Skill Scores

Your character's score in each skill is based on two of his Ability Scores. The Base Skill Score always equals the average of these Ability Scores (fractions are rounded down). The specific Ability Scores that define each skill are determined by which category the skill falls into: Melee Combat, Ranged Combat, Knowledge, Professional, Physical, and Interaction. They are also given in the skill lists and descriptions that follow. For example, a character's Skill in Driving (a Professional Skill) is based on the average of his Dexterity and Perception Scores. A character whose Dexterity Score is only 26 is obviously not going to become the world's greatest driver!

That doesn't mean that training and practice don't count; they do. That's why a character can rise through 3 levels in each skill. He starts using the skill at the Student Level, then moves up to Teacher Level, and finally to Master Level. When a character reaches each new level in his skill, his chance to succeed is increased in that skill by adding a number called a "modifier" to his Base Skill Score. The resulting total is called the Skill Score.

Skill Level	Modifiers
Student	15
Teacher	+ 15
Master	+ 20

Note that the modifiers are cumulative; that is, a Student (S) has 15 added to his Base Skill Score, a Teacher (T) has another 15 added, and a Master (M) has an additional 20 added. By the time your character reaches Master Level, his Skill Score has been increased by 50.

Note: No amount of training can improve a Skill Score to more than double its base score. If your character's Base Skill Score before training is 40, his highest score in that skill, even at Master Level, is 80.

Willpower and Stamina Loss

As you know, characters sometimes lose points from their Current Willpower and Current Stamina Scores. Remember that these decreases do not affect Skill Scores. However, disease and illness will sometimes affect Skill Scores (see p. 94).

Skill Descriptions

Using Skills

Characters use skills just as they do basic abilities. If you want your character to use a skill, you must roll a check using the appropriate Skill Score. When making a check, the number you are trying to roll less than or equal to is called the Target Number (Target#). In many cases, the Target# is simply equal to your character's appropriate Skill Score. However, that Skill Level will be modified if what you are trying to do is easier or harder than normal.

If you make a roll less than or equal to the Target#, your character successfully uses that skill.

As you may already know, there are two types of checks. The first type of check, called a General Check, is used to determine whether your character succeeds at what he is trying to do in any type of hit-or-miss situation. The second type of check, called a Specific Check, is used when different degrees of success are possible. The description of each skill generally states what type of check the skill requires, although the GM may have to decide the type of check called for depending on specific circumstances. If a Specific Skill Check is called for, many skill descriptions also explain the possible degrees of success in that skill, also subject to Gamemaster modification.

Called Shots

Your character may attempt a Called Shot when using a skill. That is, you can declare the exact outcome of your character's action when using that skill: you can specify the exact place you want a bullet to hit, a particular piece of evidence you want him to find through investigation, or a particular detail you want him to discover about the animal or creature the party is tracking.

If you specify a Called Shot, your Target# is cut in half (all fractions rounded down). Of course, you can do this only if the result you want is possible; no successful roll will discover evidence that isn't there or help your character follow the trail of a creature that doesn't leave tracks!

Note: This halving takes place after all other modifiers have been applied.

Skill Use Restrictions

Normally, your character can use his skills at any time during play. However, the GM should use his common sense to limit some skill use. The Information Skills should be used only once to acquire immediate knowledge or to research a particular subject. If your character fails in the use of such a skill, he cannot attempt to use that skill to obtain information on the same subject for the rest of that mission.

Of course, other skills, such as those used in combat, can be used any number of times during the scenario.

Unskilled Attempts to Perform Skills

In some cases, you will want your character to attempt an action which applies to an established skill, even though he doesn't have the skill in question. In some cases, the GM may wish to allow this: for example, surgery could be most uncomfortable in the hands of a character who has no medical skills! However, emergencies do arise. Most people can drive, even if they aren't trained as professional drivers, and anyone can swing a club without a minute's training. In other cases, however, unskilled characters have no idea what to do. For each skill, either an Unskilled Use Score will be listed, or if it can't be used unskilled, it will say N/A (not applicable). For instance, Ancient Languages allows no Unskilled Use, but Driving does: (DEX+PCN)/10.

Even when Unskilled Use is allowed, the GM should be hesitant to award the best possible results to an unskilled character. Where he feels it is appropriate, the GM can, for example, downgrade all successful results by one, so that an Unskilled C result becomes an H result, etc. (It is then up to the GM whether an L result remains an L result or becomes a Failure.)

Opposed Skills

Some skills, when used, provoke a reaction and an Opposed Check (p. 84) from others. These skills, naturally enough, are called Opposed Skills. When an actor attempts an impersonation, those he is trying to fool get a chance to penetrate his disguise; when a hypnotist attempts to control an unwilling subject, the subject gets a chance to resist the hypnosis; when a character attempts to hide his trail, his trackers get a chance to follow his trail; and so forth. Acting, Hypnosis, and Tracking can all be Opposed Skills.

All uses of Opposed Skills require Specific Skill Checks; they also require that the person resisting make a specific check, either a Specific Ability Check or a Specific Skill Check (depending on the Opposed Skill being used). If your character uses an Opposed Skill, you must not only roll successfully, you must roll better than your opponent does.

In general: if you fail your Specific Skill Check, you fail. If you get an L result, you fail if your opponent rolls any kind of success. If you get an M result, you fail if your opponent gets an M, H, or C result. If you get an H result, you fail if your opponent gets an H or C result, and if you get a C result, you still fail if your opponent also gets a C result.

A few Opposed Skills allow success if you simply roll equal to your opponent's result level, rather than bettering it. With a few skills, the difference between the two checks determines the result. Skills which can be opposed, the skill or basic ability which opposes each one, and exactly how the Opposing Checks work, are described in the individual skill descriptions.

The Skills List

Note that some skills allow no Unskilled Use. These skills are indicated with an asterisk (*).

Melee Combat Skills _____
(AGL+STR)/2 Unskilled Use: (AGL+STR)/4

  Axe/Machete
  Blackjack/Club/Mace
  Boxing
  Dagger/Knife
  Entangler
  Martial Arts*
  Polearm
  Rapier
  Spear
  Sword
  Wrestling

Ranged Combat Skills _____
(DEX+PCN)/2 Unskilled Use: (DEX+PCN)/4

  Automatic Weapons
  Bow
  Heavy Weapons
  Pistol
  Rifle
  Slingshot
  Thrown Weapons

Knowledge Skills _____
(PCN+WPR)/2 Unskilled Use: (PCN+WPR)/10

  Architecture
  Astrology*
  Familiarity Skills*
  Farming
  Fishing
  Hunting/Trapping
  Information Skills
  Law*
  Occult Lore*
  Police Procedures
  Survival
  Tracking
  Trivia

Professional Skills _____
(DEX+PCN)/2 Unskilled Use: (DEX+PCN)/10

  Bicycle
  Craft Skills
  Driving
  Electronics
  Explosives
  Filching

  First Aid
  Forgery/Graphology
  Lockpicking
  Mechanics
  Medical Fields*
  Pilot
  Seafaring
  Spacecraft*
  Surgery*
  Veterinary Medicine*

Physical Skills _____
(AGL+STA)/2 Unskilled Use: (AGL+STA)/5

  Acrobatics
  Beast Riding
  Climbing
  Dodge
  Running
  Skating
  Sports
  Stealth
  Swimming*

Interaction Skills _____
(PCN+PER)/2 Unskilled Use (PCN+PER)/5

  Acting
  Administration
  Animal Training
  Arbitration
  Charm
  Creative Writing
  Dance
  Disguise
  Filmmaking
  Gambling
  Hypnotism*
  Intimidation
  Language, Ancient*
  Language, Contemporary*
  Lip Reading
  Magic Tricks
  Musicianship
  Persuasion
  Poetry
  Savior-Faire
  Semaphore*
  Sign Language*
  Singing

Skill Descriptions

The following is an alphabetical list of all the skills in Beast Within. Each entry includes the name of the skill, followed by the Skill Category it is in and the formulas used to determine its Base Skill Score and Unskilled Use chance. Each skill entry also includes a brief description of how the skill is used in the game.

Acrobatics

Physical	(AGL+STA)/2
Unskilled Use:	(AGL+STA)/5

With Acrobatics, a character can perform all sorts of acrobatic and gymnastic feats. For example, he may walk along a tightrope, ride a unicycle along the ledge of a building, swing on vines or a trapeze, pole-vault over a wall, or backflip over and behind a creature to get the bonus for attacking from behind.

Usually, a General Check is only made to accomplish a single, short-term feat of acrobatics. If your character is attempting a feat that could last several rounds, or if he tries something very difficult in a combat situation, the GM may require a Specific Check and interpret the results just as he would interpret the results of a Specific Agility Check (see p. 86).

Acting

Interaction	(PCN+PER)/2
Unskilled Use:	(PCN+PER)/5

This skill gives your character a thorough knowledge of drama and the theater, as well as the ability to research subjects such as the history of theater and dramatic literature.

The Acting skill also allows your character to "play the part" of another character. How convincing his acting is depends on your character's Specific Skill Check, modified by the GM depending on how well you role-play the scene. Despite a successful roll, a slip up in role-playing your character while he is impersonating someone else may just ruin the whole act (GM's discretion).

This use of Acting is an Opposed Skill. Note what level of success the acting character achieved; any other character who rolls that level of success or greater on a Perception Check is able to penetrate the disguise.

Administration

Interaction	(PCN+PER)/2
Unskilled Use:	(PCN+PER)/5

Characters with Administration Skill are proficient in dealing with bureaucracies. Such characters know how to circumvent time-consuming bureaucratic procedures to cut through red tape. This knowledge extends beyond the bounds of big business into the areas of government and law. Characters with this skill also know how to orchestrate the activities of a group of people, planning to use their time and talents effectively.

Animal Training

Interaction	(PCN+PER)/2
Unskilled Use:	(PCN+PER)/5

A character with Animal Training Skill can work fairly easily with animals; he knows how to train and calm them.

Any command your character is trying to teach has a level of difficulty assigned to it; from L for simple tasks (come when called) to C for very complicated tasks (run to the well, fetch Jimmy, lead him to the barn, and then come back to me). To train the animal requires one month, after which two Specific Checks are required; one Animal Training Check for your character, and one Willpower Check for the animal being trained. The result level of both checks must correspond to at least the difficulty for the desired command to be successful.

In order to calm an animal, you make a Specific Check against your character's Animal Training Skill, then a check against the animal's Willpower. If the animal's check meets or exceeds your character's result level there is no effect. However, for each result level that you exceed the animal's check, the animal will be calmed by one level. A character with Animal Training can completely calm any animal if the player rolls a C result and the animal fails its Willpower Check.

Arbitration

Interaction	(PCN+PER)/2
Unskilled Use:	(PCN+PER)/5

This skill applies to mediating a legal or labor dispute.

Architecture

Knowledge	(PCN+WPR)/2
Unskilled Use:	(PCN+WPR)/10

Architecture is the art of designing and erecting buildings or other large structures, such as ships. A character with the Architecture Skill can determine the style and the architect of a structure with a General Skill Check.

Astrology
Knowledge	(PCN+WPR)/2
Unskilled Use:	N/A

A character with Astrology Skill can study the positions and aspects of heavenly bodies and assess or predict their influence on human characteristics and the course of human affairs. For instance, a person born under the zodiac sign of Taurus is, generally speaking, a warm and determined individual who also tends to be stubborn and possessive. Most terms used by an astrologist are general, therefore making the prediction more likely to come true. For example, "your near future holds financial gain for you," or, "treat your friends right and you will gain from the experience."

Automatic Weapons
Ranged Combat	(DEX+PCN)/2
Unskilled Use:	(DEX+PCN)/4
Prerequisite: Pistol or Rifle.	

This skill allows your character to use Automatic Weapons; those that are capable of burst fire. In order to use them, you must also have either the Pistol (to use Automatic Pistols) or Rifle (to use Automatic Rifles) Skills.

A character without Automatic Weapons Skill can still fire an Automatic Weapon in single-shot mode (ROF of 4) using the appropriate skill (see Pistol or Rifle skill below), but must use Unskilled Automatic Weapons Skill if firing a burst.

Axe/Machete
Melee Combat	(AGL+STR)/2
Unskilled Use:	(AGL+STR)/4

This skill allows the use of axes and other large slashing weapons, such as machetes. Note that these items are normally used as utility blades and were not originally designed for combat. The machete can be used to speed travel through dense undergrowth (with a General Skill Check), and the axe can be quite helpful when gathering firewood.

Beast Riding
Physical	(AGL+STA)/2
Unskilled Use:	(AGL+STA)/5

Beast Riding is the ability to ride horses, camels, elephants, or other trained mounts. Characters with Beast Riding Skill can perform certain specialized stunts while mounted with a General Beast Riding Skill Check. A character on horseback, for example, might jump over a fence or trudge through a shallow stream. Any character performing such a stunt receives a -30 to his Beast Riding Skill Score if traveling at the beast's cruising speed or a -50 if traveling at top speed. A failed Beast Riding Check indicates that both rider and mount come crashing to the ground, taking damage (as per Collisions and Other High-Speed Accidents on p. 92).

Use the Beast Riding Skill in place of the Driving Skill when a character is driving a horse-drawn carriage or cart.

Bicycle
Professional	(DEX+PCN)/2
Unskilled Use:	(DEX+PCN)/10

A character with Bicycle Skill can perform difficult, complex, and dangerous stunts while on his bike. Stunts include such things as "popping wheelies," jumping over gaps, doing a handstand on the handlebars and/or seat, riding while standing on the front axle, etc.

Performing a stunt requires only a General Check, but your character's Bicycle Skill Score is modified by -1 to -75, depending on the difficulty of the stunt (GM discretion).

Blackjack/Club/Mace
Melee Combat	(AGL+STR)/2
Unskilled Use:	(AGL+STR)/4

This skill covers the use of all bludgeoning and bashing weapons, including clubs, maces, flails, and baseball bats.

In addition to using these weapons normally in combat, a skilled character may attempt to knock his opponent unconscious. Such a knock-out attack is a Called Shot (cutting the Target # in half). On a successful Called Shot, the opponent's Current Stamina is immediately reduced to zero (0), in addition to his suffering any wounds the attack result prescribes.

Note that certain creatures may be immune to knock-out attacks, although the PCs won't know which ones until they try. Typically the undead and very large monsters are among those creatures unaffected (GM discretion).

Bow
Ranged Combat	(DEX+PCN)/2
Unskilled Use:	(DEX+PCN)/4

This skill covers the use of all bow-type weapons. At Student Level, your character may use one of the following weapons: crossbow, long bow, or short bow (you choose which one when acquiring the skill). At Teacher

Level, you may pick a second. At Master Level, your character has mastered all three types.

In addition to increasing accuracy and the number of weapons that can be used, improving the skill increases the rate at which your character can reload the bow and be ready to fire again. Note that these weapons can be fired only once in a single round; multiple rounds are needed for reloading (see Combat, p. 86).

Boxing

Melee Combat	(AGL+STR)/2
Unskilled Use:	(AGL+STR)/4

When using the Boxing Skill, any K result obtained indicates that your opponent may have been knocked out. The enemy must make an immediate General Check against his Current Stamina. If the check fails, he is knocked out for 1D10 minutes (the GM secretly rolls to determine how long); once unconscious, his Current Stamina drops to zero (0).

In addition, use of the Boxing Skill adds 1 melee attack per round for each Skill Level: that is, a Student of Boxing makes 2 attacks per round; a Teacher makes 3 attacks per round; and a Master makes 4 attacks per round.

Note: The additional attacks that come with this skill are not cumulative with those given in the Martial Arts Skill. If a character has both these skills, the number of attacks is determined by the skill he is using at the time.

Charm

Interaction	(PCN+PER)/2
Unskilled Use:	(PCN+PER)/5

Charm is the ability to make oneself appear likeable or desirable to others. Successful use of Charm generally makes the target friendlier to the charmer. Complete information on how to use this ability appears under Interaction, on p. 99.

Climbing

Physical	(AGL+STA)/2
Unskilled Use:	(AGL+STA)/5

Any character with this skill has climbing ability equivalent to that of an experienced mountain climber. He knows how to check and use mountain climbing gear, including ropes, chains, special footwear, hammers, and so forth. With the proper equipment, he can climb almost any surface.

Without equipment, a character may still be able to climb, provided the climbing surface has some indentations, cracks, or bumps; any small irregularity that would provide a handhold (GM discretion).

Craft Skills

Professional	(DEX+PCN)/2
Unskilled Use:	(DEX+PCN)/10

This category covers a wide range of skills, most being occupations requiring manual dexterity, artistry, or both. This category can also be used as a catch-all for any appropriate skills not already covered by a specific skill. Note that each Craft Skill must be purchased as a separate skill. Examples include:

Blacksmithing
Calligraphy
Carpentry
Leatherworking
Masonry
Painting
Photography
Plumbing
Sculpting
Woodworking

Creative Writing

Interaction	(PCN+PER)/2
Unskilled Use:	(PCN+PER)/5

A character with Creative Writing Skill can write anything from novels to comic books and game-related writings.

Dagger/Knife

Melee Combat	(AGL+STR)/2
Unskilled Use:	(AGL+STR)/4

This skill covers the use of all small slashing and stabbing weapons, including: dagger, knife, stiletto, dirk, main-gauche, sai, etc.

Dance

Interaction	(PCN+PER)/2
Unskilled Use:	(PCN+PER)/5

Characters with Dance are familiar with all aspects of the art form, from folk dances and dancing rituals to popular dances and dance techniques (the jitterbug, break dancing, and so forth).

Disguise

Interaction	(PCN+PER)/2
Unskilled Use:	(PCN+PER)/5

A character who has the Disguise Skill can use make up, clever masks, and other techniques to disguise himself and others. This skill does not include acting ability, but it can be very powerful when combined with the Acting Skill! With just the Disguise Skill, a character can pass for another specific person, but only if he doesn't have to say more than a few words. An extensive impersonation involving speech requires Acting Skill as well as Disguise.

Disguise is an Opposed Skill; the GM secretly rolls a General PCN Check for any observing character who may be able to penetrate the disguise. The GM should make a new check at least once every 4 hours while your character continues to use the Disguise Skill. The GM should only inform you of any results as they become obvious during play.

Dodge

Physical	(AGL+STA)/2
Unskilled Use:	(AGL+STA)/5

Dodge is the ability to avoid damaging blows in combat. Rather than launching an attack during a combat round, each combatant has the option of attempting a dodge. A dodge is a half-round action that can never be combined with an attack action.

Characters attempting to dodge make a Specific Dodge Skill Check. If the result of this check equals or exceeds the skill result of an incoming blow or shot, that blow or shot automatically misses the dodging character. A Dodge Check is always resolved at the same time as the attack it is meant to avoid even if the dodging character's initiative score is lower than that of his attacker. A dodging character can attempt to cancel out only one incoming attack per round.

Driving

Professional	(DEX+PCN)/2
Unskilled Use:	(DEX+PCN)/10

Characters who have the Driving Skill can perform difficult, complex, and dangerous stunts while driving a car or truck.

Performing a stunt requires only a General Check, but your character's Skill Score is modified by -30 if the vehicle is moving at cruising speed or -50 if it is going at top speed.

Electronics

Professional	(DEX+PCN)/2
Unskilled Use:	(DEX+PCN)/10

This skill enables a character to construct, repair, and use electronic equipment. In addition, the character knows how to perform a variety of useful (though illegal) tasks, such as tapping phone lines or hot-wiring cars.

To use this skill, your character needs proper tools and parts.

Entangler

Melee Combat	(AGL+STR)/2
Unskilled Use:	(AGL+STR)/4

Various types of weapons can be used to tie and enwrap a target in order to either inflict damage or to make the target more vulnerable to subsequent attacks. Three such weapons are the bola, the lasso, and the whip. There is just one skill covering all three weapons. At Student level, your character may use a bola, a lasso, or a whip (you choose which one when acquiring the skill). At Teacher Level, you may pick a second, and at Master Level, your character has mastered all three types.

The various entangling weapons have different effects. These are detailed in the Combat section (p. 86).

Explosives

Professional	(DEX+PCN)/2
Unskilled Use:	(DEX+PCN)/10

This skill allows a character to handle, transport, and use materials such as black powder, dynamite, nitroglycerin, and other common explosives with relative safety.

Each explosion you have your character set requires a Specific Check. All explosions create catastrophic damage within the blast radius (p.92); you must specify the exact radius and any special effect you desire before the skill check is rolled. Note whether the roll is even or odd, and interpret results according to the following key:

Failure-Even. The charge simply does not go off; the charge is either a dud or it is unstable. If unstable, it may go off in any subsequent round until defused (a non-cumulative base chance of 10 per round, rolled secretly by the GM).

Odd. The charge goes off, but the blast power and radius is quadrupled. Other negative effects might include damage to neighboring buildings, fires started by the explosion, making a cave-in worse instead of better, etc.

L result-Even. The blast power and result is only a quarter of that intended.

Odd. The blast power and radius is doubled.

In either case, none of the desired special effects are achieved.

M result-Even. The blast power and radius is only half of that intended.

Odd. The blast power and radius is half again as large as that intended.

In either case, only the simplest of special effects are achieved.

H result-Even. The blast power and radius is only 3/4 of that intended.

Odd. The blast power and radius is 1/4 larger than intended.

In either case, the most complex special effects are not achieved.

C result- The explosion goes off as planned and creates exactly the desired effect.

Familiarity Skills

Knowledge	(PCN+WPR)/2
Unskilled Use:	N/A

This category covers a wide range of skills, few of which are formally learned. A Familiarity Skill gives you knowledge of something: a city, a country, a hobby, craft, or sport, a group of people, a cuisine, regional folk music or dance, European capitols, Asian currencies; anything not otherwise specified in the skill list.

If the GM decides that (PCN+WPR)/2 is an inappropriate base for the Familiarity Skill you select, he may assign another base to it.

Farming

Knowledge	(PCN+WPR)/2
Unskilled Use:	(PCN+WPR)/10

A character with this skill can use most farm machinery. Farmers also know ways to enrich their soil, breed and birth livestock, and plant and harvest crops.

Filching

Professional	(DEX+PCN)/2
Unskilled Use:	(DEX+PCN)/10

A skilled "filcher" can pick pockets, snatch a small object from a table without anyone noticing, and do other sneaky things. Filching is an Opposed Skill in some instances. When your character removes an item which is held by, carried by, or in the pocket of an NPC, make an Opposed Check using your character's Filching Skill versus his opponent's Perception Score. If you fail your roll while the GM succeeds for the NPC, the NPC literally catches your character in the act. If your Opposed Check is successful, the greater your margin of success, the longer it will take the NPC to notice that something isn't as it should be.

Filching also enables a character to plant items on another character or creature. For example, a character could use this skill to slip a small electronic "homer" or signaling device into a betrayer's jacket pocket.

Filmmaking

| Interaction | (PCN+PER)/2 |
| Unskilled Use: | (PCN+PER)/5 |

A character with this skill can participate in the creation of a motion picture or play as a director, producer, screenwriter, cameraman, and so forth.

First Aid

| Professional | (DEX+PCN)/2 |
| Unskilled Use: | (DEX+PCN)/10 |

A character with First Aid Skill can attend to an injured party (including himself) by making a General Skill Check. If this check succeeds, the injured character regains Stamina at double the normal rate for that round. If the check is failed, the recovering character gains no bonus (but no penalty either).

To make a First Aid Skill Check, the skilled character must have access to a first aid kit or other appropriate medical supplies. First Aid can be used on a single injured character for as many rounds in a row as the character with First Aid Skill desires, though a single character with First Aid can tend to only one injured person per round. First Aid never helps an injured character regain Wound Boxes.

Fishing

| Knowledge | (PCN+WPR)/2 |
| Unskilled Use: | (PCN+WPR)/10 |

A character with the Fishing Skill is familiar with most of the different types of rods and reels, lures, bait, and techniques for catching local types of fish. Also, most fishermen know the local fishing holes and the time of year each type of local fish can be caught. Fishermen are automatically aware of local fishing laws and regulations. Ice, boat, river, lake, and ocean fishing all fall under this skill.
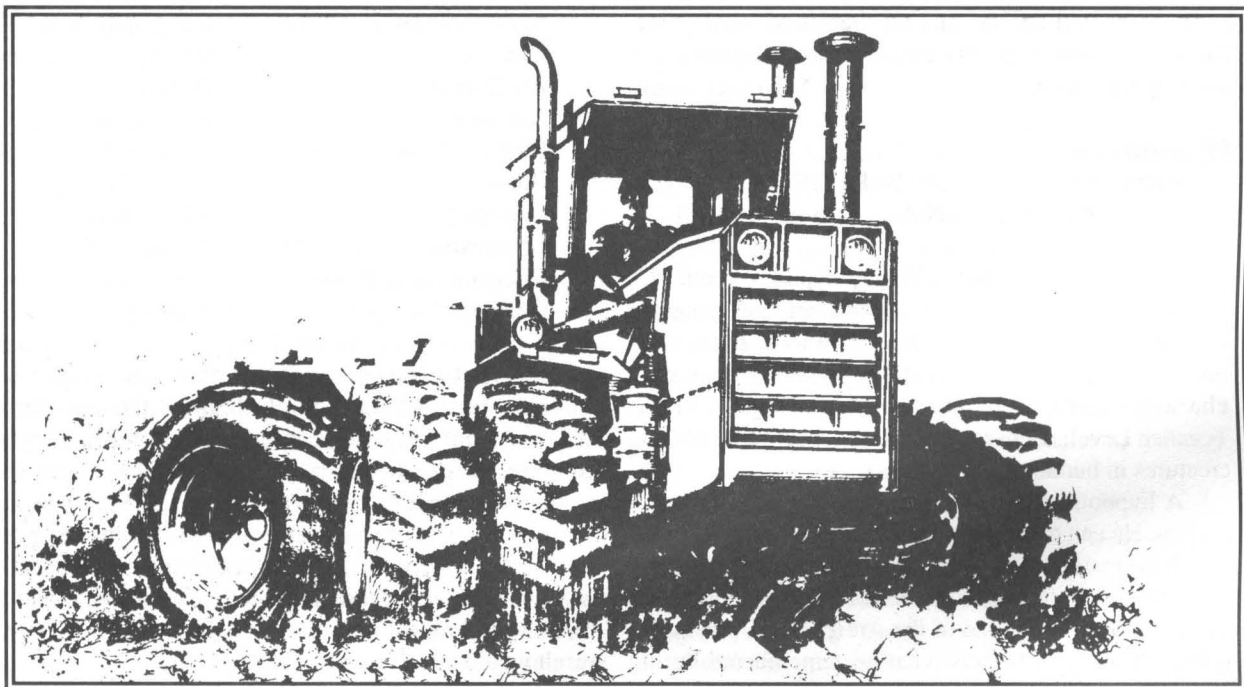
Forgery/Graphology

| Professional | (DEX+PCN)/2 |
| Unskilled Use: | (DEX+PCN)/10 |

Characters with the Forgery/Graphology Skill can compare two or more samples of handwriting and determine whether they were written by the same person. In addition, the character can forge handwriting he has studied.

Forging someone's handwriting and detecting the forgery are Opposed Skills. The forger makes a Specific Check after 1D10 hours of practice to attempt a forgery. If he fails, his attempt is so bad that it fools no one. If he succeeds, note his result level; anyone attempting to detect his forgery must roll at least that same result level after 2D10 minutes of study.

Determining whether 2 or more samples of handwriting were written by the same person can be either a General Check or a Specific Check. If one of the samples was forged, detecting that forgery is described in the preceding paragraph. If the two samples were writ-

ten by two people with similar handwriting, a successful General Check will reveal this information.

Gambling

Interaction	(PCN+PER)/2
Unskilled Use:	(PCN+PER)/5

Characters with the Gambling Skill are familiar with all of the various "casino" games, such as craps, roulette, and poker. Gambling can either be an Opposed Skill or unopposed. If unopposed (in games such as slots or roulette), Failure and L results indicate losses, an M result indicates breaking even, and H and C results indicate wins. If opposed (in games such as poker), the winner is the character with the greatest result level; equal result levels indicate that the characters "broke even."

Heavy Weapons

Ranged Combat	(DEX+PCN)/2
Unskilled Use:	(DEX+PCN)/4

This skill is used to fire mortars, howitzers, flamethrowers, heavy machine guns, cannons, and other large or specialized weapons.

Hunting/Trapping

Knowledge	(PCN+WPR)/2
Unskilled Use:	(PCN+WPR)/10

A character with the Hunting/Trapping Skill is familiar with most of the different types of firearms, bows, traps and snares, and the habits of local game. Hunters are automatically aware of local hunting and trapping regulations.

Hypnotism

Interaction	(PCN+PER)/2
Unskilled Use:	N/A

A character with this skill may hypnotize both PCs and NPCs. At Student Level, a character can hypnotize normal, living humans. The individual to be hypnotized must agree and go along with the hypnosis attempt; a character can't be hypnotized against his will. At Teacher Level, a character can also hypnotize willing creatures in human form.

A hypnotized subject is under the hypnotist's direct control. He can cause the subject to:

1) Remember anything which has happened at any time in his life. This use of the skill is a counter to the Steal Memory Discipline of the Art (p. 76). Upon awakening, the subject forgets what he remembered during hypnosis.

2) Act as though he feels, or does not feel, any particular emotion or pain.

3) Act upon a suggestion planted during hypnosis which can be triggered by a later event. Hypnotism can never, under any circumstances, force anyone to do something he would find unethical or self-destructive.

4) Forget some specific event.

At Master Level, a character can hypnotize subjects without their prior consent or even against their will if they fail to notice the hypnotism being attempted. When used on an unwilling subject, Hypnotism is an Opposed Skill. Provided the hypnotist can engage the attention of the intended subject, he makes an Opposed Check against the subject's Perception. If this check fails, the subject notices the attempt and can immediately prevent it from taking place. Success indicates that the subject has been hypnotized.

Information Skills

Knowledge	(PCN+WPR)/2
Unskilled Use:	(PCN+WPR)/10

This category covers a wide range of skills that represent specific knowledge or research abilities. This category can also be used as a catch-all for any appropriate skills not already covered by a specific skill. Note that each Information Skill must be purchased as a separate skill. Examples include:

Accounting	Forensics
Antiques	Genetics
Anthropology	Geography
Archaeology	Geology
Art Criticism	History
Astronomy	Investigation
Biology	Journalism
Botany	Legend/Lore
Cartography	Mathematics
Chemistry	Physics
Comparative Religion	Psychiatry
Computer	Zoology

In most circumstances, a character using an Information Skill can simply make a General Skill check to see if he knows a specific piece of information. In some cases, however, a Specific Check may be required, especially when using skills such as Investigation or when performing research. In these instances, the type of result indicates the relative difficulty of finding a particular piece of information; an L result would reveal the simplest item to find, while a C result would yield the most difficult.

The GM may find it helpful to figure out what sort of Information Skill Checks are likely to be made during the adventure and prepare a list of what the characters will discover at each result level.

Intimidation
Interaction	(PCN+PER)/2
Unskilled Use:	(PCN+PER)/5

This is the ability to scare or frighten another character into performing a desired action. Note that this is usually not the ability used by menaces to scare their prey. See p. 100 for a full discussion of how to use this skill.

Language, Ancient
Interaction	(PCN+PER)/2
Unskilled Use:	N/A

Each Ancient Language (Latin, Egyptian hieroglyphics, Sanskrit, etc.) is a separate skill. However, if your character has any Ancient Language Skill at Master Level, he is considered a "linguist" and automatically has a chance to read any other ancient language equal to his Base Skill Score.

Language, Contemporary
Interaction	(PCN+PER)/2
Unskilled Use:	N/A

If you want your character to read, write, speak, or converse in any language other than his native tongue, he needs this skill. Each specific contemporary language counts as a separate skill.

Law
Knowledge	(PCN+WPR)/2
Unskilled Use:	N/A

Characters with Law Skill can mount a defense or a prosecution in a court of law. To conduct a trial, the GM first rates the evidence against the accused as either Low, Medium, High, or Colossal. Low evidence generally means there are no witnesses and only circumstantial evidence of guilt. Medium evidence means there is a single witness and circumstantial corroboration. High evidence indicates that there are multiple witnesses, strong corroboration, and other important pieces of physical evidence (a murder weapon, for example). Colossal evidence means that there is iron-clad proof of guilt. Both the prosecutor and the defense attorney then make Specific Law Skill Checks. If the defense attorney's result equals or betters the prosecutor's result and

the weight of the evidence, the accused is acquitted. Otherwise, he is convicted.

The system previously outlined assumes the accused is receiving a fair trial. If the trial is unfair (a slightly stacked jury, for instance), the defense attorney's result must exceed (not equal) both the prosecutor's result and the evidence rating for the defendant to be found not guilty. If the accused is being railroaded, the defense attorney must beat both the evidence rating and the prosecutor's result by at least two result levels for the charges to be dismissed (that is, an H result is necessary if the evidence and the prosecutor's roll are both L results).

Lip Reading
Interaction	(PCN+PER)/2
Unskilled Use:	(PCN+PER)/5

This skill enables a character to understand what someone else is saying by watching the movement of the speaker's lips. This skill is also useful in situations where it is inadvisable for characters to communicate out loud, and written communication is not possible. In order for the character using the Lip Reading Skill to understand the speaker, the speaker must be speaking in a language which the lip reader knows at the Master Level.

Lockpicking
Professional	(DEX+PCN)/2
Unskilled Use:	(DEX+PCN)/10

Characters with the Lockpicking Skill can pick and open locks and simple safes which use combinations or keys. Use of this skill requires only a General Check. Failure indicates that your character cannot open that particular lock until he has increased his level of Lockpicking proficiency. Certain locks are harder or easier to open than average; these locks modify the Target# either positively or negatively.

Magic Tricks
Interaction	(PCN+PER)/2
Unskilled Use:	(PCN+PER)/5

This skill allows the skilled character to do magic tricks at varying degrees of difficulty.

At Student Level, a character is considered to have enough Magic Trick Skill to make coins appear from thin air, do simple card tricks, and so forth; basic sleight of hand. If a character makes a successful General Magic Trick Skill Check, he has created a simple but very well-executed trick.

At Teacher Level, a character is considered to have enough Magic Trick Skill to perform Student-level tricks and can do more extravagant tricks, such as: make tigers and other large objects disappear and reappear, make covered bodies rise and then disappear, and similar tricks. If a character makes a successful General Magic Trick Skill Check, he has performed a well-executed illusion.

At Master Level, a character is considered to have enough Magic Trick Skill to perform Student- and Teacher-level tricks easily, as well as extraordinary tricks, such as making jets disappear or escaping from a locked safe while the magician is tightly bound and the safe is immersed in water. If a character makes a successful General Magic Trick Skill Check, he has performed an amazing trick that astonishes everyone but other Master-level magicians and sometimes even them.

Martial Arts

Melee Combat	(AGL+STR)/2
Unskilled Use:	N/A

Martial Arts is a special Melee Combat Skill which can be used unarmed at Student Level and either unarmed or armed at Teacher or Master Level.

If your character is using the Martial Arts Skill, he can make one additional melee attack per round for each Skill Level attained. These additional attacks are not cumulative with those given in the Boxing Skill. If a character has both of these skills, his number of attacks are determined by the skill he is using at the time.

In addition, as your character increases in Skill Level, the Strike Rank of his unarmed blows increases. At Student Level, his Strike Rank is 3, and it goes up by one for each level after that, reaching 5 at Master Level.

Note: The cost to acquire Skill Levels in Martial Arts is double the cost of any other skill.

Mechanics

Professional	(DEX+PCN)/2
Unskilled Use:	(DEX+PCN)/10

Use of this skill lets your character repair machinery and mechanical devices as complex as an automobile. He can also make minor repairs on items that are more complex, including those containing simple electronics. A mechanic can build simple devices like pulley assemblies or basic traps, if the necessary materials are available.

Medical Fields

Professional	(DEX+PCN)/2
Unskilled Use:	N/A

Medical Fields cover pediatrics to chiropractics, from obstetrics to dentistry, and all fields of medicine in between. Each individual field of medicine counts as a separate skill. A character with an individual medical field skill is fluent in all aspects of the field chosen and knows the basics of general medicine and related fields.

Musicianship

Interaction	(PCN+PER)/2
Unskilled Use:	(PCN+PER)/5

Characters with this skill can play musical instruments of all descriptions.

Occult Lore

Knowledge	(PCN+WPR)/2
Unskilled Use:	N/A

This is the ability to interpret occultist symbols, identify occultist items, and recall pertinent information concerning any occultist operation, item, or procedure. Occult Lore treated as an Information Skill and consequently requires a Specific Skill Check.

Persuasion

Interaction	(PCN+PER)/2
Unskilled Use:	(PCN+PER)/5

Use of the Persuasion Skill is a way to get another character to perform a service or task. Generally, the friendlier the target character, the easier the Persuasion effort. Turn to p. 100 for more guidance about the Persuasion Skill.

Pilot

Professional	(DEX+PCN)/2
Unskilled Use:	(DEX+PCN)/10

A character with the Pilot Skill can fly fixed-wing aircraft. The type of aircraft your character can operate depends upon his Skill Level, as follows:

A Student can fly propeller-driven aircraft with one or two engines.

A Teacher can also fly small jet aircraft with up to three engines.

A Master can fly any type of fixed wing aircraft, including commercial passenger jumbo jets.

If your character is at any level in this skill, he can attempt to fly any type of aircraft but suffers a -20 modifier to the Skill Check for each additional Skill Level normally required to fly that particular aircraft.

Pistol

Ranged Combat	(DEX+PCN)/2
Unskilled Use:	(DEX+PCN)/4

This skill allows your character to use handguns of all makes, including antique pistols. If your character possesses both this skill and the Automatic Weapons Skill, he can use all forms of automatic pistols as well.

Poetry

Interaction	(PCN+PER)/2
Unskilled Use:	(PCN+PER)/5

This is the ability to write rhyme, verse, or song lyrics.

Polearm

Melee Combat	(AGL+STR)/2
Unskilled Use:	(AGL+STR)/4

This Melee Combat Skill allows the use of all unbalanced pole-weapons, such as halberds, naginatas, and pikes. Note that this skill does not cover the use of spears, javelins or other throwable pole-weapons.

Police Procedures

Knowledge	(PCN+WPR)/2
Unskilled Use:	(PCN+WPR)/10

Characters with this skill are acquainted with criminal law and the operations and procedures of the local police. Skilled characters generally have some sort of affiliation with one or more police officers or police officials.

A Law/Police Procedures General Skill Check allows the user and any companions to gain access to a crime scene or to cross a police barrier. Another successful General Check convinces the police on the scene to share any information they have acquired.

Rapier

Melee Combat	(AGL+STR)/2
Unskilled Use:	(AGL+STR)/4

The Rapier Skill allows your character to use all lightweight slashing and stabbing blades of medium to long length, including fencing weapons.

Rifle

Ranged Combat	(DEX+PCN)/2
Unskilled Use:	(DEX+PCN)/4

This skill allows the use of rifles and other shoulder-fired arms, such as shotguns. If a character has both this skill and the Automatic Weapons Skill, he can also use automatic rifles and light machineguns.

Running

Physical	(AGL+STA)/2
Unskilled Use:	(AGL+STA)/5

The use of Running Skill does not require a Skill Check. Instead, divide your character's Skill Score by 20 (keep all fractions) to determine how many hours your character can run. Once he has run the maximum number of hours allowed by the Skill Score, he can run no further (except for short runs during combat) until he gets a good 8 hours of sleep.

Savior-Faire

Interaction	(PCN+PER)/2
Unskilled Use:	(PCN+PER)/5

Savoir-Faire means literally "know-how" and gives a character that little something that helps him interact
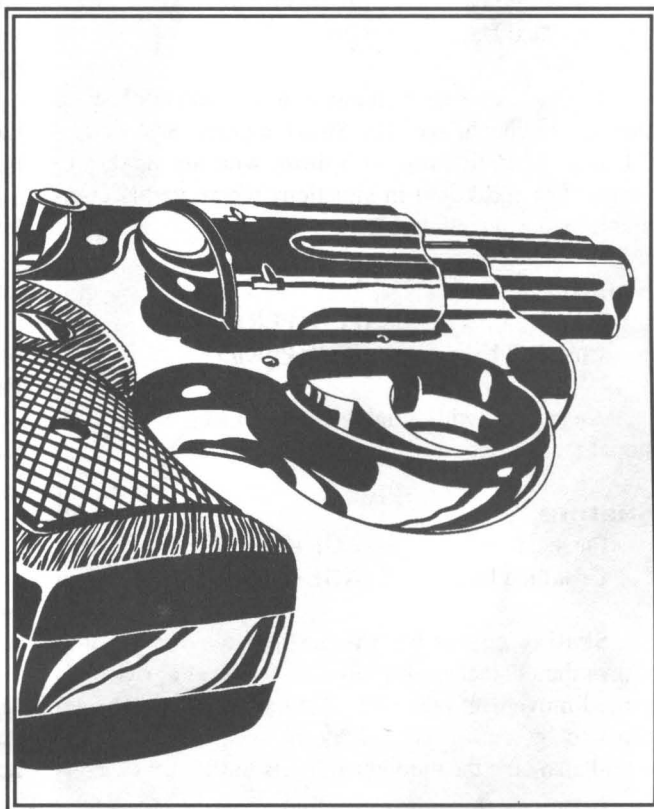
with others. Some examples include improving one's own appearance, having good taste in clothing, having knowledge of proper, polite behavior in formal settings; in general, being able to be socially charming.

In appropriate settings and circumstances, a character with Savoir-Faire Skill can use his Skill Score instead of his Personality Ability Score when rolling reaction checks for NPCs.

Seafaring

Professional	(DEX+PCN)/2
Unskilled Use:	(DEX+PCN)/10

This skill is used to drive or pilot boats and watercraft of all descriptions. Otherwise, it functions exactly like Driving.

Semaphore

Interaction	(PCN+PER)/2
Unskilled Use:	N/A

Semaphore is communication through the use of two flags, one white with a red square in the middle and one red with a white square in its middle. By putting the flags in different positions, the person signals different letters.

Sign Language

Interaction	(PCN+PER)/2
Unskilled Use:	N/A

This skill enables a character to use and understand standard sign language. The Sign Language Skill is useful for communicating with those who are unable to hear and/or speak and in situations where verbal communication is not advisable.

Singing

Interaction	(PCN+PER)/2
Unskilled Use:	(PCN+PER)/5

A character with Singing Skill can sing at a professional level and knows a variety of songs.

Skating

Physical	(AGL+STA)/2
Unskilled Use:	(AGL+STA)/5

Skating covers both roller and ice skating and allows the character with this skill to travel at twice his normal movement rate while using skates. If a character plans to be a professional figure or speed skater, he would also take the individual Sports Skill.

Slingshot

Ranged Combat	(DEX+PCN)/2
Unskilled Use:	(DEX+PCN)/4

Slingshots encompass everything from wrist rockets to homemade slingshots.

Spacecraft

Professional	(DEX+PCN)/2
Unskilled Use:	N/A

This skill is used to pilot space shuttles, rockets, or any other type of spacecraft available in the campaign. Otherwise, it functions exactly like Pilot Skill.

Spear

Melee Combat	(AGL+STR)/2
Unskilled Use:	(AGL+STR)/4

This skill allows the use of balanced pole-weapons such as spears and javelins.

Sports

Physical	(AGL+STA)/2
Unskilled Use:	(AGL+STA)/5

Each individual sport counts as a separate skill, from football to golf, from jaialai to racquetball, and all sports in between. A character with a Sports Skill knows the rules of the sport chosen and knows player positions (if applicable).

At Student Level, a character is considered to know the rules of a chosen sport and can play that sport at a high school "star player" level of efficiency.

At Teacher Level, a character plays at a college level of efficiency.

At Master Level, a character plays at professional level.

A character wishing to know past gaming statistics of players and ball clubs, however, must take a Familiarity Skill in the desired sport.

Stealth

Physical	(AGL+STA)/2
Unskilled Use:	(AGL+STA)/5

Characters with this skill can move and hide without being detected by using natural cover, shadows, darkness, and the ability to move quietly.

Stealth is an Opposed Skill, each use of which requires a Specific Check. If the Stealth Check is unsuccessful, your character's opponents automatically notice him.

If the Stealth Check is successful, the GM should note your result level and roll a Perception Check for your character's opponent. If the GM's check succeeds by at least the same result level as your check did, your character still fails. If the GM's check fails, or doesn't succeed to the same result level as your check did, your character is successfully stealthy.

Surgery

Professional	(DEX+PCN)/2
Unskilled Use:	N/A

This skill allows the character to treat injuries, deformities, and diseases by manual and instrumental operations. Such a character knows where all the organs are located in the human body and can diagnose most diseases with a successful General Surgery Skill Check. Surgery can be performed almost anywhere but the GM must adjust the Target Number if he feels the circumstance or the implements used warrant such an adjustment. For instance, if an emergency operation has to be performed in a dirty cafeteria, with the surgeon having only a pocket knife and needle and thread, the GM may wish to apply a -50 or greater modifier to the surgeon's Target Number.

Survival

Knowledge	(PCN+WPR)/2
Unskilled Use:	(PCN+WPR)/10

Characters with this Skill can find fresh food and water in hostile environments, avoid poisonous or spoiled foods outdoors, construct primitive shelters, make fires, take other steps to avoid freezing, and perform tasks involved with surviving when normal supplies and comforts are gone.

Swimming

Physical	(AGL+STA)/2
Unskilled Use:	N/A

Normally, the use of Swimming Skill does not require a Skill Check. Instead, divide your character's Skill Score by 10 (rounding down); the resulting number indicates how long your character can swim in half-hour increments and how many m.p.h. he can swim. For example, if your character's Swimming Skill is 63, he can swim for 3 hours (which is 6 half-hour increments) at 6 m.p.h. for a distance of 18 miles (6x3=18 miles).

Once your character has swum the maximum number of hours allowed by his Skill Score, he can swim no further until he gets a good 8 hours of sleep.

Your character cannot swim/float/tread water for more than 24 hours without rest; if he is forced to do so, you must make a Luck Check. A successful Luck Check indicates that your character finds some means of support (for example, a floating board or log). Failure means your character can only float or drift for an additional 24 hours. At the end of this period, you must make another Luck Check. Success indicates that your character finds a floating object or drifts ashore; failure indicates drowning.

The Swimming Skill also comes into play whenever a character is diving, snorkeling, scuba diving, holding his breath, or operating aquatic gear. Using the Swimming Skill in this fashion may require a General Skill Check.

Sword

Melee Combat	(AGL+STR)/2
Unskilled Use:	(AGL+STR)/4

The Sword Skill allows the use of heavy-bladed weapons of medium to long length including broadswords, cutlasses, scimitars, and two-handed swords.
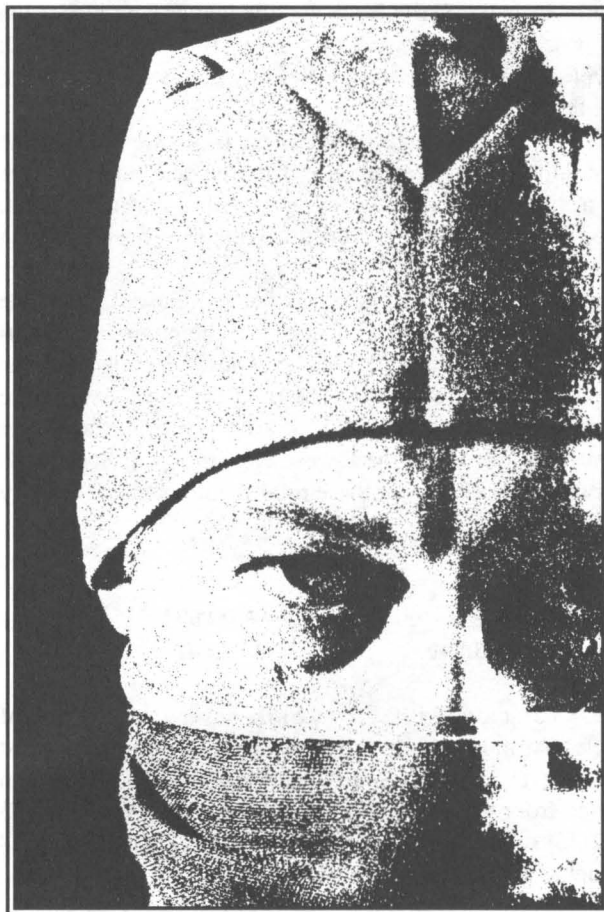
Thrown Weapons

| Ranged Combat | (DEX+PCN)/2 |
| Unskilled Use: | (DEX+PCN)/4 |

The Thrown Weapons Skill covers the ability to accurately throw objects. As with the Bow and Entangler Skills, just one skill covers all thrown objects. At Student Level, your character may successfully use weapons in one of the following five categories (you choose one when acquiring the skill): Axe or Tomahawk, Boomerang, Dagger or Knife, Javelin or Spear, and Unbalanced Objects.

At Teacher Level, you may pick two more categories (for a total of three), and at Master Level, your character has mastered all five types.

"Unbalanced Objects" include any item not crafted for throwing: swords, rocks, chairs, watermelons, etc.

Tracking

| Knowledge | (PCN+WPR)/2 |
| Unskilled Use: | (PCN+WPR)/10 |

The Tracking Skill lets a character follow the tracks or trail of an animal or creature outdoors. This skill also helps a character cover his own trail. Tracking is an Opposed Skill, but it is the hunted character or creature who makes the Skill Check and the hunter who makes the Opposed Check. Thus, if the tracker rolls the same result level as the tracked, the tracker has (temporarily) located the trail.

A new pair of Tracking Checks is required every time conditions change, especially if the hunted party changes to a different terrain (crossing gravel, entering a forest, etc.) or attempts to break the trail (doubling back, crossing a river, etc.).

If a group of characters is being followed, only one character's Skill Score is checked. If the group is attempting to cover its trail, the player whose character has the highest Tracking Skill Score rolls for the party. If the group is making no attempt to cover its trail, the player whose character has the lowest Tracking Skill Score rolls for the party. (Either of these rolls should be made secretly by the GM.)

Trivia

| Knowledge | (PCN+WPR)/2 |
| Unskilled Use: | (PCN+WPR)/10 |

Characters with Trivia Skill have a storehouse of facts that most people have learned and forgotten or just have never had the desire or need to know. Such facts can range from the top running speed of the grizzly bear (35 m.p.h.) to the name of the "last of the red hot mamas" (Sophie Tucker).

At Student Level, a character is considered to have enough Trivia Skill to be able to recall a single fact about any given topic. If a character makes a successful General Trivia Skill Check, he knows a fact about the topic being discussed.

At Teacher Level, a character is considered to have enough Trivia Skill to be able to recall two facts about any given topic. If a character makes a successful General Trivia Skill Check, he knows two facts about the topic being discussed.

At Master Level, a character is considered to have enough Trivia Skill to be able to recall three facts about any given topic. If a character makes a successful General Trivia Skill Check, he knows three facts about the topic being discussed. It is up to the GM to decide just how important the bits of trivia are.

Veterinary Medicine

| Professional | (DEX+PCN)/2 |
| Unskilled Use: | N/A |

Veterinary Medicine Skill allows the character to diagnose illnesses and diseases, prescribe medicine, and operate on most local animals (GM discretion).

Wrestling

| Melee Combat | (AGL+STR)/2 |
| Unskilled Use: | (AGL+STR)/4 |

If your character is using the Wrestling Skill and you get an H result, your character has his opponent in a partial hold. This hold inflicts normal M damage each round until your character is successfully hit by a melee attack, either from the held character or a third fighter, breaking the hold.

As long as the opponent is held, he may take no action except to try to break the hold. When he tries to do so, he attacks with a -20 modifier (in addition to any other modifiers in effect). As for your character, he doesn't have to make a new attack each round to maintain the hold; until it is broken, the hold stays in effect automatically, but your character may take no action other than maintaining the hold.

A C result has the same effect, only better; now all attack rolls of the held opponent are at -40 modifier. All K results your character inflicts while using the Wrestling Skill indicate that both he and his opponent have tumbled to the ground and rolled 5 feet in the direction your character was facing when he made the attack.

While using the Wrestling Skill to hold an opponent, your character may attempt to strangle him (a Called Shot). However, if the strangling attempt is unsuccessful, the opponent breaks free. The effects of strangling are described on p. 89.

Edges and Drawbacks

Edges and drawbacks are the advantages and disadvantages that characters have that aren't figured into their Ability Scores. For instance, if your character has the Night Vision Edge, any time he attempts to see something in the dark, you get a modifier on your Perception Check to allow him a better chance of seeing something.

Each of the following edges helps characters in some way, and each must be "bought" with Character Insight Points (CIPs). Each drawback you "buy" for your character encumbers him in some way, but each also gives you extra CIPs for improving your character.

Edges

Some edges may be bought multiple times. For example, Keen Hearing gives you a +10 modifier to any check involving hearing. So, to get +20, you buy Keen Hearing twice, at the cost of 4 CIPs; for +30, you buy Keen Hearing 3 times, at the cost of 6 CIPs, and so forth.

Edges that can be bought multiple times are indicated by an asterisk (*).

Absolute Direction
CIP Cost: 1

With Absolute Direction, your character always knows which way is which when outdoors. When indoors, he is always able to retrace his steps (although he might have trouble if he were initially blindfolded and spun around).

Ambidexterity
CIP Cost: 2

Ambidexterity allows your character to use both hands with equal proficiency. Without Ambidexterity, the GM will reduce your Target# any time your character tries to use his off-hand to fight, shoot, or perform any other skilled act.

Animal Empathy
CIP Cost: 3*

This edge gives your character a natural understanding of animals. In particular, it adds 1 result level on any successful training or calming check, as per the Animal Training Skill on p. 24. When calming, if your check is successful, add 1 result level to it before opposing it with the animal's check. This edge can be purchased a maximum of 3 times.

Attractive
CIP Cost: 1*

Attractive characters have an unusual allure to members of the opposite sex. Characters with the Attractive Edge

Edges
And
Drawbacks

receive a +5 bonus to their Charm and Persuasion target numbers (see Interaction, p. 99) when targeting members of the opposite sex. This edge may be purchased a maximum of 3 times.

Concentration
CIP Cost: 2

Normally, when your character takes damage or fails his action due to an unsuccessful Surprise or Fear Check, that action is disrupted. However, when your character has Concentration and takes damage or may be surprised or afraid, you are allowed a check against his Current Willpower first. If the Willpower Check is successful, your character's action continues (and you do not yet make the Surprise or Fear Check). Once your character's action is completed, if the source of fear is still present, you must then make a Fear Check.

Connoisseur
CIP Cost: 1

Characters with this edge have developed their appreciation of life's finer commodities such as fine foods, wines, and fashions. Such characters can identify or appraise one of these items with a successful General Perception Check.

Furthermore, after appropriately wining and dining a subject, a Connoisseur is allowed a +10 bonus to his Charm and Persuasion Attribute Scores when interacting with that subject (see p. 100). This bonus is good for one Charm and one Persuasion Check only. To regain the bonus, the Connoisseur must wine/dine the subject again.

Courage
CIP Cost: 2*

Courage adds a +10 modifier to your Target# for Fear Checks each time it is purchased. This edge can be purchased a maximum of 3 times.

Destiny
CIP Cost: 4

The protagonists of some horror stories have obviously been groomed by powerful forces beyond the ken of man to play a special role in worldly events. The lives of these characters turn around a palpable destiny that cannot be denied.

The Destiny Edge can be purchased only with the GM's explicit permission. At the time the edge is purchased, the GM must work out the character's destined

fate ("this character is destined to become a vampire like his father," "this character is destined to destroy the werewolf that has plagued London for three hundred years," and so forth). In game terms, a character with the Destiny Edge receives a +10 or -10 bonus (whichever is beneficial at the time) to any dice roll that moves him closer to fulfilling this destiny, whether the dice are rolled by the Destiny character or another. It is up to the GM to determine when this bonus applies.

The GM needn't necessarily immediately inform the character purchasing the Destiny Edge of his "destined fate." In fact, most often in these sorts of stories, the heroes initially know only that they are special and have some extraordinary fate awaiting them. Then, as the story progresses, the heroes pick up more and more clues as to the true nature of their fates, usually uncovering them only a short time before actually fulfilling their destinies.

This Edge could actually be a Drawback, as in the son of the vampire example above. No character would willingly pay CIPs for a Drawback. If the GM secretly chooses such a Destiny "Edge" for a character and exacts the CIP cost, the inequity is resolved when the character learns the true nature of his Destiny or actually fulfills it. At the point when this occurs (GM's judgment), the GM awards the character three to six CIPs, based on the difficulty of the Drawback.

Disease Resistance
CIP Cost: 2*

Each point of Disease Resistance adds 1 result level to any check against disease or illness. For example, 1 point of Disease Resistance raises a failed roll to an L result. This edge does not modify daily recovery rolls and can be purchased a maximum of 2 times.

Eidetic Memory
CIP Cost: 2

Eidetic Memory entitles you to 2 Perception Checks in order for your character to remember something once it is seen, heard, or otherwise learned.

Equipment
CIP Cost: 2*

A character with the Equipment Edge has more (and better-quality) equipment than other characters. Each time this edge is bought, the character gains access to either one piece of "Rare" equipment or any two pieces of "Uncommon" equipment (see Equipment, p. 147).

Evil Sense
CIP Cost: 3*

The Evil Sense Edge helps characters with Sensing the Unknown (see p. 52). Without this edge, a character trying to sense the Unknown uses his Perception Score divided by 5. Each CIP spent acquiring this edge reduces this divisor by 1, to a maximum of 3 CIPs spent. Therefore, if a character spends 1 CIP on the Evil Sense Edge, he would attempt to Sense the Unknown with a base chance of his Perception/4; for 2 CIPs, it would be Perception/3; and for 3 CIPs, it would be Perception/2.

Improved Stamina Recovery
CIP Cost: 4

Improved Stamina Recovery adds 1 to your character's Stamina Score per round of Stamina recovery, including recovery through use of the Restore Stamina Discipline (see p. 72). You must make a check against your PC's original Stamina Score to get the added recovery. This check must be made each round of recovery.

Improved Willpower Recovery
CIP Cost: 4

Improved Willpower Recovery adds 1D5 Willpower per hour of sleep any time your character sleeps and recovers Willpower (see p. 96). You must make one successful original Willpower Check once the character begins to sleep to recover the additional Willpower.

Improved Wound Recovery
CIP Cost: 4

Improved Wound Recovery heals 1 additional Wound Box per day on a successful original Stamina Check. This check is made at the beginning of each day.

Information Source
CIP Cost: 1*

An Information Source is a person, or group of people, that your character can contact to get additional information not otherwise readily available. An Information Source is similar to a Familiarity Skill (p. 28); however, there are differences between the two. With a Familiarity Skill, a character already knows the information available—he doesn't need to contact someone else. An Information Source can give up-to-date information when your character hasn't been keeping close track of things.

As with Familiarity Skills, you must work with the GM when defining each source to make sure that both of you understand exactly what topic it covers. The more narrowly defined the source is, the more likely it will be able to give specific information within that topic. The more broadly defined the source is, the more likely it is that a specific topic will fall within its range.

Criminal, Business, Media, and Political Information Sources are all common; it is probable that a source is limited in geographical scope; for example, Criminal (Northeast U.S.) or Media (European).

Keen Hearing
CIP Cost: 2*

Keen Hearing adds a +10 modifier to the Target# of any check involving hearing (before the T# is modified in any other way).

Keen Smell and Taste
CIP Cost: 1*

Keen Smell and Taste adds a +10 modifier to the Target# of any check involving taste or smell (before the T# is modified in any other way).

Keen Vision
CIP Cost: 2*

Keen Vision adds a +10 modifier to the Target# of any check involving vision (before the T# is modified in any other way).

Night Vision
CIP Cost: 3

Darkness sometimes restricts range of sight (p. 88). Night Vision doubles ranges restricted solely by darkness.

Poison Resistance
CIP Cost: 2*

Each point of Poison Resistance adds 1 result level to any check against poisoning (p. 93). For example, 1 point of Poison Resistance raises a Failure result to an L result. This edge can be purchased a maximum of 2 times.

Premonitions
CIP Cost: 4*

A character with the Premonitions Edge can sometimes "feel" the very near future, possibly influencing

his course of action. Once per scenario, such a character can describe a single action and ask the GM for the general consequences of this action before deciding whether or not to take the action. If the action involves rolling dice, roll for a result before the character makes his decision.

Characters who purchase this edge multiple times can receive multiple Premonitions in a single scenario. Characters with the Premonition Edge can only use their ability on themselves.

Example: Tom's character needs to discover a clue to put him back on the trail of an occult serial killer. He has two options: he can hit the streets looking for clues, or he can head to the local library to conduct some occult research, hoping to find a clue to the serial killer's next victim. Tom decides that his character is going to invoke his Premonition Edge and asks the GM, "what will happen if I hit the library?" The GM has already decided that Tom's character needs to pass a Specific Investigation Check to find the clues he is after in the library. The GM asks Tom to roll this Investigation Check, the outcome of which is a 79, a Failure result. "If you visit the library you won't discover anything." Tom now knows not to have his character waste his time at the library and hits the streets instead.

If Tom rolled a 15, a Medium result, and had decided to visit the library, the GM would use the roll of 15 to resolve the Investigation Check once Tom's character finally arrived. In this case, the GM would not inform Tom of the actual information his character would later discover in the library, only whether or not Tom would succeed or fail. To uncover the information, Tom's character must actually visit the library.

Tom's character could not have invoked Premonition to learn if another PC might discover something in the library, and if Tom's character received a positive premonition, another PC sent to the library in his stead is not guaranteed the successful result Tom rolled. Such a character must make an Investigation Check of his own.

Privilege
CIP Cost: 1*

Privilege bestows certain perks or abilities on a character that are not available to society at large. For example, a police officer has the Privilege Edge because he has the abilities to make arrests and carry a gun, two advantages not available to most other members of modern society. Typical Privileges include: the right to practice law, a press pass (allows access to otherwise restricted areas), a right to practice medicine, a license to carry a concealed weapon, and so on.

Purchasing this edge more than once allows a character to begin with more than one privilege. Each Privilege must be okayed by the GM.

Specialty
CIP Cost: 2*

Characters are specialized in a certain field or discipline specified at the time the edge is purchased. Such characters receive a +10 bonus to their target numbers when performing any sort of skill check involving that discipline.

A chosen discipline must be narrower than any of the fields covered by entire skills. For example, a character might select a Specialty Edge in the field of engine rebuilding, allowing him the +10 bonus when making Mechanics Checks involving engines, but such a character could not select a Specialty Edge in the field of Mechanics, which is covered by a skill. Other possible Specialty fields include Specialty/Poker (usable on Gambling Checks when playing poker) and Specialty/.45 automatic pistol (usable when firing a .45 caliber automatic pistol).

Drawbacks

Most drawbacks can only be acquired once. Drawbacks that can be bought multiple times are also indicated by an asterisk (*).

Addiction
-2, -3, -4, or -5 CIPs

Characters with this drawback are physically or psychologically addicted to a potentially harmful chemical substance such as alcohol, heroin, or cocaine. Such characters must pass a Specific Willpower Check each day to resist the temptation to become intoxicated that day. Exactly when this check is made each day is up to the GM, but he should generally require every third check to be made just before the addicted character attempts to perform some important action.

Intoxicated characters suffer a -25 penalty to all of their attribute and skill scores for two hours. Failing a Willpower Check to resist intoxication also forces the victim to pay for a single dose of the addicting drug, possibly placing him in great financial jeopardy (a single "dose" of alcohol can cost as little as $4, but a "dose" of heroin can run $500 or more).

Purchasing this drawback more than once simulates a more serious addiction. Those who have purchased Addiction one time (for -2 CIPs) can resist becoming intoxicated with a Low result or better on their Willpower Checks, while those who have purchased the drawback twice (for -3 CIPs) require a Medium result, and so on, up to a required Colossal result for those who have purchased Addiction 4 times (for -5 CIPs).

Age
-3 CIPs* (per 5 years over 65, or per 2 years under 16)

Age affects a character in one of two ways:

Old characters must subtract a total of 10 CIPs (for every 5 years over age 65) in any combination from their Strength, Stamina, Dexterity, and/or Agility Scores (maximum age of 85).

Young characters must subtract a total of 10 CIPs (for every 2 years under age 16) in any combination from their Strength, Stamina, Dexterity, and/or Agility Scores (minimum age of 12).

Blindness
-10 CIPs

If your character is blind, your Target# to use any skill for which sight is an advantage is reduced to 1/5 (20%) of its original value (before the roll is modified in any other way).

If your character is suddenly blinded, your Target# is reduced to 1/20 (5%) of its original value. This reduction gradually improves, over several months, until the GM judges that your character can function at 1/5 (20%) of his original Skill Scores. If a Blind character is using the Leave the Body Discipline, he can see incorporeal objects, but he can see nothing of the physical world.

Cowardice
-3 CIPs*

Each time this drawback is purchased, it subtracts a -10 modifier from your Target# for Fear Checks. This drawback can be purchased a maximum of 3 times.

Crippled
-3 or -5 CIPs

A character who is Crippled has all his movement rates cut in half. The cause of the crippling is not important—it can be for any reason (amputated leg, infant polio, etc.). The value of this drawback is determined by how it affects your character's movement. Being Crippled is worth 3 CIPs.

If your character is severely Crippled, all of his movement rates are cut to a 1/4 of their original values. Being severely Crippled is worth 5 CIPs.

Curiosity
-1 CIP

With this drawback, a character's desire to discover is stronger than his common sense. The GM may require a Curious character to pass a General Willpower Check any time an appropriately interesting (but dangerous) situation presents itself. Failure indicates that the character must investigate, regardless of his better judgement.

Dependent
-1 to -3 CIPs

A Dependent is someone whose life means more to your character than his own. Creatures may use a Dependent to get at your character by threatening your character's Dependent, holding him hostage, etc. Any other character (or animal) can be a Dependent.

A character can have more than one Dependent. If they are all living in one place (for example, a husband and two kids), multiple Dependents are worth 2 CIPs total. If they are living in separate places (and not next door to each other), they are worth up to 3 CIPs. For example, two kids and a wife at home, plus another kid away at college, are worth a total of 3 CIPs.

Flashbacks
-2 CIP (or -4 CIP, see below)

A character with this drawback has stressful recurring visions of some past traumatic event. When selecting the drawback, the purchasing player must specify the nature of the flashbacks and the stimulus that triggers them. For example, a player might decide that his
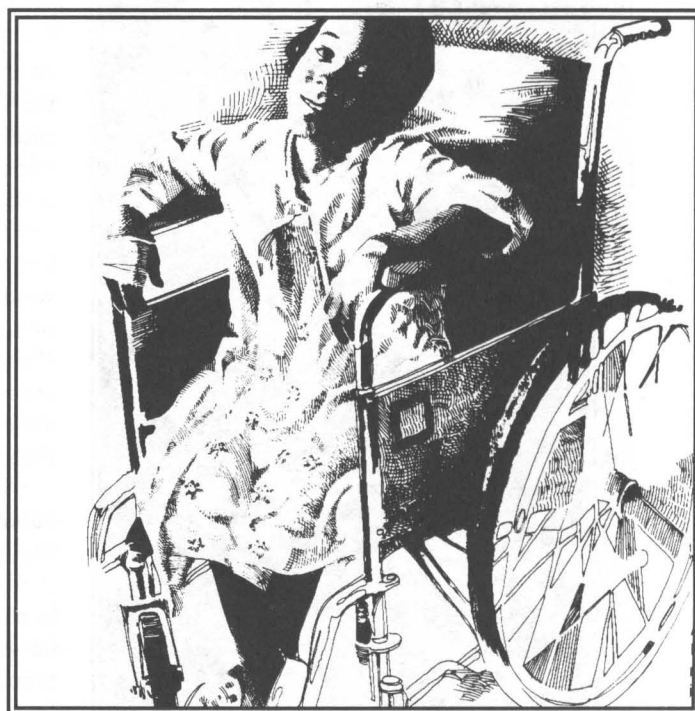
character sometimes flashes back to his childhood when his house was burned down and that these flashbacks are triggered by the sight of a large, open flame (like a bonfire, forest fire, or an industrial furnace).

The stimulus chosen by a character with Flashbacks must be fairly common and must be explicitly approved by the GM. (Flashbacks triggered by being completely dipped in chocolate, for instance, are not allowed.) In place of a stimulus, a character purchasing Flashbacks can simply allow the flashback to be triggered randomly once per scenario at the GM's whim for double the normal CIP reward (in this situation, GMs should always trigger the flashback at an inopportune moment).

Once a character with Flashbacks is subjected to his trigger stimulus, he becomes caught up in the flashbacks and must pass a Specific Willpower Check each round in order to take any action (even speaking or moving) during that round. The character must continue to make these Willpower Checks each round (even if the stimulus is no longer being applied) until he finally passes one of them with a High result or better, at which time the flashbacks cease until the character again encounters the stimulus.

Hunted
-2 to -5 CIPs

If your character is Hunted, he has attracted the attention of a creature (or creatures) of the Unknown. The number of CIPs gained is determined by the nature and quantity of creatures hunting the character, from 2 to 5 points, at the GM's discretion.

For example, if the character is being hunted by a lone Barghest, the drawback would only be worth 2 CIPs. However, a more powerful creature, such as a Carpathian Vampire, would be worth 4 CIPs. More numerous hunters are also worth more points; a character hunted by an entire pack of Barghests might get as much as 5 CIPs.

Note that to be worth any points, the hunter(s) must be persistent in their hunt and should not be destroyed right away. However, if the character does manage to defeat his hunter(s), he must either "pay back" the CIPs he gained from the Hunted Drawback or immediately adopt a new drawback.

Illiteracy
-2 CIPs

Quite simply, characters with the Illiteracy Drawback cannot read written languages.

Impulsiveness
-1 CIP

Impulsive characters don't like to waste time in endless planning and other chatter—they want to do something now. They tend to act first and ask questions later. If the PCs spend too much time discussing their plans, the GM may require an Impulsive character to pass a General Willpower Check to remain calm. Failure indicates that the character will demand action immediately, or he will simply go off on his own.

Obsession
-1, -2, -3, or -4 CIPs

Obsessed characters are fixated on a specified elusive goal. Whenever an opportunity arises to achieve this goal, no matter how poor the opportunity or how harrowing the circumstances, the obsessed character must pass a Specific Willpower Check or do whatever is necessary to seize that opportunity, regardless of whether or not he feels such an act would be prudent otherwise. The success result necessary to resist an Obsession depends upon the CIP bonus claimed by the character in this drawback: -1 CIP obsessions require a Low result or better to resist, -2 CIPs a Medium result or better, -3 CIPs a High result or better, and -4 CIPs a Colossal result.

The object of an Obsession must be fairly common and must be explicitly approved by the Gamemaster.

Example: A character obsessed with wealth is exploring an ancient Egyptian tomb when he comes across a fabulous gem-encrusted necklace. The player must make a Specific Willpower Check to have his character resist taking the necklace, even though he is aware that many of the objects in the tomb are cursed and that removing a cursed object may be fatal. If the character is traveling with other non-obsessed characters, he probably attempts to hide his theft of the necklace, knowing that the others will attempt to stop him from stealing it

should they uncover his plans. In other words, he must do whatever is necessary to obtain the necklace.

One Arm
-3 CIPs

A character with just one arm obviously has great difficulties in doing those things usually done with two arms. The GM will rule on borderline cases, possibly allowing a check but applying a penalty to it. An artificial arm that is fully functional nullifies this drawback (and the credit for it).

One Hand
-2 CIPs

With this drawback, a character has two arms but just one hand. Its description is otherwise identical to the One Arm Drawback given previously.

Outsider
-2 CIP

Outsiders have been shunned or exiled by their societies. Such a character might be a wanted fugitive, a character who is scorned or avoided by his fellows, or any other form of social exile.

The penalties suffered by an Outsider cannot be effectively described by game mechanics and must be implemented by the GM. During the course of a scenario or campaign, an Outsider might find himself chased by police or avoided by characters with important information and so on.

Overconfidence
-1 CIP

Overconfident characters feel that they can vanquish vampires and mash monsters regardless of what anyone else says. They also feel they have little need for backup support. In cases where there is exceptional opposition facing the PCs, the Gamemaster may require an Overconfident character to pass a General Willpower Check to avoid diving immediately into combat, even if retreat would be advisable.

Phobia
-1, -2, or -5 CIPs

A Phobia is a fear; something your character is terrified of. It might be heights, crowds, enclosed spaces, darkness, or anything else. A Phobia requires that you make a Fear Check any time your character encounters

whatever he fears; an Extreme Phobia requires that this Fear Check be at 1/2 your character's Current Willpower.

Some Phobias are not even worth 1 CIP. A fear of mice is marginal. A fear of mice wearing purple tennis shoes is just too far-fetched. Your GM must approve any Phobia you choose for your character.

In general, a Phobia is worth 1 CIP, and an Extreme Phobia is worth 2 CIPs. However, there are at least two objects of fear that appear so often in the world of Beast Within that their Phobias are worth more. Either a fear of Dead Things (necrophobia) or a fear of Darkness (scotophobia) is worth 2 CIPs, and an extreme fear of either Dead Things or Darkness is worth 5 CIPs.

Other Phobias include:
    Acrophobia (fear of heights)
    Agoraphobia (fear of open spaces)
    Arachnophobia (fear of spiders)
    Brontophobia (fear of loud noises)
    Claustrophobia (fear of enclosed places)
    Demophobia (fear of crowds)
    Entomophobia (fear of insects)
    Rupophobia (fear of dirt)
    Triskadekaphobia (fear of the number 13)

Poor Hearing
-2 CIPs

If your character has this drawback, your Target# for any check involving hearing is cut in half (after all other modifiers have been applied). Your character cannot overcome Poor Hearing with a hearing aid and still keep the credit for the drawback.

Poor Night Vision
-1 CIP

If your character has Poor Night Vision, the distance he can see at night is 1/2 of the normal range (p. 88).

Poor Taste and Smell
-1 CIP

If your character has Poor Taste and Smell, your Target# for any check involving taste or smell is cut in half (after all other modifiers have been applied).

Poor Vision
-2 CIPs

If your character has a Poor Vision, your Target# for any check involving vision is cut in half (after all other modifiers have been applied).

Poor Vision (Correctable)
-1 CIP

If your character has a Poor Vision (usually near-sightedness) that is correctable with glasses or contact lenses, this drawback is worth 1 CIP. Your character can usually see perfectly well, but if he is forced into action without his lenses, or if they are knocked off or out, the Poor Vision penalties immediately apply.

Psychological Flaw
-1, -2, -3, or -4 CIPs

A Psychological Flaw is much less serious than a Psychological Illness. Characters with this drawback suffer from a moral or psychological quirk or keep some dark secret that has a profound impact on their lives and personalities.

Unlike Psychological Illnesses, Psychological Flaws do not impair a character's performance. The danger in a Psychological Flaw lies in the fact that a menace can discover and exploit it. Once their Psychological Flaw is uncovered by the opposition, characters with this drawback are more susceptible to Fear, Intimidation (see p. 100), and the following Disciplines (and any magical effects resembling these disciplines): Chill, Hound, Evil Eye, Kiss of Death, Confuse, Deadly Dreams, Hallucinate, Hypnotism, and Influence. Whenever a flawed character must make a dice roll to resist one of these abilities, his roll is automatically bumped down one success level (a Low result becomes a Failure result, a Colossal result becomes a High result, and so on). At the same time, a character using one of these abilities against a target with a known Psychological Flaw automatically has his own dice rolls bumped up one success level.

When selecting this drawback, the player and the GM must define the flaw or secret it represents. In most horror stories featuring protagonists with psychological flaws, the menace has a peculiar innate ability to sense or recognize these flaws by simply sizing up the flawed character. The success result of the Specific Perception Check necessary for the menace to use this ability is dependent upon the CIP reward the player claimed for the drawback. 1 CIP means the menace must score a Colossal result on the Perception Check, 2 CIPs a High result or better, and so forth.

Psychological Illness
-5 CIPs

A character with this drawback suffers from some sort of psychological illness, be it catatonia, acute paranoia, manic-depressive disorder, or any other psychological malady or psychosis.

The exact effects of Psychological Illness obviously depend upon the illness itself. Catatonics periodically "freeze up" and find themselves unable to move; paranoiacs suffer from frequent delusions and so forth. The player selecting this drawback should work together with the GM to discuss the exact effects of the chosen illness. Note that in most cases, it should be possible to overcome a negative effect of a Psychological Illness temporarily with a successful General Willpower Check (a catatonic could force himself to move with a successful Willpower Check).

Psychological Illness is an extremely debilitating drawback. Generally, its use is recommended only when the GM has a special scenario or campaign in mind.

Sadism
-1 CIP

Characters with this drawback find it difficult to resist the urge to inflict injury upon other characters. Whenever a suitable opportunity for inflicting such injuries arises, a character with the Sadism Drawback must pass a General Willpower Check to avoid doing so.

Simply seeing someone on the street is not a suitable opportunity to inflict injury upon him (unless, perhaps, it is dark and the target is alone). This drawback does not force one to harm his friends and never forces someone into a physical confrontation with an obviously superior foe (an old man with Sadism needn't make a Willpower Check to avoid attacking and injuring a solitary werewolf he encounters at night on the London streets).

In general, only menaces are allowed to have the Sadism Drawback, though there are a few rare exceptions.

Split Personality
-5 CIPs

If your character has a Split Personality, he has 2 distinct personalities. You must generate 2 different characters (each with this drawback) and, before each gaming session, you must randomly determine which PC you will use for that session. Also, whenever you fail a Fear Check, you must make a Willpower Check. If the Willpower Check is failed, your current character has changed personalities.

NOTE: A character will change personalities a maximum of twice per mission. Also, each personality

should have similar basic abilities, and, the only form of loss that carries over to the new personality is the contraction of wounds.

Strange Appearance
-3 CIPs

Characters with Strange Appearance are obviously inhuman or have suffered a horrible mutilation. When gazing upon the visage of characters with this drawback, minor NPCs must pass a General Willpower Check to avoid recoiling or running in fear. Any attempt to use Charm or Persuasion (see Interaction, p. 99) on any character afflicted with this fear has its success result bumped down by one level (a Low result becomes a Failure result, a High result becomes a Medium result, and so forth). The menace, the menace's henchman, and any other characters specified by the GM are immune to this fear effect.

It is often possible to cover up the Strange Appearance Drawback by wearing a mask, using bandages, or similar techniques.

Won't Harm
-6 CIPs

A character with this drawback refuses to harm anything, character or animal, unless he is sure that it is from the Unknown. He will also attempt to keep others from harming unidentified adversaries. This doesn't mean that he must throw himself in the way of a bullet intended for an opponent, but he will refuse to turn his back while unidentified captives are tortured or killed.

Won't Kill
-3 CIPs

This drawback is similar to the Won't Harm Drawback, but it is less restrictive. With the Won't Kill Drawback, your character refuses to kill anything unless he is sure it is from the Unknown, but he can still try to knock it unconscious or otherwise immobilize it. (After too many "accidental" deaths, the GM will take away this drawback, along with its CIP credit.) As with Won't Harm, a character who Won't Kill refuses to turn his back while unidentified opponents are killed.

Introduction

Normal humans live in a physical world; they taste, touch, smell, hear, and see the normal, real things around them. Coexisting with this real world, however, is another, less understood world. This world is just as real to those who live in it or visit it but is subject to very different physical laws from those we know. This world is generally not a nice place for normal people to visit, let alone live in. Although this bizarre world exists side by side with the everyday world, some people may never know it is there, or they may find out about it far too late. People of this world may talk without speaking. Men may change shape into all sorts of strange forms. Even the dear departed might not be as dear or departed as one might wish.

The ability to perceive this other world, communicate with it, and draw upon its energies is called the Art or the Way. Few people are aware of the Art and the Way, and even fewer know how to use it. Those who know of the Art and the Way call this other world the Unknown, as opposed to the Known world, which is the everyday world they're familiar with.

There are many specific ways to apply the Art and the Way. Each different application is called a Discipline, and these Disciplines are grouped into related categories called schools. Characters and creatures alike, may draw upon the energies of the Unknown world and use these Disciplines.

Neither the Art nor the Way is magical in nature. They are bound to their own physical laws, just as natural or physical sciences are. They harness various forms of energy from the Unknown and make the user a conductor for transmitting these energies into the Known world. The fact that the Art, and moreso the Way, are so misunderstood has led many people to believe that they are magic.

The Art

The Art and the Way, though essentially the same have some significant differences. The term, the Art, has been given to the ability as a whole to see or affect the Unknown. This name stems from the humans who dealt with the Unknown and wanted to divorce their manipulations from those of various dark creatures from the Unknown. This is not necessarily the case, however, as the ability as a whole draws upon the same physical energies whether it is wielded by normal humans, by those who tread the line between light and dark, or by truly evil creatures.

The Art
and
The Way

The Way

SAVE has called the use of the Art by creatures of the Unknown the Evil Way. Those who walk the dark line and know the true difference between good and evil simply call it the Way. The Way, though essentially the same as the Art, draws upon more sinister forces and must be handled carefully. Those who are careless with the Way, or try to wield more of it than they are capable of, risk becoming tainted and transformed into a thing of evil. Many a well-intentioned soul has been transformed into a hideous aberration by careless use of the Way.

Use of the Art and Way

How Normal Humans Use the Art

Because they are so closely connected to the Known world and the positive energies it produces, normal humans can only use Disciplines of the Art. In order to wield the Art, a human must have an original Willpower Score of 50 or higher and a score of at least 60 in one other basic ability. (This ability depends on the school being learned.)

How those of Shadow Use the Art and Way

Those characters who are of both light and shadow (such as many PCs) are able to wield both the Art and the Way, but neither without some risk (see The Dark Path, page 11). When summoning the power of the Way Disciplines, Shadows risk becoming tainted with evil.

To use the Art and/or the Way, a character must have an Evil Way score of 85 or higher, a Willpower score of 50 or higher, and a score of at least 60 in one other basic ability. (This ability depends on the school being learned.)

How Evil Creatures Use the Way

Creatures of Darkness frequently make use of the Way. These fiends are truly responsible for inspiring the phrase "the Evil Way". The Disciplines of the Art are unattainable for them, and Evil creatures view them as inferior to the more frightening and direct Disciplines of the Way.

Schools

As scholars of the Unknown became more adept in their fields, they found that Disciplines of the Art and Way fell into categories which they called Schools. These categories were devised as each School seemed to draw upon a different ability (as well as Willpower) when it was used. The Schools and their roll-determining equations are:

-The School of Communicative Disciplines
(of both the Art and the Way)
$(PCN + PER) / 3$

-The School of Distortive Disciplines
$(PCN + STA) / 3$

-The School of Elemental Disciplines
$(PCN + STR) / 3$

-The School of Incorporeal Disciplines
$(PCN + STA) / 3$

-The School of Mental Disciplines
$(PCN + WPR) / 3$

-The School of Protective Disciplines
$(PCN + LCK) / 3$

-The School of Psychokinetic Disciplines
$(PCN + AGL) / 3$

-The School of Restorative Disciplines
$(PCN + STR) / 3$

-The School of Sensory Disciplines
$(PCN + LCK) / 3$

Each School of the Art and the Way has Disciplines which you might wish your character to be able to use. If your character is qualified to use the Art or the Way, you may choose to have him pursue knowledge and levels in the Disciplines of one or more of the Schools listed below.

School of Communicative Disciplines: Disciplines of this School deal with sending and receiving messages or information in ways other than those normally used by human beings. These messages are sent whether the recipient desires to receive them or not. Characters must have a Personality Score of at least 60 to learn Communicative Disciplines.

The Communicative School of the Art includes the Disciplines Clairvoyant/Prescient Dream, Telepathic Empathy, and Telepathic Sending.

The Communicative School of the Way includes the Disciplines Contact the Living, Empathy, Hound, Swarm, Spirit and Image, Summon, Telepathy, and Write.

School of Distortive Disciplines: Disciplines of this school of the Way distort reality, creating food, gnarling wood, expanding objects to great size, and so forth. Use of these Disciplines depends on the character's Stamina Score.

The Distortive School includes the Disciplines Animate the Dead, Breath of Pestilence, Change Self, Corporeal Manifestation, Create a Feast, Deadly Remains, Enormity, Evil Eye, Fleshcrawl, Gnarl, Inhabit, Kiss of Death, Second Light, and Wound.

School of Elemental Disciplines: Disciplines of this school of the Way affect the outdoors and forces of nature by changing the weather, calling up fog, and the like. Use of these Disciplines depends on the character's Strength Score.

The Elemental School includes the Disciplines Change Temperature, Change Weather, Feat of Strength, Haywire, Lightning Call, Rain, Raise Waves, Raise Wind, Shake the Earth, and Wave of Fog.

School of Incorporeal Disciplines: Disciplines of this School of the Art allow characters to communicate with, meet, and combat creatures on another plane. Characters must have a Stamina Score of at least 60 to learn Incorporeal Disciplines.

The Incorporeal School includes the Disciplines Incorporeal Attack, Leave the Body, and Seance.

School of Mental Disciplines: Disciplines of this school of the Way directly affect their victims' minds, sending them to sleep, making them dream, stealing their memories, and so forth. Use of these Disciplines depends on the creature's Willpower Score.

The Mental School includes the Disciplines Confuse, Deadly Dreams, Dreamsend, Hallucinate, Hypnotize, Influence, Minion, Sleep, and Steal Memory.

School of Protective Disciplines: Disciplines of this School of the Art protect your character and others from the Unknown and the Evil Way. A character must have a Luck Score of at least 60 to learn Protective Disciplines.

The Protective School includes the Disciplines Mental Shield, Raise Perception, and Sphere of Protection.

School of Psychokinetic Disciplines: Disciplines of this school of the Way do not so much warp reality as they transcend it through flight, telekinesis, and the like. Use of these Disciplines depends on the character's Agility Score.

The Psychokinetic School includes the Disciplines Flight, Halt, Slam, Telekinesis, Teleport, Throw Voice, Time Stop, and White Heat.

School of Restorative Disciplines: Disciplines of this School of the Art heal characters and restore their Stamina. It can also allow characters to try some otherwise-impossible feat of strength. Characters must have a Strength Score of at least 60 to learn Restorative Disciplines.

The Restorative School includes the Disciplines Feat of Strength, Restore Stamina, and Restore Willpower.

School of Sensory Disciplines: Disciplines of this school of the Way affect a victim's senses, blurring vision, making objects seem invisible or other than what they really are. Use of these Disciplines depends on the character's Perception Score.

The Sensory School includes the Disciplines Appear Dead (Other), Appear Dead (Self), Blind, Blur Vision, Darken, Ghostly Light, Invisibility, Neptune's Lantern, Purified Shell, Putrefied Shell, Quiet, Raise Perception, and Total Illusion.

Disciplines

Disciplines are the individual abilities that make up the Schools of the Art and the Way, the "spells" if you wish. Each Discipline can be purchased separately to customize individual characters' interests. Some Characters specialize in one School, some have a scattering of Disciplines from all Schools.

Purchasing Disciplines

If your character meets the basic qualifications for learning the Art or the Way, you may buy Disciplines when you create a character or as your character gains experience. Buying Disciplines is like buying skills in that your character knows and performs the Discipline at Student, Teacher, or Master Level. Discipline costs are as follows:

Student Level: To buy a Discipline at Student level costs 1 CIP.

Student level means that the character is as competent with the Discipline as a language student would be if they had finished a year of study in that language. Student level ability with a Discipline gives a +15 modifier to its use.

Teacher Level: To buy a Discipline at Teacher level costs 2 CIPs more than Student level for a total of 3 CIPs.

Teacher level means that the character is as competent with the Discipline as a person would be after obtaining a degree in that language. Teacher level ability with a Discipline gives a +30 modifier to its use (total, not in addition to the modifier obtained through Student level).

Master Level: To buy Disciplines at Master level costs 4 CIPs more than Teacher level for a total of 7 CIPs.

Master level means that the character is an authority on the Discipline and its use. It is equivalent to a Professor of a language. Master level ability with a Discipline gives a +50 modifier to its use (total, not in addition to the modifier obtained through Student or Teacher levels).

Any other Discipline in the same school may be bought at the same cost. However, if you want to buy Disciplines from a second school, those Disciplines will cost double (2 CIPs for Student level, 4 more CIPs for

Teacher level, and 8 more CIPs for Master level). For example, if you wish to buy Disciplines from both the Protective and Restorative Schools, either the Restoration Discipline(s) or the Protection Discipline(s) will cost double.

If you want to buy Disciplines in three or more schools, those Disciplines will cost triple. For example, adding Disciplines from the Communicative School to your list of Disciplines costs 3 CIPs for Student Level, 6 more CIPs for Teacher Level, and 12 more CIPs for Master Level.

How to Perform Disciplines

Using a Discipline is a lot like using a skill, except that when a character is dealing with something as unknown (or not fully known) as the Art or the Way, he's in for a few more risks.

The base chance to successfully use a Discipline is 1/3 of the total of the two Ability Scores involved (Ability + Ability / 3). Remember to add the appropriate modifier from either the Student (+15), Teacher (+30), or Master (+50) level.

An example of Discipline use:

Jennifer Joyce is trying to use Telepathic Sending, a Discipline of the Communicative School. Her Perception Score is 52, and her Personality Score is 76. So her base chance to perform the Discipline is (52 + 76 = 128; 128 ÷ 3 = 42 (rounded down). Jennifer is at Student Level in Telepathic Sending so her Base Discipline Score of 42 is increased by +15 to a modified Discipline Score of 57.

Except for those of Shadow, characters can raise this modified Discipline Score by spending Current Willpower. The amount of Current Willpower you can spend to modify the Discipline's Target Score can be no more than 1/3 of your Current Willpower at one time. Current Willpower intended to modify the Discipline Score is spent before your character's attempt to use the Discipline. The normal listed Willpower cost spent while actually using the Discipline is spent during the next round, when you complete your attempt. Note, however, that no matter how high the Target number is raised, a roll of 100 (00) is always a failure when using the Art or the Way.

For example:

Suppose Jennifer's in a tight spot and desperately needs to use her Telepathic Sending Discipline. She doesn't think a Discipline Score of 57 is safe enough. In her action, Jennifer can improve her odds by spending 1 Current Willpower for every 1 point she wants to raise her chance of success. Spending 5 Current Willpower,

for example, would raise the Target number to 62. This seems to Jennifer to be a safer target number.

This reduction of Current Willpower should be recorded on Jennifer's character sheet.

Let's go through the procedure one step at a time:

1) During your character's action in the first round, you declare his intent to use a Discipline and spend any additional Current Willpower you want (within the pre-scribed limits) to improve his chance of success. Your character can do nothing else during this round.

1a) If your character takes any type of damage between his action in the first round and his action in the second round, the attempt is disrupted. Any Current Willpower spent to improve his chance is lost in addition to the normal Willpower cost.

2) In the second round (if the action has not been disrupted), you roll to see if your character's attempt is successful and spend 1D10 Current Willpower (whether your attempt is successful or not). If there are modifiers or other factors you can't know about, the GM will make this roll secretly. A roll of 100 (00) is always a failure when using the Art, regardless of the Target#. If the Discipline has a duration defined in rounds, you begin measuring its duration from this point in the second round.

If the Discipline requires or allows a subsequent action, your character takes that action and can do nothing else in that round. (Telepathic Sending, for example, requires that your character actually attempt to send a message. Feat of Strength allows your character to use his improved strength.)

If the Discipline requires no subsequent action, your character may do anything you wish. (Raise Perception takes place automatically once it has been triggered.)

2a) Some Disciplines require concentration to keep them going. If your character takes any type of damage while concentrating, the Discipline's use is immediately disrupted.

2b) If the Discipline lasts for a specific number of rounds, it lasts from the point at which you triggered it in a round to the same point in a subsequent round. Usually, these points are during your action in the round. However, if you delayed the action in which you declared the Discipline or the action in which it actually began, the Discipline lasts until that same point in a subsequent round. (Delaying your action is explained on p. 85.)

3) If the Discipline can be sustained, and you wish your character to do so, you don't need to declare that intent before it ends. Your first success lasts from the time it begins in the second round to the same point in a subsequent round. In the round the Discipline ends, if you wish to continue using it, you may start again.

Disruption and Other Notes

If, at any time between the round in which your character attempts to use the Discipline and the same point in the next round, he takes Stamina Loss or wounds, the Discipline is disrupted and does not work. If you have already spent Current Willpower to raise your character's chance of success, the points are lost anyway.

While using a Discipline, a character can take no other action—he can't perceive, fight, move, or talk. However, once a Discipline is cast, sustaining it doesn't preclude other actions. For instance, once your character has raised a Sphere of Protection, he may attempt to maintain that sphere while attacking creatures outside of it. Likewise, the Art-using character is under a trance while performing a Discipline, and does not have to roll for Fear or Surprise Checks. He is oblivious to all non-damaging distractions.

Disciplines which last multiple rounds but which your character must concentrate on to maintain, may be ended at any time. For example, a Master use of Telepathic Sending allows a message to last for 3 rounds. However, you may end your message after 1 or 2 rounds.

Schools and their Disciplines

Each School of the Art and of the Way is listed here in bold type, along with the Disciplines which it encompasses. Note that the Disciplines "Sense the Unknown" and "Chill" are not part of any School.

The Art

Sense the Unknown

Communicative	*Protective*
Clairvoyant/Prescient Dream	Mental Shield
Telepathic Empathy	Raise Perception
Telepathic Sending	Sphere of Protection

Incorporeal	*Restorative*
Incorporeal Attack	Feat of Strength
Leave the Body	Restore Stamina
Seance	Restore Willpower

The Way

Chill

Communicative	*Distortive*
Contact the Living	Animate the Dead
Empathy	Breath of Pestilence
Hound	Change Self
Shriek	Corporeal Manifestation

Spirit and Image	*Create a Feast*
Summon	Deadly Remains
Swarm	Enormity
Telepathy	Evil Eye
Write	Fleshcrawl
	Gnarl
	Inhabit
	Kiss of Death
	Second Light
	Wound

Elemental	*Mental*
Change Temperature	Confuse
Change Weather	Deadly Dreams
Feat of Strength	Dreamsend
Haywire	Hallucinate
Lightning Call	Hypnotize
Rain	Influence
Raise Waves	Minion
Raise Winds	Sleep
Shake the Earth	Steal Memory
Wave of Fog	

Psychokinetic	*Sensory*
Flight	Appear Dead (Other)
Halt	Appear Dead (Self)
Slam	Blind
Telekinesis	Blur Vision
Teleport	Darken
Throw Voice	Ghostly Light
Time Stop	Invisibility
White Heat	Neptune's Lantern
	Purified Shell
	Putrefied Shell
	Quiet
	Raise Perception
	Total Illusion

The Disciplines

How to Read a Discipline Listing

After the title of each Discipline you will find what may look like a series of codes. We'll use the Discipline Leave the Body, from the School of Incorporeal Disciplines to explain the significance of these terms.

Leave the Body

School: Incorporeal	Type: the Art
Cost: 1D10 + 1D10 WPR/use*	Roll Required: General
Range: Self	Area: Unlimited

School: Here is given the name of the School that this Discipline falls under. The School which the

Discipline falls into will determine what Ability Scores are figured for determining the necessary roll.

Type: Here is listed whether the Discipline is of the Art or of the Way.

Cost: The use of most Disciplines of the Art draws on the Willpower of the character when he attempts to use the Discipline. Here is listed how much Willpower must be spent. Note that some Disciplines have no cost.

Roll Required: Various types of rolls are required by various Disciplines:

General—Only a General Check is required.

M—Only an M, H, or C result level will suffice.

H—Only an H or C result level will suffice.

S—A Specific Check is required. (Results are specified within the Discipline description.)

S/O—The Discipline requires a Specific Check, which is opposed by another Specific Check.

Range: The distance from the user to the edge of the area of effect. This is usually given in a unit of measure, but there are other ways to specify this distance as well. A few include:

Self—The Discipline is performed only on its user.

Touch—The creature must touch the object or being it wishes to affect.

Room—The Discipline takes effect in any room, no matter the size.

Sight—The Discipline takes effect only within the sight of the user. (For help in determining this range, see Visibility, p. 88.)

Unlimited—The Discipline's effect is world-wide.

N/A—Not applicable.

Area: This is the size of the area that the Discipline will manifest itself within. The terms used to define range also apply to area.

: An asterisk is used in a Discipline's opening statistics if there is a passage within the Discipline's description which applies to that statistic.

After these initial statistics, a complete description of the Discipline and how it works can be found.

Sensing the Unknown and Chill

Sensing the Unknown

Sensing the Unknown is a separate Discipline of the Art which is not associated with any School. It is the basic ability to detect whether or not the Art or the Way has been used within the area. This is the basic Discipline which anyone wishing to learn more Disciplines should also have to round out their character.

Sensing the Unknown
(PCN ÷ 5)

School: None	Type: the Art
Cost: N/A	Roll Required: General
Range: Self	Area: Varies*

Generally, all PCs in the Beast Within game know that the Art exists. However, it's not a sure thing that your character will know when the Art is present and is transmitting those energies nearby. All characters have a limited ability to sense the use of the Art or presence of the Unknown in two situations:

1) When an Unknown creature is present or has passed by.

2) When the Art/Evil Way is being used or has been used nearby or has been focused upon a specific object.

Because of their connection with the Unknown, creatures leave mysterious traces of energy behind them for an indefinite period of time (the GM may choose the length of time). These traces are only noticeable if a character successfully senses the Unknown.

The base chance for Sensing the Unknown is 20% of the character's Perception Score (Perception / 5. Round fractions down). For instance, Todd Copeland's Perception Score is 73, so he has a base chance of 14 to Sense the Unknown. When Todd's player rolls the dice to see if Todd senses the Unknown, the roll is a General Check against this base chance. (General Checks are described on p. 82.)

As your character gains experience, his chance of Sensing the Unknown can also increase. For every Character Insight Point (CIP) spent, you can raise your character's base chance of Sensing the Unknown by 1.

Sensing the Unknown is different from other Disciplines of the Art in four respects:

1) It costs no Willpower to attempt it.

2) Its chance of success cannot be raised by spending Willpower.

3) All envoys automatically have it; it is not a "purchased" ability.

4) It's not identified with any School of the Art.

As with other Disciplines, your character begins an attempt at Sensing the Unknown by standing still and concentrating on his objective for 1 round, during which time he can do nothing else. This attempt is resolved at the same point in the next round. He may move and act normally in the second round.

Let's suppose that Todd Copeland has found an old letter, and he wants to know whether it has been touched by the Unknown. Todd's player asks the GM whether Todd senses the Unknown on the letter. The GM knows that a betrayer has written this letter to a friend, saying that he will be out of town tomorrow night. Since the betrayer is a creature of the Unknown, this letter gives off an energy that Todd might be able to detect. The

GM has Todd's player make a General Check against Todd's Sensing the Unknown Score (14). The player rolls a 36; Todd detects nothing unusual about the letter.

Had Todd detected the presence of the Unknown, what kind of things might he have sensed? If your character succeeds in Sensing the Unknown, the GM may tell you some or all of the following things:

1) Whether a creature is or has been nearby and which direction it went (for instance: above, to the right, west, etc.).

2) Whether the Art is being used or has been used in an area or on an object. The GM should also give you an idea of how long ago that use took place and the strength of the Evil Way Discipline that was used. The GM should be mysterious about these things, using phrases like "not too long ago" and "a very powerful evil" rather than naming a precise time or a specific Discipline. The GM should give clues, but he'll spoil the fun if he spells out the details for you.

Also, if Todd is sitting in New York, he probably won't be able to sense the Unknown somewhere in China. How far away can he sense it?

*On a successful roll, any envoy should be able to sense any creature or use of the Art within 30 feet and within 24 hours. Often, however, the flow of the game is best served by characters being able to sense the Unknown at greater ranges and over greater lengths of time. The stronger the creature or Discipline being used, the farther away and the longer it might be detected. This use of Sensing the Unknown can be very useful in sparking or pushing along a scenario. For example, waking Todd in the middle of the night to tell him that he "suddenly feels a distant, sharp fear coming from many East Asian people, as they flee from a great evil," might convince Todd and his fellow envoys to travel to China; further hints of this sort will almost certainly do so.

When the Unknown is sensed over a great distance or length of time, the GM should give some clue as to the distance or length of time. For example, Todd is venturing into a hidden pyramid, and he tries Sensing the Unknown. He is suddenly overwhelmed by the realization that evil uses of the Way have wrenched the very fabric of reality around him. The party is likely to flee in terror unless the GM also notes that these feelings flow from many years in the past.

Sensing the Unknown can be used to advance the scenario, but it can also stall it if characters stop every ten feet or so to make an attempt. Take the case of an envoy who enters a haunted house and says, "I'm Sensing the Unknown." The GM has the player roll the check and responds that the envoy senses nothing. The envoy decides to keep trying, and trying, and trying—

forcing the GM to stop play every five seconds until the dice cooperate.

Checks for Sensing the Unknown are therefore limited to one check per character per area, encounter, or situation. For example, if the party enters an allegedly haunted house, each envoy has a right to try Sensing the Unknown. If nothing is detected, the GM doesn't have to permit another attempt until the group enters another room of the house, until an Evil Way Discipline is used, or until a creature enters the same room.

Chill

Chill is a separate Discipline of the Way which, like Sense the Unknown, is not associated with any School. It is the Discipline that creatures use to lash out at their enemies if their destruction appears imminent.

Chill

Base: EWS

School: None	Type: the Way
Cost: 20 WPR/Round	Roll Required: Specific
Range: Sight	Area: Unlimited
EWS: 135+	

"The only consolation one could feel in the aftermath, when many fine friends did not answer our calls but lay in swoons and stupor, was that the thing was gone . . . at least for the time being."

This Discipline of the Evil Way is the last resort of the most powerful creatures. It is used only when the creature faces certain destruction or defeat and desires vengeance on those opposing it. Although the immediate results of the use of this Discipline are horrible enough, the user is also automatically and immediately sent back into the Unknown for a period of 1D10 years when the Discipline's use ends. Chill belongs to no school; its base is simply the creature's Evil Way Score.

The Target Number is the creature's score with the Discipline, minus each potential victim's Current Willpower Score. In this manner, you may make only 1 Specific Check each round to determine the various effects on all characters in range. Note that, while the Discipline's range is Sight, the creature doesn't have to see each victim; it attacks anyone (or anything) it can see within its direct line of sight. It can choose not to affect specific targets (like its allies).

If the check is successful, the victim cannot move or attack and is frozen in fear and horror for a certain period of time. In addition, the following results are also applied to the victim(s) on a successful check:

L result—1D5 wounds, which leaves a permanent scar, and 1D10 Current Willpower loss; victim is frozen for 1 round.

M result—1D10 wounds, which leaves a permanent scar, and 2D10 Current Willpower loss; victim is frozen for 1D5 rounds.

H result—2D10 wounds, which leaves a permanent scar, and 3D10 Current Willpower loss; victim is frozen for 1D10 rounds.

C result—victim becomes unconscious for D% minutes, receives 3D10 wounds, which leaves a permanent scar, and 4D10 Current Willpower loss.

K result—in addition to all other effects, victim is lifted into the air and shaken like a rag doll for the rest of the round, then thrown to the ground for falling damage in addition to all other damage. Treat as a fall from a height of 20 feet (see p. 92).

Even while this Discipline has frozen a victim, a more severe effect can be rolled in a succeeding round. In this case, immediately apply the more severe result.

Characters protected by a Sphere of Protection are totally immune to this Discipline of the Evil Way.

Discipline List

Now that you know how Disciplines work, it's time to take a look at the kind of things they can do. Each Discipline is listed here alphabetically. If a Discipline has an asterisk (*) within its description, this symbol's meaning is defined within that description.

Animate the Dead

School: Distortive	Type: the Way
Cost: 1 WPR/Minute	Roll Required: M
Range: Sight	Area: Sight
EWS: 85+	

The user of this Discipline may animate the nearest corpse(s). Each corpse frees itself from its place of rest and awaits simple commands. These animated corpses cannot think for themselves; they do the bidding of their animator and nothing more. As long as the corpse is in sight, the animator can communicate with it telepathically (the Telepathy Discipline is not required) to direct it in its tasks. For example, a typical simple string of commands would sound like: "Open the graveyard gate. Walk across the street. Go to the man standing underneath the street lamp, and strangle him."

- At Student Level, the Discipline can animate up to 5 corpses if the resting places of those corpses are within sight.
- At Teacher Level, the Discipline can animate up to 10 corpses if the resting places of those corpses are within sight.
- At Master Level, the Discipline can summon every corpse whose resting place is within sight.

If line of sight to the creature is obstructed, the corpse stands still until visual contact is reestablished (the command need not be repeated).

When use of the Discipline ends, all animated corpses immediately return to their place of rest.

Appear Dead (Other)

School: Sensory	Type: the Way
Cost: 10 WPR/use	Roll Required: S/O
Range: Touch	Area: 1 being
EWS: 130+	

The appearance of this Discipline is exactly the same as Appear Dead (Self), following. However, it is used on another being rather than the one using this Discipline.

The duration and effect of this Discipline depends on the result:

- The potential victim rolls a higher result level than the Discipline user: no effect.
- The Discipline user and the victim roll equal result levels: victim sleeps normally for 1D10 hours and can be awakened.
- The Discipline user rolls a result level 1 higher than the victim: victim is in a deep sleep for 1D10 hours and cannot be awakened.
- The Discipline user rolls a result level 2 higher than the victim: victim appears dead for 1D5 hours as in Appear Dead (Self).
- The Discipline user rolls a result level 3 higher than the victim: victim appears dead for 1D10 hours.
- The Discipline user rolls a result level 4 higher than the victim: victim appears dead for 1D5 days.

Appear Dead (Self)

School: Sensory	Type: the Way
Cost: 1 WPR*	Roll Required: M
Range: Self	Area: Self
EWS: 85+	

This ability allows the Discipline user to appear dead, even to a character who has medical skills. The only clue that something is not normal is that the Way can be detected on the person feigning death, although this may only mean that the "corpse" used or had contact with the Way.

Since the creature is completely unconscious while the Discipline is in effect (except possibly at Master Level), the length of the deathlike state must be planned beforehand, and sufficient Willpower spent as it is initiated.

- *At Student Level, the cost is 1 Current WPR/minute.
- *At Teacher Level, the cost is 1 Current WPR/10 minutes.
- *At Master Level, the creature has two options: 1) unconsciousness at 1 Current WPR/10 minutes,

as per Teacher Level, or 2) limited awareness—all Perception Checks cut in half; sight allowed only if eyes are open and then without ability to move eyes; still no ability to use Disciplines or take other actions—at 1 Current WPR/minute. If option 2 is taken, the cost does not need to all be spent at once, and the creature can end the use at any time.

Blind

School: Sensory   Type: the Way
Cost: 50 WPR/use   Roll Required: Specific
Range: Sight   Area: 1 being
EWS: 115+

The successful use of this Discipline causes its victim to go blind. Blindness modifies the victim's movement, combat abilities (both skilled and unskilled) and any other skills involving Perception (see the Blindness Drawback, on page xx).

Even characters who have medical skills can find no explanation for the blindness when they inspect the victim. The duration of the blindness depends on the result level of the creature's check:

- •L result—2D10 minutes
- •M result—2D10 hours
- •H result—2D10 days
- •C result—Permanent. Sight can only be restored through the use of the Restore Stamina Discipline. Blindness is cured if the Restore Stamina result level is at least as high as the Blind result level.

Blur Vision

School: Sensory   Type: the Way
Cost: 1 WPR/Round   Roll Required: M
Range: N/A   Area: 15', 30', or 60' radius
EWS: 85+

This Discipline blurs the surroundings to the perceptions of all characters near the Discipline user. Though the victim sees no change in himself, his immediate surroundings seem to melt and blend into one another. Their feet appear to sink into the floor, their hands into the wall. Though this melting process is an illusion, affected characters lose 25 from Perception, Dexterity, and Agility Scores (and from any Skill Scores that rely on these basic abilities) while Blur Vision is in effect.

- •At Student Level, the radius of effect is 15 feet.
- •At Teacher Level, the radius of effect is 30 feet.
- •At Master Level, the radius of effect is 60 feet.

A character using Raise Perception may soften the effects of Blur Vision; characters helped by Raise Perception deduct only 15 from each Ability Score and

related Skill Scores until the Raise Perception fails or the blurring stops.

If Raise Perception fails while Blur Vision is in effect, the complete blurred effects return. If the Blur Vision Discipline ends first, the characters then receive the full benefits of Raise Perception.

Breath of Pestilence

School: Distortive	Type: the Way
Cost: 20 WPR/use	Roll Required: S/O
Range: 5'	Area: 1 being
EWS: 90+	

Successful use of this Discipline causes the victim to contract a dreadful disease. The creature using the Discipline must breathe on the victim. Victims may be humans or animals or other creatures.

Follow the procedures for diseases (described on p. 94) to find its severity (i.e., Target#). Either assign the disease a severity or determine it randomly. Roll two Specific Checks, one for the Discipline and a Stamina Check for the intended victim. The Discipline's target is infected only if the Discipline Check succeeds at a higher result level than the Stamina Check. Next, determine how soon the disease manifests itself:

- At Student Level, the disease becomes apparent in 4D10 days.
- At Teacher Level, the disease becomes apparent in 4D10 hours.
- At Master Level, the disease becomes apparent in 4D10 minutes.

Change Self

School: Distortive	Type: the Way
Cost: 1, 2, 3 WPR/minute	Roll Required: H
Range: Self	Area: N/A
EWS: 110+	

Successful use of this Discipline allows the Discipline user to change his shape to that of another being or object. While changed, the user retains his full consciousness and mental abilities but loses all of his physical abilities. He can use the physical abilities of the being or object whose shape he assumes. If the object changed into cannot move, then neither can the Discipline user. The user is, for all intents and purposes, the object changed into. While in an altered form the Discipline user can still be harmed only in ways it could be harmed when in its natural form. The shape change lasts 1 minute for each point of Current Willpower spent. Note that the Discipline user cannot gain Evil Way Disciplines in this way, even if the new form is that of a Discipline using being.

This Discipline is often restricted so that the user can assume the shape of a limited number or a single type of creature or thing.

- At Student Level, the Discipline's cost is 1 WPR/minute.
- At Teacher Level, the Discipline's cost is 1 WPR/2 minutes.
- At Master Level, the Discipline's cost is 1 WPR/3 minutes.

Change Temperature

School: Elemental	Type: the Way
Cost: 1 WPR/Round	Roll Required: H
Range: 0	Area: *
EWS: 120+	

This Discipline allows the creature to raise or lower the temperature up to 500'. The temperature change is 1D10 degrees Fahrenheit (up or down) for every round that the power is in use. Once the desired change has been achieved, the GM rolls 3D10 to see how many minutes the temperature remains at that degree. After the time has passed, the temperature returns to normal at the rate of 1 degree Fahrenheit per minute.

If the creature's use of the Discipline is disrupted, the temperature remains where it was at the last dice roll, stays there for 3D10 minutes, then returns to normal at a rate of 1 degree Fahrenheit per minute.

- *At Student Level, the Discipline will effect a 100' radius.
- *At Teacher Level, the Discipline will effect a 200' radius.
- *At Master Level, the Discipline will effect a 500' radius.

Change Weather

School: Elemental	Type: the Way
Cost: 8 WPR/2 min.	Roll Required: varies
Range: Sight	Area: 1/2 mile radius
EWS: 120+	

This Discipline allows the user to call heavy storms. Every 2 minutes the Discipline is in use, make a Specific Check. For each success, the weather changes by one level down the list.

- At Student Level the Discipline user requires a C result.
- At Teacher Level the Discipline user requires a H or C result.
- At Master Level the Discipline user requires a M, H or C result.

Number of Successes	Results
1	Clouds roll in.
2	Strong winds.
3	Precipitation.
4	Lightning and thunder.
5	Strong precipitation & gusting winds.
6	Hurricane force storm.

If the temperature is below freezing, the precipitation result is snow and ice. If the temperature is above freezing, the result is rain. A creature who can Change Temperature can influence this result, too.

If any of the rolls fail, the weather remains exactly as it was on the previous check for 3D10 minutes. After this time has passed, the weather begins to disperse at the same rate it built up and returns to its normal state.

If the weather is already in one of the above stages naturally, you can begin progression from that point. For example, if the weather is already lightning and thundering, your first successful check would produce strong precipitation.

Clairvoyant/Prescient Dream

School: Communicative   Type: the Art
Cost: 2D10 WPR/use*   Roll Required: General
Range: Self   Area: N/A

With the Clairvoyant/Prescient Dream Discipline, your character can try to have a dream that has some meaning to the Discipline user and/or his associates. This dream could provide clues to a mystery, explain what is happening somewhere else, or allow your character to communicate with some other person or creature. Your character must wait 1 day between attempts to have a Clairvoyant/Prescient Dream.

The player whose character is having a Clairvoyant/Prescient Dream must wait a certain amount of real time (actual time for the player, not game time for the character) before making any note about his character's dream. This simulates the amount of retention capable at different skill levels.

- At Master Level, a player must wait 1 minute of real time before making any notes concerning the Dream.
- At Teacher Level, he waits 3 minutes of real time before making any notes concerning the Dream.
- At Student Level, he waits 6 minutes real time before making any notes concerning the Dream.

Before your character goes to sleep, you should tell the GM that your character intends to have a Clairvoyant/Prescient Dream. You will not know whether such a dream will come to your character when

he goes to sleep. The GM should roll secretly to determine success. Normal sleep lasts for about 4 hours (when REM sleep starts) before the dream begins, if the Discipline use is successful.

Dreams are notoriously distorted and unreliable. Even at Master Level, dreams will rarely (if ever) show precisely what a character wishes to know.

*This Discipline exacts an extra toll upon its user. During a night that a person is attempting a Clairvoyant/Prescient Dream, that character does not regenerate Current Willpower.

Confuse

School: Mental   Type: the Way
Cost: 1 WPR/round   Roll Required: S/O
Range: Sight   Area: 1 being
EWS: 85+

This Discipline allows its user to muddle the mental condition of any 1 person, creature, or animal. The Discipline can keep the victim from determining the user's exact location, from properly identifying him, or believe the user is actually in some other location.

Any person or animal who is subject to this Discipline will not realize nor allow himself to be convinced that he is confused. Individuals under the influence of this Discipline are very adamant and will attempt to convince others that they are correct, even though facts may prove them incorrect.

Any individual who is removed from sight of the creature confusing him recovers from Confuse in 1D10 rounds, and, the creature must reperform the Discipline to again confuse the individual. Any individual the creature fails to Confuse cannot be confused by that creature again that day.

Contact the Living

School: Communicative   Type: the Way
Cost: 2 WPR/round   Roll Required: Specific
Range: Unlimited   Area: 1 character
EWS: 85+

This Discipline allows a creature (who was once a human being, such as a ghost) to contact living characters. The dead usually prefer to contact someone close to them such as a friend or family member first. If there is no friend or family member available, the dead will contact the character with the highest Perception Score. All those around this chosen contact may hear the message of the dead, but only the chosen contact may speak back to and be heard by the user.

Make a Specific Check for the first round of attempted contact, which determines the quality and clar-

ity of the contact. Subsequent rolls are merely General Checks to ensure that the contact can continue.

- At Student Level the user may speak up to 5 words per round.
- At Teacher Level the user may speak up to 10 words per round.
- At Master Level the user may speak up to 20 words per round.

If you want the message to be longer, he must roll for the next round. If the check is successful, the message can continue. If the check fails, the creature may try again to continue the message, but only after a delay of 1 day at Student Level, 1 hour at Teacher Level, or 10 minutes at Master Level.

Living persons may ask questions of the user, however these questions consume remaining words from the user's allotted limit. In other words, if the Teacher Level user materializes and says "Go away!" there are still 8 words left in the message. If the target of his conversation ask, "Why?" This leaves 7 words for the dead creature to answer "Because what you seek is guarded by . . . ." The message is too long to complete in 1 round.

The resolution and coherence of the contact are as follows:

Contact the Living Results

Discipline	Appearance/ resultMessage Result
•L result–	User appears only as dim, wavering lights. No coherent speech possible (screams, wails, moans etc.).
•M result–	User appears as human shaped mass of light. Listeners must make Perception Checks to discern message.
•H result–	User appears as a bright, easily discernable form. Message is clear but without inflection or of recognizable voice.
C result–	User appears as full, transparent form with color. Message is delivered with inflections and in recognizable voice.

Corporeal Manifestation

School: Distortive	Type: the Way
Cost: 1 WPR/use	Roll Required: M
Range: Self	Area: Self
EWS: 135+	

Any incorporeal being with this power can use this Discipline to create a physical, corporeal form of itself. The corporeal form occurs automatically, costs 1 Current Willpower, and is immune to disruption.

The corporeal form has both advantages and disadvantages. It provides a link to the physical world allowing the user to move, manipulate objects, and communicate just like a normal, living being while still allowing the creature to use its Disciplines. Unfortunately, this new form also makes the creature vulnerable to physical attacks. If the creature is reduced to zero (0) Current Stamina and receives a C result (wound) while in this form, it is destroyed.

Corporeal form enables a normally noncorporeal user to make physical attacks and use skills that it could not before. In such cases, the user is assigned a score of 50 in all basic abilities normally listed as "N/A."

Each time it uses Corporeal Manifestation, the user can appear as it did at any time during its "life." For example, a ghost can appear two years old or near death if it chooses.

Create a Feast

School: Distortive	Type: the Way
Cost: 5 WPR/use	Roll Required: M
Range: 5'	Area: 30' x 30' (max)
EWS: 85+	

This Discipline creates actual food and beverage. The creature using this Discipline can choose what foods are created. The user creates the banquet by standing over the area where the food is to be served and concentrating. The feast is created immediately. The food remains unspoiled as long as normal food.

- At Student Level, the creature can create enough for 1 character.
- At Teacher Level, the creature can create enough for 10 characters.
- At Master Level, the creature can create enough for 50 characters.

Darken

School: Sensory	Type: the Way
Cost: 2 WPR/round	Roll Required: M
Range: 0'	Area: 1 room
EWS: 85+	

Darken extinguishes all forms of light except for sunlight (sunlight can never be affected by this Discipline).

Darken works in a single room, regardless of size. It can immediately darken a room or can be "set" so that it is triggered by a person or object entering the intended room. In this case, the user must state the duration of the effect and spend the appropriate amount of Current Willpower when the Discipline is set. Except in a Sphere of Protection, no source of light can be started while this power is in effect. If the Sphere ends before the Darken Discipline does, any lights within are immediately extinguished.

This Discipline does not work outdoors, nor can it save a vampire from sunlight.

Deadly Dreams

School: Mental
Cost: 50 WPR/dream
Range: Unlimited
EWS: 110+

Type: the Way
Roll Required: S/O
Area: 1 character

This Discipline allows the user to "send" a dream D% minutes long to 1 person or creature (assuming the creature sleeps). The dream begins normally enough but soon becomes bizarre and macabre and climaxes with some horrid creature or person (real or imaginary) attempting to kill him. At this point the dreamer awakens to find 1 or more of the things dreamt of, totally real, and standing beside him, ready to strike. The "dream attackers" form in the round the dream ends and last for 1D10 rounds. At the end of this time they vanish. While present, they can attack using any physical attacks or Way Disciplines (except Deadly Dreams, Dreamsend, or Minion) which they might have displayed in the dream. Regardless of the type of attacker which materializes, they are always corporeal and can be damaged by normal physical attacks. A Sphere of Protection or Mental Shield, which can affect the awakened dreamer, causes the materializations to vanish immediately.

The varying results of the Deadly Dreams Discipline determine how many creatures can be materialized. In addition, the results specify the amount of Current Willpower lost by the dreamer at the instant he awakens, before any Fear Checks are made. Note that a victim of this Discipline cannot regenerate Willpower when this Discipline is in use and cannot be awakened by any means until the climax of the dream. This Discipline is opposed by a Current Willpower Check. The results are:

- The potential victim rolls a result level equal to or greater than the user: the attempt fails.

- The user rolls a result 1 level higher than the victim's: the dreamer loses 5 + 1D10 Current Willpower, and 1 being from the dream materializes.
- The user rolls a result 2 levels higher than the victim's: the dreamer loses 10 + 2D10 Current Willpower, and 2 beings materialize. (Maximum effect at Student Level.)
- The user rolls a result 3 levels higher than the victim's: the dreamer loses 10 + 3D10 Current Willpower, and 3 beings materialize. (Maximum effect at Teacher Level.)

- The user rolls a result 4 levels higher than the victim's: the dreamer loses 15 + 3D10 Current Willpower, and 4 beings materialize.

Deadly Remains

School: Distortive
Cost: 1 WPR/minute
Range: Sight
EWS: 85+

Type: the Way
Roll Required: M
Area: Body parts

The Discipline causes the animation of a number of severed body parts. No more than 4 body parts may come from the same corpse.

This Discipline works in much the same way as Animation of the Dead. The body parts move in whatever manner suits them best. An arm or leg would move in a snake-like fashion. A head would roll or wobble from side to side, rocking itself in a given direction.

The limbs may attack. A hand can brawl or punch. A foot can punch by kicking or brawl by tripping. A head can bite. Some body parts can make use of melee weapons. A hand can wield a weapon; its major problem is hitting anything above the knees as it attacks from the ground.

The limbs suffer normal wounds and Stamina Loss from all forms of combat. The exact statistics for the severed limbs can vary, although a Strength and Dexterity of 30 each, Agility of 15, Stamina of 10, very low Strike Rank, and Fear Modifier of -5 are recommended. Use the Unskilled Melee Score of 22, rather than assuming skill or lack of it, for any particular body part.

- At Student Level, up to 1D10 parts may be animated.
- At Teacher Level, up to 2D10 parts may be animated.
- At Master Level, up to 3D10 parts may be animated.

Dreamsend

School: Mental
Cost: 5 WPR/use
Range: 1000'
EWS: 85+

Type: the Way
Roll Required: Specific
Area: 1 character

This Discipline allows the user to send a D% minute dream to any particular sleeping person or creature (assuming the creature sleeps). The dream is of whatever nature the sender wishes. Although the dream that is sent has no special meaning, the sender may later cause the dream to "come true" through the use of other Disciplines.

A victim of Dreamsend will remember the dream vividly (including any emotions such as terror or excitement). Any character subjected to Dreamsend does not regenerate Current Willpower or heal wounds during that sleep. In addition, the victim of Dreamsend suffers
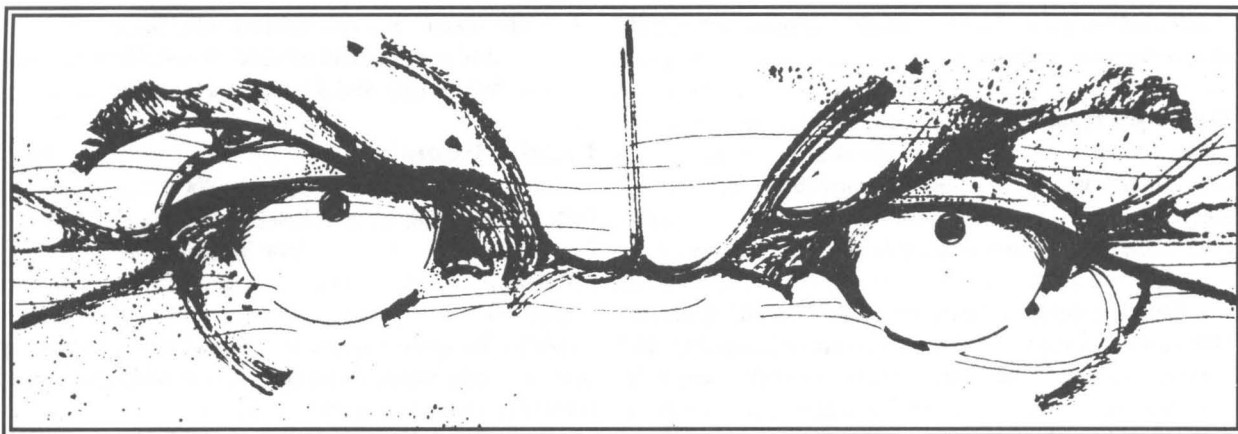
the following effects, depending upon the success of the Discipline:

- *L result:* Character loses 1D10 Current WPR.
- *M result:* Character loses 2D10 Current WPR, and the victim wakes when the dream ends.
- *H result:* Character loses 3D10 Current WPR, and the victim wakes screaming when the dream ends.
- *C result:* Character loses 4D10 Current WPR, and the victim wakes believing and reacting as if the dream is still happening for 1D10 minutes possibly lashing out at his surroundings.

Empathy

School: Communicative	Type: the Way
Cost:20 WPR/round	Roll Required: Specific
Range: Unlimited	Area: 1 being/use
EWS: 125+	

Empathy allows the user to feel the emotions of, and perceive with the senses of, any 1 person or creature. Once the user successfully uses Empathy on an individual during a day, it can reuse the Discipline on that person for the entire day with only an additional expenditure of Current Willpower. Each new day, the creature must again establish contact with the target.

The user understands what is happening to the target only as it is experienced by the individual with whom he is empathically linked. Empathy allows the user to sense emotions and gather impressions rather than distinct bits of information.

NOTE: Appear Dead (Self) is the only Discipline that can be used at the same time as Empathy.

Enormity

School: Distortive	Type: the Way
Cost: 20 WPR/use	Roll Required: H
Range: Sight (within 200')	Area: 1 item or being
EWS: 95+	

This Discipline causes an item or being to grow much larger than its normal size. The Discipline user may use the power on himself or on any other being or object. No changes occur in the eight basic abilities of the target for the duration of this Discipline. All combat procedures remain normal except that the affected being has a greater movement rate, does greater damage with physical attacks, and may be unable to go through normal doors (or, more cruelly, may be crushed against the walls of an enclosed area it has been trapped in).

- At Student Level, the object may become 3 times as large (but no larger than man-sized), for D% rounds.
- At Teacher Level, the object may become 20 times as large (but no larger than the size of a truck), for D% minutes.
- At Master Level, the object may become 100 times as large (but no larger than the size of a house), for 1D10 hours.

Evil Eye

School: Distortive	Type: the Way
Cost: 30 WPR/use	Roll Required: S/O
Range: Sight (within 50')	Area: 1 being
EWS: 95+	

This Discipline weakens the victim and causes him to feel sick with cramps, nausea, headaches, and other minor irritations. The creature stands and stares at the victim for 1 round without moving or saying a word. Evil Eye requires an Opposed Check against the potential victim's Current Willpower Score; it is successful if the user rolls a higher result level than the victim.

The Evil Eye drains a single character of 1D10 Current Stamina and 1D10 Current Willpower per hour. All the character's attack scores are modified by -10 while the effects of the Discipline last.

The disabling trend continues until Current Stamina or Willpower reaches zero (0) (when the character collapses in a coma), until successfully treated by a doctor

or restorer, or until the user is destroyed. If a coma results, it lasts for 5D10 days or until treated by a restorer.

Medical attention can stop the drain caused by the Evil Eye (on an H result with the Medicine Skill) though only one attempt can be made on the victim per day. This cannot restore any lost points however. The effects can be cured only by the use of the Restore Stamina Discipline. The cure is accomplished by restoring 1D10 Current Stamina. From this point on, the character recovers lost Stamina and Willpower at his normal rate without further help from the restorer.

Feat of Strength

School: Restorative	Type: the Art
Cost: 2D10 WPR/round	Roll Required: General
Range: Self	Area: N/A

If the user passes a General Check against this Discipline, he can perform a super-human feat of strength, lifting much more than he normally could, for 1 round. Feat of Strength may not however, be used to make an attack. The purpose of this Discipline is to allow your character to use extraordinary strength for defensive or rescue purposes in desperate situations (not to allow him to become a creature-whomping superman.) Your character may continue the feat in following rounds, but a new check is required each round.

A character (not using this Discipline) can normally only lift 5 times his STR in pounds.
- At Student Level, a character can lift 20 times his STR in pounds.
- At Teacher Level, a character can lift 30 times his STR in pounds.
- At Master Level, a character can lift 50 times his STR in pounds.

Feat of Strength

School: Elemental	Type: the Way
Cost: 10 WPR/round	Roll Required: H
Range: Self	Area: N/A
EWS: 100+	

With the exception of the fixed cost, the more difficult result necessary, and the minimum Evil Way Score, this Discipline is identical to Feat of Strength listed above.

Fleshcrawl

School: Distortive	Type: the Way
Cost: 50 WPR/use	Roll Required: S/O
Range: Sight	Area: 1 being
EWS: 125+	

Successful use of this Discipline causes the appearance of the victim to change so that he eventually comes to resemble a corporeal humanoid creature chosen by the user of the Discipline. The creature that the victim resembles must have an Evil Way Score lower than that of the user of the Discipline.

Fleshcrawl requires an Opposed Check against the potential victim's Current Willpower; it is successful if the user rolls a higher result level than the victim.

The transformation of the victim takes place in seven stages:

- Left arm and hand
- Right arm and hand
- Left leg and foot,
- Right leg and foot
- Abdomen
- Torso
- Face and head

The speed that these changes progress is determined by the ability of the user.
- At Student Level, change progresses at a rate of 1 stage per day.
- At Teacher Level, the rate is 1 stage per hour.
- At Master Level, the rate is 1 stage per minute.

The transformed body parts function like those of the creature whose appearance they have. Note that this may greatly change the victim's Dexterity, Agility, movement capabilities, etc. The mind of the character, however, is still his own, and he does not take on the behavior of a creature, only its outward physical appearance.

The successful use of both Restore Stamina and Restore Willpower on the victimized character can halt the progress of the Fleshcrawl. However, to reverse the transformation, each restore Discipline must match the result level which the Fleshcrawl user achieved. The victim can also be rid of the changes when the person who used the Discipline upon him is destroyed (or banished to the Unknown). After this, the victim will return to his normal form within 1 hour.

Flight

School: Psychokinetic	Type: the Way
Cost: 1 WPR/round	Roll Required: M
Range: Self	Area: N/A
EWS: 85+	

This Discipline allows its user to fly.

• At Student Level, a successful check allows the user to take off, fly for 1 minute, and land once. If the user is still in the air after 1 minute, he will fall taking appropriate damage.

• At Teacher Level, a successful check allows the user to take off, fly for 10 minutes, and land once. If the user is still in the air after 10 minutes, he will fall taking appropriate damage.

• At Master Level, a successful check allows the user to take off, fly for 1 hour, and land once. If the user is still in the air after 1 hour, he will fall taking appropriate damage.

The user may take off a second time if he wishes, requiring a new check. If an attempted check fails, the user must still pay the Current Willpower cost.

Flight cannot be used on another being. The user may use other forms of the Art or Way while in flight.

Ghostly Lights

School: Sensory	Type: the Way
Cost: 2 WPR/use	Roll Required: M
Range: Touch	Area: Unlimited
EWS: 85+	

Ghostly Lights creates a light or lights which move around as though alive. Although they never appear as actual human shapes, they always move as if to suggest someone carrying a lantern or some gaseous human form. Often these lights "walk" up or down a hall or through a room or forest. They make no noise and only move in a programmed cycle. The user spends 2 points of Current Willpower for each light. The lights are programmed before the Discipline goes into effect by touching each place where a light appears, travels to, and vanishes, forming each programmed path. Once the path is set, the creature goes to the point that will triggers the lights and touches that spot. The trigger can be a spot on the floor, a rug, a vase, a stair, or any other object. Thereafter, the first being to touch that object, triggers the Discipline.

If a being comes within 10 feet of a ghostly light, that being can no longer see it distinctly, though he can still see by its illumination. It will reappear as soon as the character moves beyond the 10-foot range. The lights always continue to follow the programmed paths regardless of what anyone who approaches does.

• At Student Level, the user can produce a single light.

• At Teacher Level, the user can produce 10 lights. The user must program each light separately.

• At Master Level, the user can produce 25 lights. The user must program each light separately.

Gnarl

School: Distortive	Type: the Way
Cost: 5 WPR/use	Roll Required: H
Range: Sight (within 100')	Area: 1 item
EWS: 135+	

This Discipline causes an object to quickly twist and distort, making it useless in approximately 1 round. Vampires particularly enjoy gnarling stakes.

• At Student Level, the creature can gnarl wood. This Discipline is only effective on non-living wood, not live wood such as trees or other plants.

• At Teacher Level, the creature can gnarl any once-living material, including wood, ivory, bone, etc.

• At Master Level, the creature can also gnarl worked metal (in addition to the materials listed above).

Hallucinate

School: Mental	Type: the Way
Cost: 5 WPR/round	Roll Required: General
Range: Sight	Area: 35' radius
EWS: 90+	

Hallucinate creates an illusion that all beings in the affected area perceive with all their senses. The hallucination has no physical substance and can do no physical damage (though in some cases, individuals might make a Fear Check).

Those who must do combat with a hallucinatory enemy become involved in a collective Perception Check. Starting with the second round of combat, the group must make a General Perception Check. Instead of using each individual's Perception Score, the group's collective Perception Score is 25, which is the base chance of success for the second round. Thereafter, a +5 modifier is added to this base chance on each successive round. Any time the group makes a successful Perception Check, the hallucination vanishes. Should another person come upon a group while it is suffering from a hallucination, that individual's normal Perception Score is used for his own Perception Check against the hallucination.

• At Student Level, the hallucination can effect up to 5 individuals.

• At Teacher Level, the hallucination can effect up to 10 individuals.

• At Master Level, the hallucination can effect up to 25 individuals.

The user may use this Discipline as often as it wishes. However, a group is subject to only 1 hallucination from any 1 creature within a 24-hour period.

Halt

School: Psychokinetic   Type: the Way
Cost: 10 WPR/use   Roll Required: S/O
Range: Sight   Area: 1 being
EWS: 125+

This Discipline stops an individual from moving. It is opposed by a Current Willpower Check. Its effect varies:

- The victim rolls a result level equal to or greater than the user: the attempt fails, regardless of ability.
- The user rolls 1 result level higher than the victim: the victim cannot move, fight, or use Disciplines for 1 round.
- The user rolls 2 result levels higher than the victim: the victim cannot move, fight, or use Disciplines for 2 rounds.
- The user rolls 3 result levels higher than the victim: the victim cannot move, fight, or use Disciplines for 2+1D5 rounds.
- The user rolls 4 result levels higher than the victim: the victim cannot move, fight, or use Disciplines for 3+1D10 rounds.
- The user rolls 5 result levels higher than the victim: the victim cannot move, fight, or use Disciplines for 4+1D10 rounds.
- The user rolls 6 result levels higher than the victim: the victim cannot move, fight, or use Disciplines for 5+1D10 rounds.
- At Teacher Level, the victim is immobilized for minutes instead of rounds.
- At Master Level, the victim is immobilized for hours instead of rounds.

Halted characters can be hit automatically in melee.

Haywire

School: Elemental   Type: the Way
Cost: 5 WPR/minute   Roll Required: H
Range: 1000', 1 mile, 10 miles   Area: 1000' radius
EWS: 95+

This Discipline prevents certain technological things from working or distorts their outcome. This power makes televisions go haywire, radios buzz, cameras or recorders record something other than they're supposed to, telephones disconnect, lights flash or go out, and cars stall. (The exact result is left to the GM to choose.)

You must roll for each minute of Haywire. Each check, whether successful or not, deducts 5 from the user's Willpower Score, although the user can spend the Willpower all at once, at the beginning of the attempt.

- At Student Level, the creature's range is 1000 feet.
- At Teacher Level, the creature's range is 1 mile.
- At Master Level, the creature's range is 10 miles.

Hound

School: Communicative   Type: the Way
Cost: 50 WPR/use   Roll Required: S/O
Range: Sight (then Unlimited) Area: 1 character
EWS: 120+

One of the most terrifying Disciplines of the Way, Hound allows the user to know the whereabouts of any 1 person it has seen. This is a highly effective Discipline if the user intends to pursue a victim.

The user must be able to see its potential victim in order to set the Discipline in motion. He then rolls a Specific Check opposed by the victim's Current Willpower Score. The results are as follows:

- The potential victim rolls a higher result level than the user: the attempt fails.
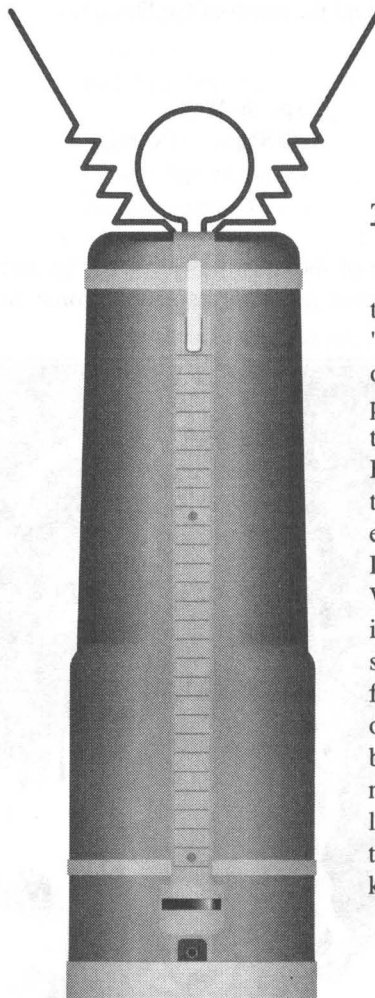
The Haywire Device

This bulky contraption works like a "ground" for energies of the Way. When plugged into any electrical device, the Hawire Device protects it from the effects of the Haywire Discipline of the Way. Since the device is large and expensive, of limited usefulness, and prone to overheating and breakdown, it was never produced in large quantities. Only two prototypes are known to exist.

Height : 1' 6¾"   Height w/ Antenne : 2' 1⅛"
Weight : 22 lbs.   Maximum Diameter : 6½"

- The user and the victim roll equal result levels: the user knows the general location of its victim (within 1 mile) for the next 7 days.
- The user rolls a result 1 level higher than the victim: the user knows the general location of its victim (within 1/2 mile) for the next 30 days.
- The user rolls a result 2 levels higher than the victim: the user knows the general location of its victim (within 500 feet) for the next 90 days.
- The user rolls a result 3 levels higher than the victim: the user knows the precise location of its victim for the next year.
- The user rolls a result 4 levels higher than the victim: the user knows the precise location of its victim until either the creature or its victim is destroyed.

The only way that a victim can shake this perception is to find a Discipline user who can use the Mental Shield Discipline. The protector must successfully use the Mental Shield once for each level of the Hound user's success in order to disrupt the effect of the Discipline.

Hypnotize

School: Mental   Type: the Way
Cost: 10 WPR/command   Roll Required: General
Range: Touch to 10'   Area: Unlimited
EWS: 120+

Hypnotize is one of the most powerful Disciplines in the Unknown because it allows its user to force an individual to follow a command or action. Hypnotize lets the user place a suggestion in the subconscious of an individual for either immediate or later use.

The user cannot make a person do any action obviously and immediately harmful to himself or others such as murder or suicide. The creature can, however, suggest to 1 member of a group that another member of the group is actually a minion or is an enemy. Creatures using this Discipline can make individuals open doors, leave buildings, return to the creature at a later date, and commit actions which, although might have later or indirect consequences, have no directly harmful effects. An example of such a request would be for a person to fail to seal a window with garlic so a vampire could enter. Failing to seal the window is not a harmful act by itself.

Once a creature fails to Hypnotize an individual, that person is forever safe from further hypnotic suggestions from that creature.

Incorporeal Attack

School: Incorporeal   Type: the Art
Cost: 1D10 WPR/use   Roll Required: S/O
Range: Touch   Area: 1 Target

This Discipline allows its user to make attacks much like those that incorporeal creatures can make, as described in Incorporeal Combat, on p. 96. The character using Incorporeal Attack must be in an incorporeal state at the moment the Discipline is used. The target of

the attack must be either an incorporeal creature or a creature in gaseous form. Both the user and his target must be within melee range (within 5 feet of one another) at the time of the attack.

To resolve the attack, you must make an Opposed Check: the user's Discipline Score versus the target's Current Willpower. To cause damage, the user must roll a result level higher than the target's.

- The user rolls a result 1 level higher than the target: the target loses 1D10 Current WPR.
- The user rolls a result 2 levels higher than the target: the target loses 2D10 Current WPR.
- The user rolls a result 3 levels higher than the target: the target loses 3D10 Current WPR, and if the target is from the Unknown, its Evil Way Score is reduced by 1D5.
- The user rolls a result 4 levels higher than the target: the target loses 4D10 Current WPR, and if the target is from the Unknown, its Evil Way Score is reduced by 1D10.

In addition, if the attacking character is at Teacher Level, a successful attack is automatically moved 1 level down the chart. If at Master Level, a successful attack is automatically moved 2 levels down the chart.

Influence

School: Mental	Type: the Way
Cost: 10 WPR/command	Roll Required: S/O
Range: Sight, Unlimited	Area: 1 being
EWS: 85+	

The Influence Discipline allows its user varying degrees of control over the thoughts and attitudes of another being. In order to begin exercising influence, the user must make eye contact with his victim (if the user is incorporeal, he must touch or pass through his victim). If the first attempt at influence is successful, later attempts may be at any range: the user simply reaches out to the mind of the affected being with his will. Influence is opposed by a Current Willpower Check.

Each use requires a new Opposed Check. Failure breaks the influence; the victim is freed. However, success of any type either continues the effect or strengthens it. If the strengthening attempt succeeds, but at a lower level than the previous result, the Discipline continues at its present strength. If the attempt succeeds at a higher level than the previous result, the effect strengthens.

Influence works on animals in the following manner: if the user succeeds by 1 or 2 result levels, he can control the animal in various simple tasks while the animal is in sight. Success by 3 or 4 result levels allows the user to control the animal at any distance in rather complex tasks: it can have a horse go to a house and pick up

a rider; it can make an animal fight and even die for the user's benefit. Influence over an animal may be lifted by a successful Mental Shield.

The following are the degrees of success for influence over characters:

- The victim rolls a higher result level than the user: the attempt fails.
- The user and the victim roll equal result levels: the user may make simple, friendly suggestions that involve simple actions which take no more than 1 round to do. The victim will agree and try to act upon the suggestion. Examples: "Come here for a moment, please." "What a lovely necklace! Would you mind removing it?" These suggestions should request something that the character would probably do naturally or out of courtesy.
- The user rolls a result 1 level higher than the victim: the character likes the user and will feel either respect or sympathy for it, depending on the circumstances. The user can play on the victim's good nature to cause him to go out of his way to lend help. This action cannot be violent nor can it endanger human life. Examples: "Would you mind if I took a lock of your hair?" "Your friends are out to get me. Please let me go and don't tell them." The character believes that everything he is doing is perfectly reasonable.
- The user rolls a result 2 levels higher than the victim: the character sees the user as the most important being currently in his life. If the user is of the opposite sex, the character may fall in love. He will actively assist the user in efforts to escape but will not harm others directly on the user's behalf. The character will argue on the user's behalf, even abandoning those who speak ill of this "dear friend." (Maximum effect at Student Level.)
- The user rolls a result 3 levels higher than the victim: the character begins to think of the user as his master, risking life to aid the user or traveling anywhere with him. The character will still not harm friends to aid the user but might harm strangers. (Maximum effect at Teacher Level.)
- The user rolls a result 4 levels higher than the victim: the user controls the character completely and can use his senses from any distance. The user can transmit all commands telepathically. (The user does not need the Telepathy Discipline for this.)

The victim still functions as himself at those times when the user is not directly controlling him. At all levels except the highest, the victim has moments of clear thought in which he realizes the power of the user. These moments never come in the presence of the user, nor will the character consider breaking the influence.

The effects of the Influence Discipline continue until the user fails to later use the Discipline on the character, or until a restorer breaks its power. In order to break Influence, a restorer must Restore Willpower successfully on the character once for each success level of the Influence. Only one restoration attempt can be made per day. The influenced character will not cooperate with the restorer.

Inhabit

School: Distortive   Type: the Way
Cost: 10 WPR/use   Roll Required: M
Range: Touch   Area: 1 item
EWS: 100+

Use of this Discipline allows the user to physically inhabit any 1 non-living item. The Discipline also gives the user the ability to manifest its visage from the item it has inhabited; this can be done at will and as often as desired.

For example, the user might inhabit a house, a car, a table, or even a mirror. It could then cause its face to appear from the normal texture of the item: the house might look like the user's face from the outside, through the image formed by its structure and the arrangement of windows and doors. The headlights and grillwork of a car could be made to look like the face of the user, as could the wood grain in a table.

- At Student Level, use of the Discipline allows the user to inhabit an item for the length of time it desires to do so. Once the user leaves the item, it must use the Discipline again to re-inhabit it.
- At Teacher Level, use of the Discipline allows the user to leave and return to the item twice, as long as it is not gone more than 1 minute either time. If it is gone longer than a minute or leaves a third time, it must use the Discipline again to re-inhabit the item.
- At Master Level, use of the Discipline allows the user to leave and return to the item as often as he likes, as long as he is not gone more than 10 minutes at any one time.

Destroying an inhabited item does not harm the user inhabiting it; the user may stay in the wreckage or ashes or freely leave.

A user inhabiting an item can still use other Disciplines and still have full use of all its normal senses. It cannot, however, make any form of physical attack.

Invisibility

School: Sensory   Type: the Way
Cost: Varies*   Roll Required: M
Range: Self   Area: Self
EWS: 85+

This Discipline renders the user invisible to all visual senses. It is a great advantage in combat; opponents have a -40 modifier on all attacks. However, if the user carries or wears any item, this penalty is reduced to -10.

- *At Student Level, the cost is 1 Current WPR/round.
- *At Teacher Level, the cost is 5 Current WPR/minute.
- *At Master Level, the cost is 1 Current WPR/minute.

Kiss of Death

School: Distortive   Type: the Way
Cost: 10 WPR/use   Roll Required: S/O
Range: Touch   Area: 1 being
EWS: 110+

This Discipline allows its user to wound his victim by kissing that character somewhere on the face or head. This is opposed by a Current Willpower Check. The wound is treated in all respects as a normal combat result. The type of wound caused is as follows:

- The potential victim rolls as high a result level as the user: the attack fails.
- The user rolls a result 1 level higher than the victim: an L wound is suffered.
- The user rolls a result 2 levels higher than the victim: an M wound is suffered.
- The user rolls a result 3 levels higher than the victim: an H wound is suffered.
- The user rolls a result 4 levels higher than the victim: a C wound is suffered.
- At Student Level, the wound has a Strike Rank of 3.
- At Teacher Level, the wound has a Strike Rank of 4.
- At Master Level, the wound has a Strike Rank of 5.

The wound caused by a Kiss of Death suddenly appears on the victim in the place where the victim was kissed. Some users may make multiple use of this Discipline, repeatedly kissing a victim farewell, for example. If so, roll for each kiss separately.

Leave the Body

School: Incorporeal   Type: the Art
Cost: 1D10 WPR/use*   Roll Required: General
Range: Self   Area: Unlimited

Successful use of this Discipline takes the users "life force" out of his body; he actually becomes incorporeal for the duration of the Discipline's use. The body

appears to die; a doctor examining it would pronounce the character dead.

*To use this Discipline, the user must spend 1D10 Current Willpower when he is attempting to leave his body. This Current Willpower is expended whether or not the Discipline use succeeds. Furthermore, the user must spend another 1D10 Current Willpower when he reenters his body. Thus, if the Discipline use is successful, he will spend a total of 2D10 Current Willpower. The user can remain incorporeal for as long as he desires. However, after a while, he must spend Current Willpower in order to remain outside his body:

- At Student Level, after 10 rounds, the user loses 1 Current WPR per round.
- At Teacher Level, after 20 rounds, the user loses 1 Current WPR per round.
- At Master Level, after 20 rounds, the user loses 1 Current WPR per minute.

Leave the Body doubles the user's vulnerabilities; he suddenly has two forms to protect: an incorporeal self, and a helpless physical shell.

The Incorporeal Self: The incorporeal part of the user retains his full intelligence, knowledge, and memories. He can clearly see any other incorporeal creature within the normal range of visibility. (Incorporeally, the user can see even if his body is blind.) However, the physical world is difficult to perceive; objects appear blurred, faint, and indistinct, and all "life" seems to fade from their colors. Your character's Perception Score is reduced by 20 when trying to notice any details in the physical world while in incorporeal form.

The Incorporeal Self can move at a rate of 75 feet per round by simply "thinking" it. He can even move through the air, up and down, through walls, and so forth (like any incorporeal creature).

If the incorporeal character's Current Willpower drops to 20 or less, he can take no action except attempting to reenter his body. To do so, the incorporeal half simply moves to the body and spends the necessary 1D10 Current Willpower. If the user doesn't have enough Current Willpower to reenter his body, he dies, with no Luck Check allowed. Even if he is spending Current Willpower to keep himself incorporeal, he spends only the 1D10 Current Willpower in the round he reenters his body.

While incorporeal, the user can attack using the Incorporeal Attack Discipline and, in turn, is subject to incorporeal attacks.

The Body: The user's body is extremely vulnerable while he is incorporeal. He cannot control his body in any way; it is defenseless. The body suffers damage just as any human does when helpless and immobile. If the body has zero (0) Current Stamina and has less than 5
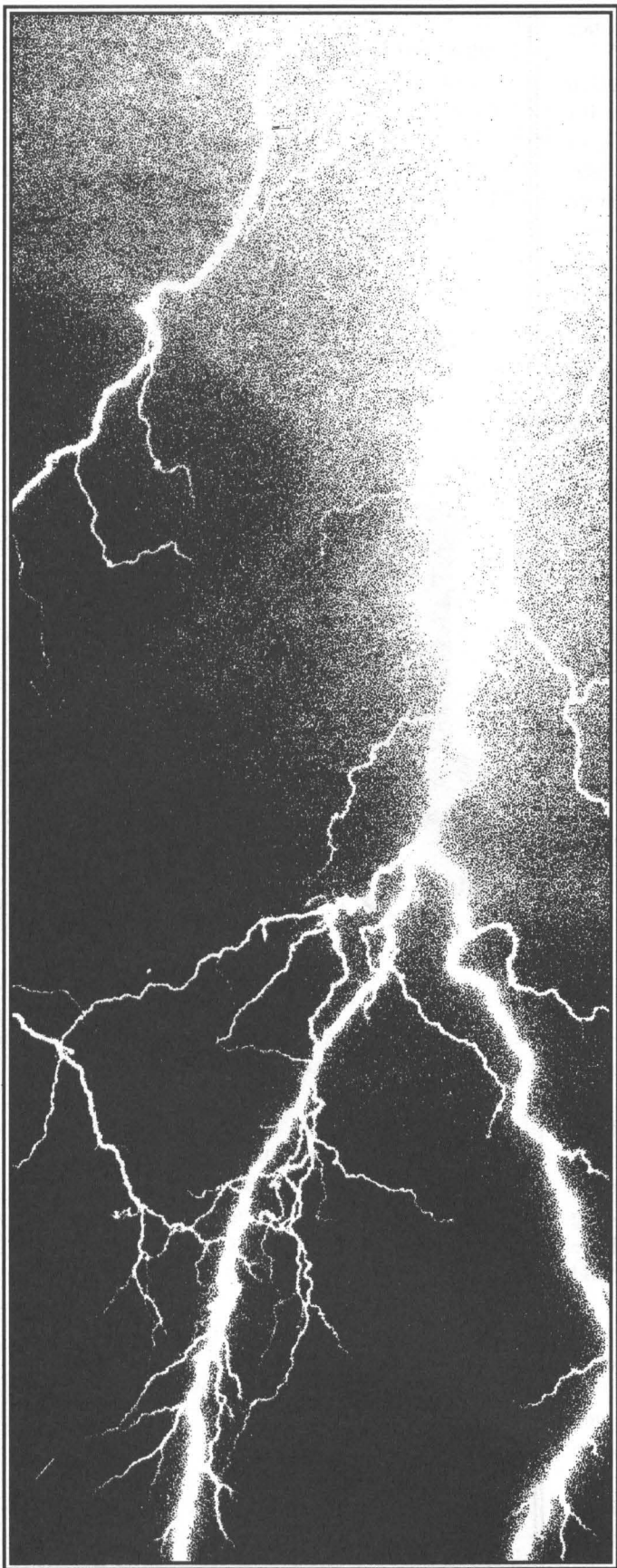
Wound Boxes left, his body dies and so does the character when the Discipline's effects end.

Wounds are not the worst of a body's troubles, however. Without a life force, the body can be seized by another incorporeal creature. To seize a body, a creature moves to the body, spends 3D10 Current Willpower, and rolls a Specific Check against the creature's Evil Way Score. A C result indicates that the creature successfully enters the body. If it fails, it may try again in 1 minute (12 rounds). The creature remains inside until it chooses to leave (at no cost in Current Willpower) or until it is forced to leave. Only three things can force a creature to leave: its Current Willpower drops to 20 or less, the body dies, or the body's original owner reclaims it (though this could involve finding it first).

When a creature seizes a character's body, the body appears to come to life; the occupying creature in complete control. Attacking a 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.

Lightning Call

School: Elemental	Type: the Way
Cost: 2 WPR/use	Roll Required: H
Range: Sight	Area: 1 item
EWS: 90+	

This Discipline can call down bolts of lightning that will strike a given target (a tree, an old house, a weather vane, etc.). The bolt can cause small fires, split trees, tear down wiring, etc. It cannot be used as a direct weapon against living humans but can be used to move characters away from a spot, startle or scare them, or cause them to have to calm their mounts or other animals.

- At Student Level, the user can call 1 lightning bolt only from an existing storm.
- At Teacher Level, the user can call 2 lightning bolts though only from a cloudy sky.
- At Master Level, the user can call 3 lightning bolts from even a clear sky.

Mental Shield

School: Protective	Type: the Art
Cost: 2D10 WPR/use	Roll Required: General
Range: Sight	Area: All allies within sight*

This Discipline allows its user to raise a shield of mental energy which protects him and others from many other Disciplines. Mental Shield lasts for 1 minute, and a character cannot attempt to raise another shield for 12 hours.

- •*At Student Level, a character can protect anyone in sight but within 30 feet.
- •*At Teacher Level, a character can protect anyone within sight.
- •*At Master Level, a character can protect anyone within sight and up to 5 other characters who aren't within sight but are within 100 feet.

Characters who are already being influenced by some Discipline of the Evil Way and who are within the user's sight, may make a General Check against their Current Willpower; success means that the character throws off all effects of the Evil Way Discipline. (See, however, Hound, p. 63, and Influence, p. 65,—two particularly nasty Disciplines of the Way.)

Minion

School: Mental   Type: the Way
Cost: 80 WPR/use   Roll Required: S/O
Range: Sight   Area: 1 character
EWS: 150+

NOTE: This Discipline can only be used at Master Level.

Minion is an extremely powerful Discipline which, if completely successful, transforms a living being into a creature. The newly formed creature is entirely dominated by and is a servitor to the person or creature which created it.

This Discipline can be used only on characters whose Current Willpower has been reduced to 20 or less. It is opposed by a Current Willpower Check. The user can use this Discipline only twice a year, during the days (all 24 hours) of the summer solstice and winter equinox.

Results of the use of the Discipline are:
- • The user and the victim roll equal result levels: the attempt fails.
- • The user rolls a result 1 level higher than the victim: the victim falls into a coma for 1D10 days.
- • The user rolls a result 2 levels higher than the victim: the victim's behavior becomes unpredictable and erratic for 1D10 days, during which time the character tends to mimic the behavior of the user.

Essence

Bile
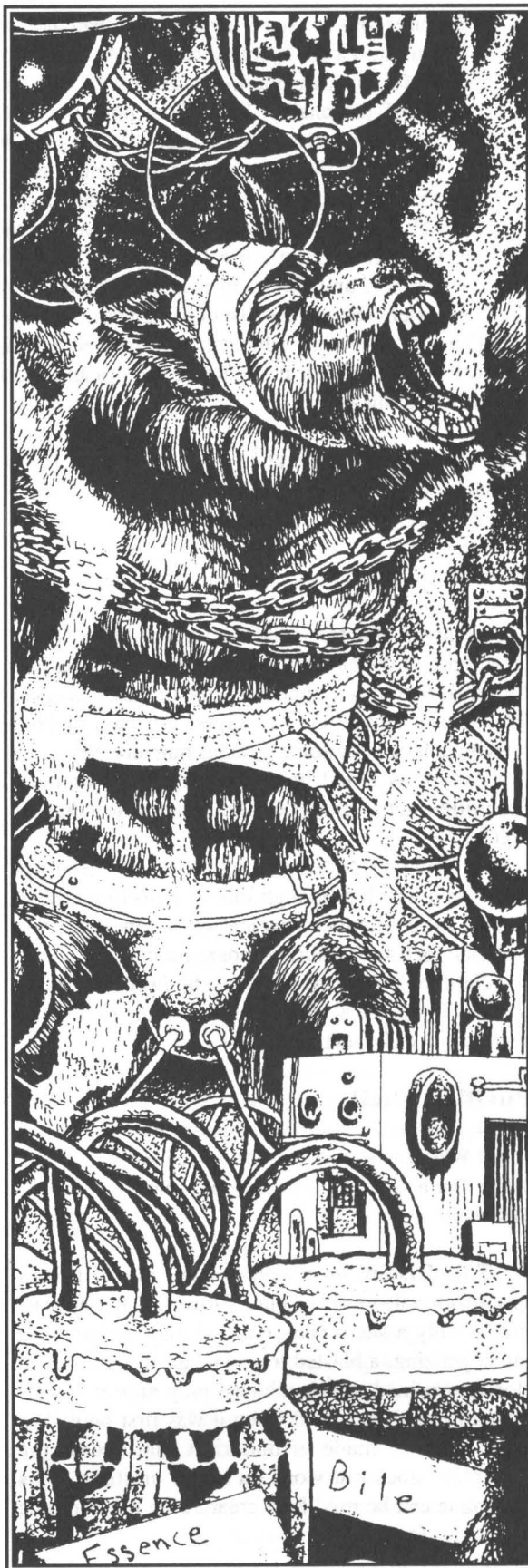
- The user rolls a result 3 levels higher than the victim: the victim becomes completely insane for 1D10 days, displaying a sort of "Jekyll and Hyde" personality. Half of the time, the character appears to be normal, and half the time he will follow the commands of the Minion user.
- The user rolls a result 4 levels higher than the victim: the victim is completely dominated by the user. The victim's life force leaves the body forever, and the body is transformed into a lesser creature, capable of using Disciplines.

The exact creature which the victim becomes is left to the GM, though it should be significantly less powerful than the user.

Neptune's Lantern

School: Sensory	Type: the Way
Cost: 2 WPR/use	Roll Required: M
Range: Self	Area: Self
EWS: 85+	

Neptune's Lantern creates a light or lights which move around underwater and at sea as though alive. Although they never appear as actual human shapes, they always move as if to suggest a person or boat carrying a lantern or some gaseous human form.

Except as noted here, the Neptune's Lantern Discipline acts exactly as the Discipline Ghostly Lights.

To program the lights' path, the user need not touch each location (though this will work) but must be able to see the locations and must concentrate on each one for 1 round during programming.

Neptune's Lantern can only be "set" on, in, or within 50 feet of a large body of water (a stream, small pond, or larger).

Purified Shell

School: Sensory	Type: the Way
Cost: 1 WPR/minute, hour, day	Roll Required: M
Range: Touch	Area: 1 item*
EWS: 85+	

This Discipline makes rotten, putrid things appear normal, fresh, or pure. However, the appearance is only a shell: decayed food may appear fresh and appetizing, a blasted tree may appear green or in bloom, a ruined wooden house may appear (on its outside) exactly as it did when it was first built. The items must be made of materials that decay; the Discipline does not work on metal or stone. This Discipline can be used by a creature on itself to hide its hideous form.

*Purified Shell can be used on a single item, or a group of similar items, if the creature doesn't have to move to touch each one.

If a character touches the item, its true nature is revealed or its foul core spills forth in the next round, to the surprise and dismay of whomever touched the object.

- At Student Level, the cost is 1 Current WPR/minute.
- At Teacher Level, the cost is 1 Current WPR/hour.
- At Master Level, the cost is 1 Current WPR/day.

Putrefied Shell

School: Sensory	Type: the Way
Cost: 1 WPR/minute, hour, day	Roll Required: M
Range: Touch	Area: 1 item*
EWS: 85+	

This Discipline is the exact opposite of the Discipline Purified Shell. Fresh food may appear decayed and moldy, a green tree may appear lifeless or burned, or a new wooden house may appear (on its outside) like an unkempt shack. The items must be made of materials that decay; the Discipline does not work on metal or stone.

*Putrefied Shell can be used on a single item, or a group of similar items, if the creature doesn't have to move to touch each one.

If a character touches the item, its true nature is revealed.

- At Student Level, the cost is 1 Current WPR/minute.
- At Teacher Level, the cost is 1 Current WPR/hour.
- At Master Level, the cost is 1 Current WPR/day.

Quiet

School: Sensory	Type: the Way
Cost: 2 WPR/minute	Roll Required: M
Range: Touch	Area: varies
EWS: 85+	

This Discipline causes absolute silence to occur inside a 25-foot radius. Inside this circle, there is no noise of any sort: characters cannot talk, radios cannot play, guns make no sound, etc.

The user of this Discipline must touch the object or place that will become the trigger and spend 2 points of Current Willpower for each minute of silence. The Discipline is triggered when an object is touched by a character or characters.

- At Student Level, every sound within 10' is silenced.
- At Teacher Level, every sound within 25' is silenced.
- At Master Level, every sound within 50' is silenced.

Rain

School: Elemental | Type: the Way
Cost: 5 WPR/round | Roll Required: H
Range: Sight | Area: varies
EWS: 120+

Successful use of this Discipline causes 1 type of object to precipitate from height of 30 feet. The number of objects increases with each successful use of the Discipline. The objects materialized can be living or non-living, all of these objects must be of the same type, and each object must weigh 1 ounce or less. Favorite items to "rain" include red hot coals, cockroaches, slimy rain, and blood. Note, however, that no type of rain can cause direct damage to a living being.
- At Student Level, the user can cause "rain" within a 10' radius.
- At Teacher Level, the user can cause "rain" within a 50' radius.
- At Master Level, the user can cause "rain" within a 100' radius.

Characters may prevent objects from landing on them by using umbrellas, moving under overhead cover, or other appropriate action. Note, however, that the creature can cause the center of the area of effect to move at will, as long as this point remains within the creature's sight.

Raise Perception

School: Protective | Type: the Art
Cost: 2D10 WPR/use | Roll Required: General
Range: Sight | Area: varies

This Discipline increases the Perception Score of 1 or more people. This Discipline lasts for 1 minute (12 rounds) and cannot be used again for 12 hours.
- At Student Level, the user can raise the Perception Scores of 1 person by 1D10.
- At Teacher Level, the user can raise the Perception Scores of 10 persons by 1D10+5. (each player rolls separately)
- At Master Level, the user can raise the Perception Scores of all persons within view by 1D10 + 10.

Raise Perception increases a person's chance of Sensing the Unknown, but it does not increase his Skill Scores or chances to use Disciplines of the Art.

Raise Perception

School: Sensory | Type: the Way
Cost: 10 WPR/min. | Roll Required: M
Range: Self | Area: Self
EWS: 105+

The Raise Perception Discipline of the Way is very similar to that of the Art. However, this Discipline can only be used on the Discipline user himself, and he can use it for longer than 1 minute at a time; no additional checks are required just the expenditure of Current Willpower.

Raise Waves

School: Elemental | Type: the Way
Cost: 2 WPR/round | Roll Required: varies
Range: 1 mile radius | Area: 1 mile radius
EWS: 85+

Raise Waves allows the user to call waves of varying size. Every 5 rounds the Discipline is in use, make a Specific Check. For each success, the condition of the water changes by one level down the list.
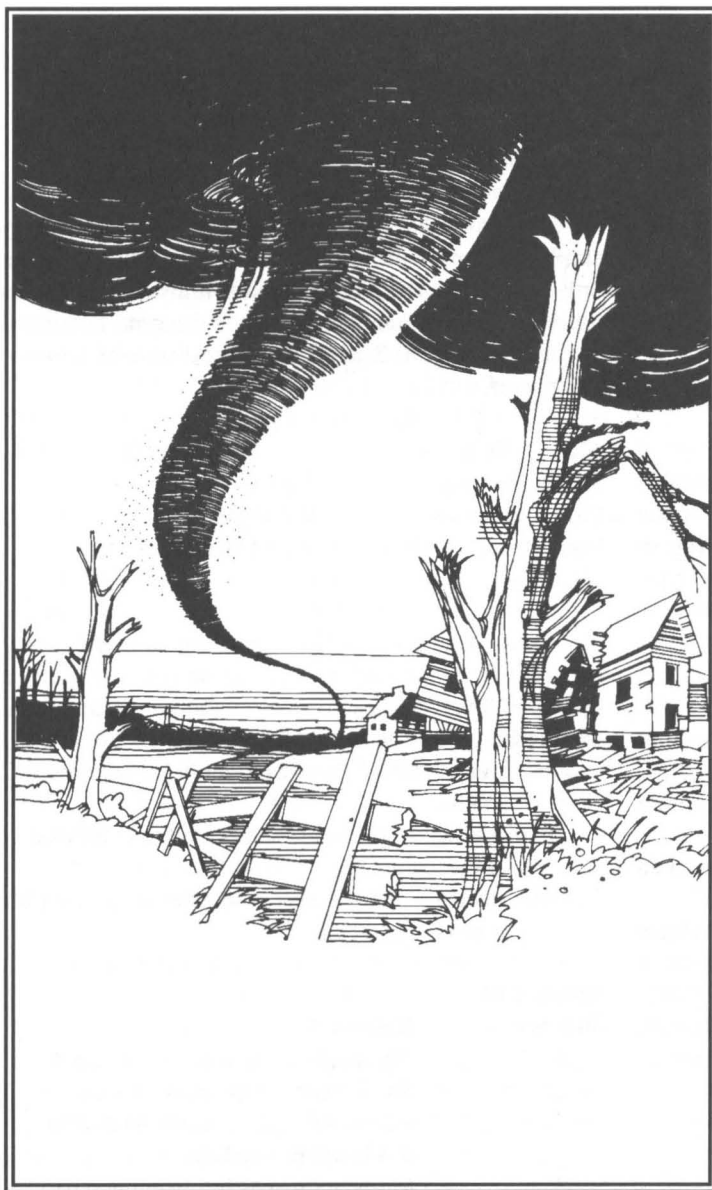- At Student Level the Discipline user requires a C result.
- At Teacher Level the Discipline user requires a H or C result.
- At Master Level the Discipline user requires a M, H or C result.

Number of Successes	Results
1	Ripples increase around the target.
2	Small waves slap against the target, intense enough to start a boat drifting if it is not moored.
3	Moderate waves heavy enough to wash away small items and knock individuals down. (Maximum effect at Student Level.)
4	Heavy waves capable of pulling any thing smaller than a car beneath the surface.
5	Huge waves capable of capsizing yachts. Significant erosion can occur to shorelines and damage to docks. Any character caught must roll for catastrophic damage (p. 92) against a Target# of 80. (Maximum effect at Teacher Level.)
6	Tidal waves cause severe damage to everything they encounter. Anything caught must roll for catastrophic damage against a Target# of 100.

(Maximum effect at Student Level.)

Roll 3: Must be at least 10 rounds after Roll 2. A strong blast of wind that could tear small branches off trees and rip shingles off roofs. (Maximum effect at Teacher Level.)

Roll 4: Must be at least 20 rounds after Roll 3. Hurricane force wind. Any character caught in the gale must roll for catastrophic damage (p. 92) against a Target# of 160.

At any point in this process the creature can decide to have the wind remain at its current strength, maintaining it without checking for as long as the user desires and has Current Willpower to do so. Furthermore, if the Discipline fails, the creature may also maintain the previous result for as long as it has the desire and Current Willpower.

*Raise Winds can be created anywhere within a 1-mile radius of the creature causing the wind. However, any given target for the wind must be in the sight of the user.

Restore Stamina

School: Restorative Type: the Art
Cost:1D10 WPR/use Roll Required: General or S/O
Range: Touch Area: 1 being (except self)

A character with this Discipline may restore Current Stamina to any other being but not to the user himself. Also, a successful General Check can neutralize any poison and temporarily halt deterioration from a disease or illness (see p. 94).

Restore Stamina can also cure blindness caused by the Discipline Blind (p. 55). A Specific Check which succeeds by the same or a better result level as the Blind Discipline cures the blindness.

- •At Student Level, a character may restore 1D10 STA.
- •At Teacher Level, a character may restore 1D10 + 2 STA.
- •At Master Level, a character may restore 1D10 + 4 STA.

The user must be touching the injured character, creature, or animal in order to restore its Stamina. The restoration is immediate, and the recipient can do anything else in the round of restoration: fighting, moving, or other Discipline use. Restored Stamina counts toward healing (see p. 95). A single target can be restored only once per day per restorer. A single tar-

Raise Winds

School: Elemental Type: the Way
Cost: 2 WPR/round Roll Required: H
Range: 1 mile radius* Area: 1 mile radius
EWS: 85+

Raise Wind causes a rush of air that can vary gradually through a series of Specific Checks.

Roll 1: A breeze swirls around the intended target. It can rustle leaves or scatter paper if the user desires.

Roll 2: Must be at least 5 rounds after Roll 1. A howling gust of wind, strong enough to rattle shutters and slam doors, swirls around the target.

get's Current Stamina cannot be restored to greater than its original Stamina Score.

Restore Willpower

School: Restorative   Type: the Art
Cost: 1D10 WPR/use   Roll Required: General
Range: Touch   Area: 1 PC or animal
                            (except self)

Successful use of this Discipline allows a character to restore 1D10 Current Willpower to another character, creature, or animal.
- At Student Level, a character may restore 1D10 WPR.
- At Teacher Level, a character may restore 1D10 + 2 WPR.
- At Master Level, a character may restore 1D10 + 4 WPR.

The user must be touching the injured being in order to restore its Willpower. The restoration is immediate, and the recipient can do anything else in the round of restoration: fighting, moving, or other use of the Art. A single target can be restored only once per day per restorer. A single target's Current Willpower cannot be restored to greater than the original Willpower Score.

Seance

School: Communicative   Type: the Art
Cost: 2D10 WPR/use   Roll Required: S/O
Range: Unlimited   Area: 1 Incorporeal Creature

Successful use of this Discipline puts the user in direct mental contact with a specific incorporeal creature and allows him to obtain some information directly from that creature's mind. The user runs the risk, however, of a tremendous Current Willpower drain and temporary insanity.

A character with this Discipline must know the name of the incorporeal creature who is to be contacted. He must also be in the presence of at least two other cooperative beings. The surroundings should be quiet, dark, and pleasant. This Discipline cannot be used in a combat situation.

The user begins a seance by calling the name of the incorporeal creature to be contacted. Range is not a factor; the creature summoned may be anywhere. A Specific Check is made: the user's Discipline Score is opposed by the Current Willpower of the creature summoned. Use the following key to determine results.
- The creature rolls a higher result level than the user: the attempt fails.
- The user and the creature roll equal result levels:

contact lasts 2 rounds, and the user obtains 1 item of information.
- The user rolls a result 1 level higher than the creature: contact lasts 4 rounds, and the user obtains 2 items of information.
- The user rolls a result 2 levels higher than the creature: contact lasts 6 rounds, and the user obtains 3 items of information.
- The user rolls a result 3 levels higher than the creature: contact lasts 8 rounds, and the user obtains 4 items of information.
- The user rolls a result 4 levels higher than the creature: contact lasts 10 rounds. The user obtains 4 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 within 5 feet of the user, using the Corporeal Manifestation Discipline if it's a ghost or appearing as a foggy form if it's another incorporeal creature.

"Items of information" obtained may be anything the user wants, 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 it could be destroyed. The banshee can be forced to reveal the general area in which its dolmen lies, however. Creatures can also 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. It can use Way Disciplines as it pleases, even while answering questions. Furthermore, it 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 body, however.) There's only one exception; if the user obtains a C result, he is immune to all attacks the creature may make (others in the room, however, are not).

A Sphere of Protection functions normally to protect characters while a Seance is in effect, but the sphere must be raised and maintained by characters other than the Seance user.

More danger: Your character can take no other action for the duration of the Discipline's use. Of course, this means he cannot defend himself during this time.

Ending the Seance

The user may elect to end the Seance prior to the time indicated by the results key but may obtain only one item of information for every 2 rounds the Discipline is maintained.

The user must end the Seance if his Current Willpower drops to 20 or less. If this happens, he becomes deranged for 1D10 hours. During this time, he 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's 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.

Second Light

School: Distortive
Type: the Way
Cost: 1 WPR/use
Roll Required: M
Range: Touch
Area: 1 light source
EWS: 85+

This Discipline makes light sources that are unable to function for some reason glow as they would normally: candles, lanterns, flashlights, torches, lamps, match-

es, or any other device or machine that casts light. Second Light is especially useful when normal lighting is not possible because of moisture, lack of air, power failure, or other factors.

The Discipline costs 1 Current Willpower for each light source the creature touches. The only difference between Second Light and normal light is a yellowish-green haze. The intensity and range of the lights are the same.

- At Student Level, each light remains lit for up to 10 minutes.
- At Teacher Level, each light remains lit for up to 1 hour.
- At Master Level, each light remains lit for up to 1 day.

NOTE: Second Light can be extinguished by the user at any time so long as he is within 50 feet of it.

Shake the Earth

School: Elemental
Type: the Way
Cost: 10 WPR/round
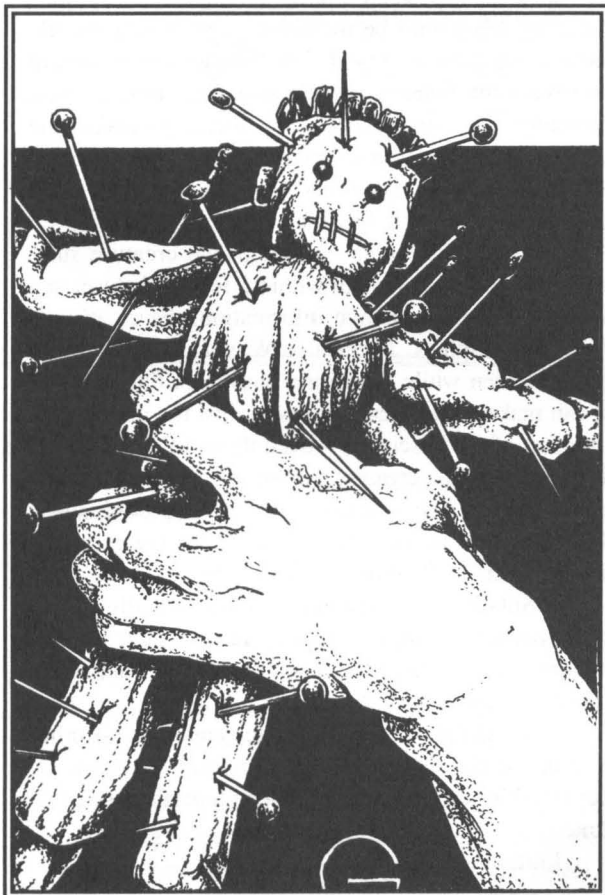Roll Required: H
Range: 0
Area: 1 mile radius
EWS: 130+

This Discipline allows its user to create and maintain an earthquake. A successful result level touches off an earthquake, the center of which lies at the point where the user stands. The quake extends over a 1-mile radius. The earthquake becomes stronger with each successful check, although the user can hold the effect at a specific level by simply paying the additional Current Willpower cost.

Roll 1. Slight tremor. Characters need a General Perception Check to know that the earth is shaking. No damage.

Roll 2. Moderate tremor. Characters automatically notice the earth moving and objects shaking. Minor damage to items which fall. (Maximum effect at Student Level.)

Roll 3. Earthquake in progress. Characters must make a General Agility Check in order to take any action. If they fail, they fall to the ground. In the next round they may try another Agility Check to see if they can recover their footing. This process can continue as long as needed. Damage occurs to surrounding structures, though no damage occurs unless a character is somewhere where he might be hit by falling debris. (Maximum effect at Teacher Level.)

Roll 4. A major quake destroys all non-earthquake resistant construction inside the area of effect. This is the most powerful result that can be obtained. If the characters are indoors during this effect, you should compute the amount of damage resulting from the top-

pling structure (see Catastrophic Damage, p. 92). To escape falling debris, characters must roll a General Agility Check, suffering a -20 modifier for the severity of the quake.

If you fail a check for the creature while trying to strengthen the effects, roll 3D10 to see how many rounds the last successful effect lasts.

Shriek

School: Communicative	Type: the Way
Cost: 5 WPR/use	Roll Required: H
Range: Self	Area: 10', 25', or 50' radius
EWS: 95+	

Successful use of this Discipline allows the user to give off a high, mournful shriek for 1 round. This sound instills enough terror in all characters within 30 feet of the creature to make them suffer a Fear Check.

Fear Checks caused by this Shriek have an additional -15 modifier; characters who know what this creature is and have defeated this type of creature before may make their Check without the -15 modifier.

- At Student Level, Shriek effects a 10' radius.
- At Teacher Level, Shriek effects a 25' radius.
- At Master Level, Shriek effects a 50' radius.

Slam

School: Psychokinetic	Type: the Way
Cost: 1 WPR/use	Roll Required: H
Range: 1/4 mile	Area: varies
EWS: 125+	

The user of this Discipline can single out any portal (door, window, or gate) within 1/4 mile and cause it to slam shut. The portal holds fast; no one other than the user can open it no matter how much force is used. It can, however, be broken, blasted apart, or even bulldozed down to remove it as a barrier. The user may open the effected portal normally.

- At Student Level, Slam effects 1 portal.
- At Teacher Level, Slam effects all portals in a single room.
- At Master Level, Slam effects all portals in a single house-sized structure.

Sleep

School: Mental	Type: the Way
Cost: 25 WPR/use	Roll Required: S/O
Range: Sight	Area: 1 room
EWS: 125+	

Use of this Discipline causes all characters inside a room of any size to sleep. The Discipline only works indoors, and the user must be standing in a corner of the room. The user is not affected by the Discipline.

Roll once, opposing that result for each character with a Current Willpower Check (assume NPCs have a Willpower of 50 unless specified otherwise):

- The potential victim rolls a higher result level than the user: the attempt fails.
- The user and the victim roll equal result levels: the victim grows drowsy for 1 minute and loses 5 Current Willpower.
- The user rolls a result 1 level higher than the victim: the victim dozes off for 5 minutes, losing 10 Current Willpower.
- The user rolls a result 2 levels higher than the victim: the victim falls asleep for 1 hour and cannot be awakened. He loses 10 Current Willpower.
- The user rolls a result 3 levels higher than the victim: the victim falls asleep for 2 hours and cannot be awakened. He loses 10 Current Willpower.
- The user rolls a result 4 levels higher than the victim: the victim falls asleep for 8 hours and cannot be awakened. He loses 10 Current Willpower.

Drowsy characters automatically have lower Initiatives than anyone who isn't drowsy. Characters who fall asleep do not remember what made them fall asleep or what they dreamed while they were asleep. They cannot regenerate lost Current Willpower during this sleep.

Sphere of Protection

School: Protective	Type: the Art
Cost: 2D10 WPR/use	Roll Required: General
Range: Self	Area: 10' or 20' radius

This Discipline allows the user to raise an invisible sphere of power, which protects all humans and animals within it from all creatures and any form of attack. The sphere deflects all incoming missile weapons, though protected characters can shoot out. On the other hand, characters must step outside the protected area in order to make a melee attack against any being outside the sphere.

The sphere has a 10- or 20-foot radius and extends in all directions from the user's chest, including down into the ground. Not only does the sphere keep out any creature's attack, no creature can enter the sphere. Any creature within range is caught inside and will unsuccessfully try to leave during its next action. Creatures unable to leave the sphere move as far away as possible from the user and are unable to defend themselves as long as the Discipline is in effect. In that time, every attack upon such creatures gets an automatic C result.

In addition to protecting those within it from all forms of attack, the sphere cancels the effects of all

Disciplines already operating within its radius. For example, if a room has been darkened by a creature using the Evil Way Discipline called Darken, 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 again suffer the effects of the Darken Discipline.

The sphere halts the effects of some Disciplines on a temporary basis only, especially Disciplines with ongoing effects. When the sphere expires, the effects of such Disciplines continue. For example, characters who are affected by the Influence Discipline 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 the Discipline, 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 (resuming where they left off).

This Discipline lasts only 1 or 2 rounds. Sustaining it for longer than this requires a new roll for success.

- •At Student Level, a character's sphere has a 10-foot radius and lasts 1 round.
- •At Teacher Level, a character's sphere has a 20-foot radius and lasts 1 round.
- •At Master Level, a character's the sphere has a 20-foot radius and lasts 2 rounds.

Each use of Sphere of Protection drains 2D10 Willpower from your character.

Spirit and Image

School: Communicative	Type: the Way
Cost: 10 WPR/minute	Roll Required: General
Range: 1 mile	Area: N/A
EWS: 110+	

The Spirit and Image Discipline produces an exact duplicate of someone known to the targeted individual or party to convey a message to him or them. This message may be a warning to stay away, a total fabrication to lure the target(s) to a secluded spot, etc.

The user delves into the subconscious mind of a character and creates a special sending which appears like a person (living or dead) whom the individual remembers. The user has no control over the person whose image it sends. This Discipline is usable only once per day.
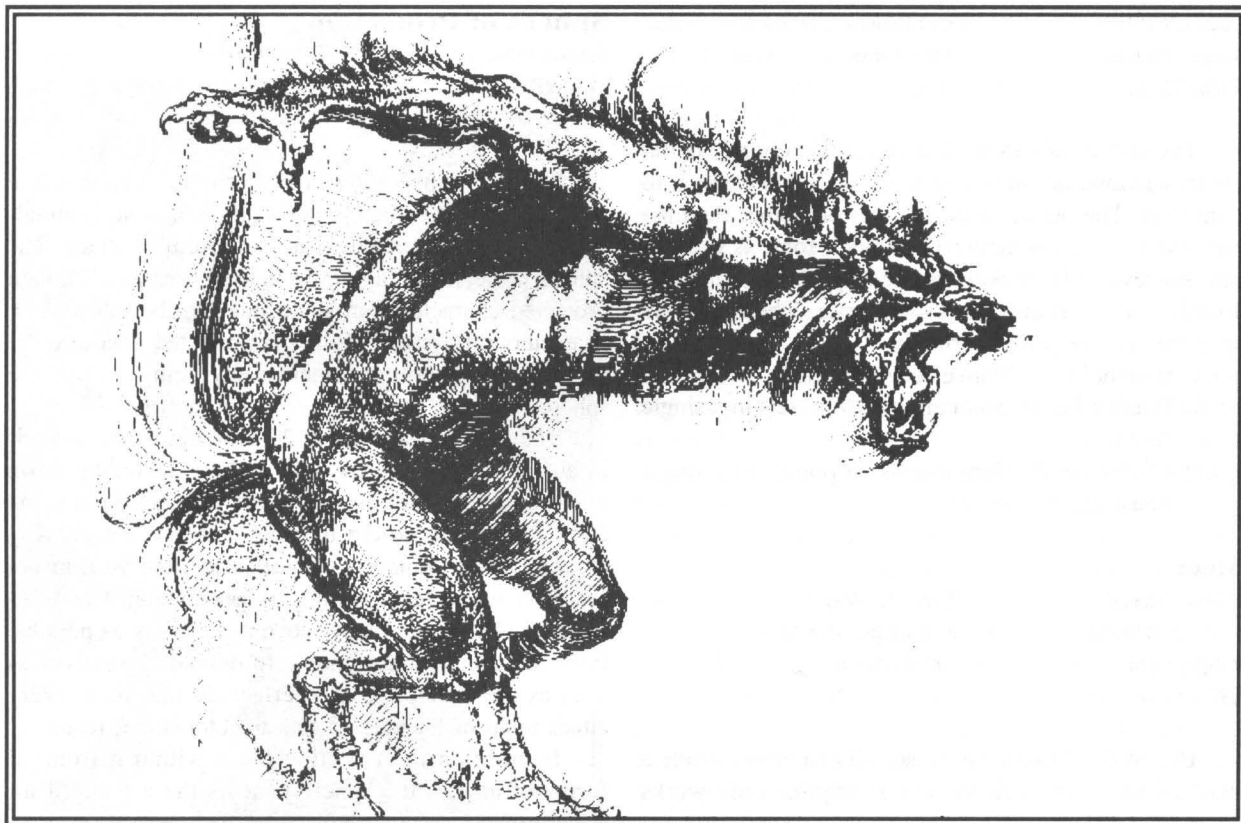
Steal Memory

School: Mental	Type: the Way
Cost: 10 WPR/use	Roll Required: S/O
Range: Sight*	Area: 1 being
EWS: 90+	

This power is used on characters so that they cannot recall a certain period of time. It is opposed by a Current Willpower Check:

-The user and the victim roll equal result levels: the attempt fails.

-The user rolls a result 1 level higher than the victim: the victim loses his memory for 1 minute.

-The user rolls a result 2 levels higher than the victim: the victim loses his memory for 10 minutes.

-The user rolls a result 3 levels higher than the victim: the victim loses his memory for 2 hours.

-The user rolls a result 4 levels higher than the victim: the victim loses his memory for 24 hours.

-At 5 results higher: the victim loses his memory for 1 week.

-At 6 results higher: the victim loses his memory for 1 month.

•At Teacher Level, increase the loss by 1 result level, unless the original outcome is a failure.

•At Master Level, increase the loss by 2 levels, unless the original outcome is a failure.

The memory itself cannot be restored nor does the victim remember that his memory has been stolen. However, the victim can temporarily recall everything that has occurred if he is placed under hypnosis. Still, he will not be able to recall the lost memories when he comes out of the hypnotic trance.

*The range of this Discipline is Sight; however, if the user cannot see, it must Steal Memory by touching the victim.

Summon

School: Distortive   Type: the Way
Cost: 10 WPR/round   Roll Required: H
Range: Self   Area: 100', 1 mile, 100 miles
radius
EWS: 90+

The Summon Discipline is used by a dominating person to bring to his aid some or all of his minions and servitors within a 1-mile radius. The minions and servitors summoned appear at the end of the round in which the Discipline is used wherever the user wishes but within 75 feet of it (and not within living flesh). These minions and servitors simply vanish from wherever they happen to be and appear by the side of their master ready to fight on his behalf.

Each successive round of use of this Discipline increases the number of minions and servitors which appear. If more are in the area than the creature using the Discipline can Summon in a given round, it can choose which particular minions and servitors appear in response to its summons that round.

The number of creatures which appear per round are:

First round: 1D5 creatures appear.

Second round: 1D10 more creatures appear. (Maximum effect at Student Level)

Third round: 2D10 more creatures appear. (Maximum effect at Teacher Level)

Fourth and each subsequent round: 3D10 more creatures appear.

•At Student Level, the area of effect is 100 feet.

•At Teacher Level, the area of effect is 1 mile.

•At Master Level, the area of effect is 100 miles.

Note that Summon cannot call more minions than are actually in the area at the time. Failure of the Discipline in any round during its duration ends its use; however, minions and servitors which have already arrived will remain.
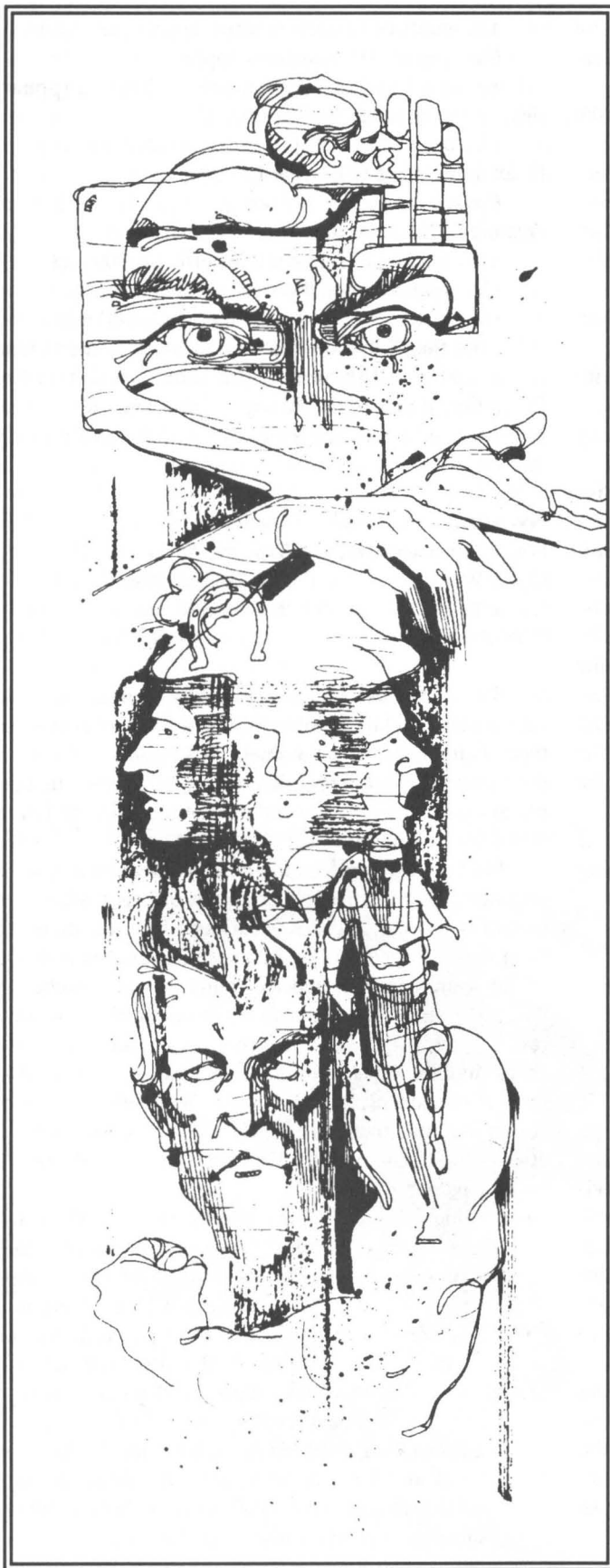
Swarm

School: Communicative   Type: the Way
Cost: 5 WPR/use   Roll Required: Specific
Range: Touch   Area: Varies
EWS: 95+

Successful use of this Discipline brings about the appearance of a large group of insects or a group of some type of small, repugnant animal. These insects or animals then swarm toward a specified target or targets, attempting to crawl all over them and disrupt their actions (all of which are non-harmful, but disruptive).

First the user decides the type of insect or animal to summon. The user must then touch the spot where the swarm is to begin. If the effect is to be immediate, he must make a Specific Check. Success indicates that 100 of the desired animals appear around the spot touched in the first minute. The user can try to continue round after round (each round being another use); each successful check doubles the actual number of insects summoned at the end of each successive minute. Thus, with three successes in a row, there will be 100 after 1 minute, another 200 after 2 minutes, etc. However, successful checks become harder and harder.

•At Student Level, the third and fourth checks must yield a result level of M or better, the fifth and sixth checks must yield a result level of H or better, and all subsequent checks must yield C results.

•At Teacher Level, the fourth through sixth checks must yield a result of M or better; the seventh through ninth checks must yield an H or better, and all subsequent checks must yield C results.

•At Master Level, the fifth through eighth checks must yield an M result or better, the ninth through twelfth checks must yield an H or better, and all subsequent checks must yield C results.

A delayed effect may be achieved if the user first touches the spot where the swarm is to begin then touches a triggering spot. The dice rolls are then made, and the user may leave the area. The swarm begins to form the instant any human character touches the triggering spot.

The swarm swells in numbers without moving until the full number summoned is present. The swarm then moves at top speed (30 feet per round unless specified otherwise in the animal descriptions) toward the nearest group of humans. The animals will not actually attack the humans but will try to crawl over them and cover them. Characters caught in a swarm have a -40 modifier to the base chances of all attempted actions (in addition to any other modifiers) until the swarm scatters. They must also make Fear Checks against that type of animal/insect.

The swarm follows the characters, no matter where they go, until it catches them or until the characters outdistance the swarm by at least 2D5 hundred yards. A swarm will divide itself to follow characters who flee from it by differing routes. Once the insects touch anyone, the swarm dissipates in 1D10 minutes.

Telekinesis

School: Psychokinetic	Type: the Way
Cost: 2 WPR/round	Roll Required: H
Range: Sight	Area: 1 item
EWS: 85+	

Telekinesis moves an object from one place to another by mere force of will. While moving, the object may move in any fashion the user wishes at a rate of 5 feet per round.

- At Student Level, the user can move 1 object of less than 10 pounds.
- At Teacher Level, the user can move 2 objects of less than 100 pounds.
- At Master Level, the user can move 3 object of less than 1,000 pounds.

Certain objects that are permanently anchored to the ground, such as buildings or fenceposts, cannot be moved. If an object is tied to an anchored object, it can be moved only to the length of its tether. A tied object cannot break the tether even if it is tied only by a thread.

Objects raised into the air by Telekinesis fall when the Discipline's effect ends.

Telepathic Empathy

School: Communicative | Type: the Art
Cost: 1D10 WPR/use | Roll Required: General
Range: Sight | Area: 1 Mind

When using this Discipline, the user can "read" the emotions of another character, animal, or creature. These emotions can be read from any distance, but the user must wait 24 hours before reading any specific character, animal, or creature again. The using character can read only one being per round.
• At Student Level, the Discipline lasts for 1 round.
• At Teacher Level, the Discipline lasts up to 2 rounds.
• At Master Level, the Discipline lasts up to 3 rounds.

Telepathic Empathy reads only emotions not thoughts. Although the user could feel the wrath of a tiger, for instance, he could not receive information such as which creature is trying to read his emotions. The user can pick up feelings such as love, guilt, fear, hate, or anger; he may also know how deep that emotion is, for example, whether it's "mild fear" or "strong love."

The GM should remember that most humans feel several emotions at once. The user can pick up all of these emotions in one use of the Discipline.

The GM should also remember that some creatures, such as zombies, have no emotions.

Telepathic Sending

School: Communicative | Type: the Art
Cost: 2D10 WPR/use | Roll Required: General
Range: Unlimited | Area: 1 Mind

This Discipline allows the user to telepathically send a message to any other living mind of human intelligence or greater. Note that this does not include undead, ghosts, and other forms of incorporeal creatures that don't have living minds. The message can be sent over any distance, but the user must wait 12 hours before contacting the same mind again. The success of each contact must be rolled for separately. The message can be no longer than seven words per round.
• At Student Level, each contact lasts 1 round.
• At Teacher Level, each contact lasts up to 2 rounds.
• At Master Level, each contact lasts up to 3 rounds.

The user has no way of knowing if the person receiving his message will act on it, nor does the person receiving the message have any way to telepathically respond unless he, too, uses this Discipline.

Foreign languages do not interfere with the message; all translation is done by the Art.

Telepathy

School: Communicative | Type: the Way
Cost: 20 WPR/round | Roll Required: General
Range: Unlimited | Area: 1 person/use
EWS: 125+

Telepathy is similar to Empathy except that, instead of receiving information from a character, the user sends a message of either words or images to 1 person, creature or animal. The message may be factual or totally fabricated, and the recipient has no way of judging its truthfulness.

Telepathy allows the user to send vivid mental images to an individual, but the target person will have no difficulty in telling that these are only images—because this Discipline does not effect a person in the same manner as Blur Vision, Confuse, Hypnotize, etc. The person receiving the message is totally aware that his mind is being invaded.

Teleport

School: Psychokinetic | Type: the Way
Cost: 10 WPR/use | Roll Required: M
Range: Self | Area: 100 yds, 1 mile, 100 miles
EWS: 85+

This Discipline allows a creature to move instantly from one place to another. The user disappears in the first round, reappearing at the same point during the next round at the desired location. The user cannot move, fight, or use the Way during the round it reappears.
• At Student Level, the user can Teleport up to 100 yards, carrying up to 100 pounds (clothing, equipment, etc.).
• At Teacher Level, the user can Teleport up to a mile, carrying up to 200 pounds, of which 25 pounds can be living matter.
• At Master Level, the user can Teleport up to 100 miles, carrying as much as the creature's Strength will allow, of which 250 pounds can be living matter.

Throw Voice

School: Psychokinetic | Type: the Way
Cost: 1 WPR/round | Roll Required: M
Range: 50' | Area: 1 item
EWS: 85+

Only persons who have voices can use this Discipline. It allows the user to cast his voice to another creature, character, or object, without giving away who the speaker actually is.
• At Student Level, up to 7 words can be spoken in each round a successful check is made.

- At Teacher Level, 9 words can be spoken in each round a successful check is made.
- At Master Level, 11 words can be spoken in each round a successful check is made.

Each round of use costs 1 Current Willpower.

Time Stop

School: Psychokinetic	Type: the Way
Cost: 20 WPR*	Roll Required: S/O
Range: Unlimited	Area: Unlimited
EWS: 135+	

Successful use of this Discipline actually causes the flow of time to stop as though the entire world and all things in it were suddenly frozen. Falling objects hang in space; beings stand like statues; sound waves stop in the air.

The only being(s) not affected by the use of this Discipline are the user (and perhaps the PCs). All significant characters (PCs, NPCs, etc.) within 500 feet of the user have a chance to avoid the effects or to have those effects lessened. The user makes a Specific Check, and then each significant character makes an opposing Check against that result with a Specific Current Willpower Check. The results are as follows:

- The potential target rolls a result level higher than the user's: the Discipline does not affect the character.
- The user and the target roll equal result levels: the victim is slightly slowed. For the duration of the Discipline, the victim acts at the end of the round sequence. (If several victims are slowed, maintain their relative order.)
- The user rolls a result 1 level higher than the target: the victim loses initiative as in the previous result and slows so that all movements and actions take double the normal time. Characters who would normally have multiple attacks in a round are limited to only 1 attack; characters who would normally have only 1 attack per round are limited to 1 every two rounds.
- The user rolls a result 2 levels higher than the victim: same as a previous result, but time required for actions is tripled. Characters who have multiple attacks in a round are limited to 1 every two rounds; characters who normally have 1 attack per round get 1 attack every three rounds; movement is 1/3 normal.
- The user rolls a result 3 levels higher than the victim: the character is frozen in place unable to move or take any other action but is aware of what is happening around him.
- The user rolls a result 4 levels higher than the vic-

tim: the character is completely frozen in time. The character will have no memory of anything that happened during the Time Stop; when the Discipline use ceases, the character is not aware that anything has happened or that any time has elapsed for anyone else.

The creature using this Discipline is free to act in the round the Discipline takes effect. Creatures often use this to "buy time" for an escape from enemies.

- *At Student Level, the cost is 20 Current WPR/round.
- At Teacher Level, the cost is 20 Current WPR/2 rounds.
- At Master Level, the cost is 20 Current WPR/3 rounds.

Total Illusion

School: Sensory	Type: the Way
Cost: 5, 3, 2 WPR/round	Roll Required: H
Range: Touch	Area: Varies
EWS: 135+	

Successful use of this Discipline allows the user to create a three-dimensional illusion with sound and smell. The illusion can be of anything the creature desires; it can cover any area and can be programmed to move over an area. Most such illusions are programmed in advance and can be set to go off when someone touches a triggering object.

For example, the user could create an illusion of an entire army of animated corpses advancing across a cemetery brandishing weapons, making battle cries, and emitting odors of decay. The illusion could be programmed to begin whenever a character steps through the gate of the cemetery.

A Total Illusion lasts as many rounds as the user specifies and pays for.

- At Student Level, the cost is 5 Current WPR/round.
- At Teacher Level, the cost is 3 Current WPR/round.
- At Master Level, the cost is 2 Current WPR/round.

The illusion disappears from the sight of any character who touches it; it resumes when the character is no longer in contact with it. The illusion is clearly visible in the dark. Seeing a fear-provoking total illusion can force characters to make a Fear Check, if they don't realize it is an illusion.

Wave of Fog

School: Elemental	Type: the Way
Cost: 1 WPR/minute	Roll Required: M

Range: 0   Area: 1 mile radius
EWS: 85+

Successful use of this Discipline causes an eerie fog to form, literally rising from the ground around the user and spreading to any area up to 1 mile away. A roll must be made each minute for the continued successful use of this Discipline. Each consecutive successful roll strengthens the effects as follows:

Roll 1: Vapors of fog rise, but are barely noticeable. Each character should make a General Perception Check to see if he notices them.

Roll 2: Must be at least 1 minute after Roll 1. The vapors becomes a light fog, spreading outward from the point of origin at a rate of 20' per round. It will cover the immediate area. (Maximum effect at Student Level.)

Roll 3: Must be at least 1 minute after Roll 2. The fog becomes heavy, expanding outward as described above. (Maximum effect at Teacher Level.)

Roll 4: Must be at least 1 minute after Roll 3. The fog becomes dense.

See p. 88 for a discussion of the effects of fog on visibility. The fog breaks 3D10 minutes after the creature stops using the Discipline.

White Heat

School: Psychokinetic	Type: the Way
Cost: 3 WPR/round	Roll Required: Specific
Range: Sight	Area: 1 metal item
EWS: 85+	

White Heat causes a specific metal item to heat, become white hot, even melting if the Discipline is sustained long enough.

The user rolls on a round-by-round basis (as described below) to see if the Discipline's effect is maintained. If at any time the Discipline's use ends, the metal begins to cool. Any metal subjected to the first 2 rounds of White Heat can still be held without any ill effects. A metal object dropped after the third round will require 1D10 rounds to cool off before it can be picked up again. After the fourth round, it will require 2D10 rounds to cool off; after the fifth round, it will take 4D10 rounds; and the cooling time doubles for each succeeding round thereafter. The using creature is not harmed by the hot metal.

Roll 1: (Any success) No noticeable effect.

Roll 2: (Any success) The metal becomes warm.

Roll 3: (An M result or better) The metal becomes hot. A character in contact with the metal receives no wounds but will immediately attempt

to drop the object. (Maximum effect at Student Level.)

Roll 4: (An M result or better) The metal becomes red hot. Each round a character is in contact with the metal he receives 1 or 2 wounds. If the item touches wood or other flammable material, it sets that material afire.

Roll 5: (A H result or better) The item begins to melt. Each round a character is in contact with the metal receives 1 or 2 wounds. (Maximum effect at Teacher Level.)

Roll 6. (Only a C result) The item melts into a pool of liquid metal. Each round a character is in contact with the metal receives 1 or 2 wounds.

Wound

School: Distortive	Type: the Way
Cost: 5 WPR/use	Roll Required: Specific
Range: Sight (within 100')	Area: 1 being
EWS: 85+	

Each use of this Discipline allows the user to wound 1 character up to 100 feet away. The user cannot perform a Called Shot when using this Discipline.

- At Student Level,
  the wound has a Strike Rank of 2.
- At Teacher Level,
  the wound has a Strike Rank of 3.
- At Master Level, the wound has a Strike Rank of 4.

If the wound causes the loss of any Wound Boxes, it leaves a vivid, permanent scar on its victim.

Write

School:Communicative	Type: the Way
Cost: 1 WPR/letter	Roll Required: M
Range: 1 mile	Area: 1 surface
EWS: 85+	

This Discipline allows the user to write 5 letters (punctuation is free) per round for each successful check. The message can be as long as the sender desires or as long as its Willpower Score allows. The letters appear on any surface of the user's choice, remaining there for a certain period of time (as given following). If a check fails, the message remains incomplete. The letters themselves appear as though written in blood; they drip down the surface, then vanish mysteriously.

- At Student Level, the letters remain 1D10 rounds.
- At Teacher Level, the letters remain 1D10 hours.
- At Master Level, the letters are permanent, unless the creature specifies a duration when the Discipline is used.

The Game

The Game

Here, the GM and players alike will learn the backbone of the entire game. Some rules you may recall from earlier sections; feel free to skim through anything familiar. Other sections, especially those that pertain to creatures, only the GM really should know, so you players may read up on all this now, or wait for the suspense to kill you during your next game.

General & Specific Checks

NOTE: Both player characters and non-player characters make General and Specific Checks. Herein, the term character is used to represent both PCs and NPCs.

Many times during a Beast Within scenario, players use their characters' basic abilities, skills, or disciplines to make checks. Whenever any type of check is made, the player or GM rolls a percent and compares the number rolled to the appropriate basic ability, skill, or discipline score. If the number rolled is higher than this score, the attempted action has failed. If the number rolled is less than or equal to this score, the attempted action has succeeded to some degree.

There are two types of checks: General Checks and Specific Checks. General Checks are used to see if a character successfully completes any hit-or-miss type of action. It is always up to the GM to decide if the action being attempted is difficult enough to warrant a check. Specific Checks are used to see if a character successfully completes an action that could have several different outcomes or different degrees of success.

The steps in making a General or Specific Check are very simple:

Step 1. The player decides to have his character attempt to do something a little out of the ordinary. The GM decides that there is doubt as to the outcome of that action.

Step 2. The GM determines which basic ability or skill the action will test. He then applies any modifiers that might make the action being attempted easier or harder than usual, such as an edge or drawback. This (possibly adjusted) Ability, Skill, or Discipline score is the Target Number (Target#) for the action.

Step 3. The player (or, in some cases, the GM) rolls a percent and compares the number rolled to the Target#. If the number rolled is higher than the Target#, the character automatically fails at whatever he is attempting to do. If the number rolled is less than or equal to the Target#, the character's action is successful.

If the check being made is a General Check, the character performs his action, and the check is over.

If the check being made is a Specific Check, the GM should continue with Step 4.

Step 4. The GM determines the degree of success of the action by following the procedure explained below and tells the player the result for that action.

Results of Specific Checks

The specific result of a character's action is determined by (among other things) comparing the Target# to the number rolled. There are four types of successful results: L, a low result; M, a medium result; H, a high result; and C, a colossal result.

If the number rolled lies within 10% of the Target# or equals the Target#, the result is an L. Look at the tens digit of the Target#. If this digit is a "5," any number rolled within 5 of the Target# (including the Target#) yields an L result. If this digit is a "3," any number rolled within 3 of the Target# yields an L result, and so on. Remember: this does not include any number that is higher than the Target#, because any roll higher than the Target# is a failing result.

If the number rolled is between 1 and 10% of the Target#, the result is a C. Again, look at the tens digit of the Target#. If the digit is a "5," any number rolled between 1 and 5 yields a C result. If the digit is an "8," any number rolled between 1 and 8 yields a C result, and so on.

If the number rolled is not already a C or an L result, it is either an M result or an H result. To determine if the number rolled yields an M or an H result, first divide the Target# in half. Always round fractions down! If the number rolled was not already an L result and is greater than 1/2 the Target#, the result is an M. If the number rolled was not already a C result and is less than or equal to 1/2 the Target#, the result is an H.

The following chart summarizes results of Specific Checks:

L result = Target# through (Target#- tens digit) + 1
M result = tens digit through (Target# ÷ 2) + 1
H result = Target# / 2 through tens digit + 1
C result = 1 through tens digit

NOTE: It is impossible to roll a C if your Target# is less than 10, and it is never possible to roll a 0. Any roll of 100 (00) is an automatic failure. Also, for Target#s that are above 100, any roll from 96-99 is considered to be an L result.

Let's use an example. While fleeing from a pack of blood-crazed wolves, Baron Ivan Dumatriche has managed to corner himself in the steeple of a church. He can hear the wolves panting and the click of their claws as they near the top of the staircase. Knowing that his trusty cross and garlic cloves can't get him out of this mess, Ivan looks down to the road 30 feet below and sees a cart carrying a load of hay is passing by. In desperation, Ivan decides to leap from the steeple in an attempt to land on the hay as the cart rolls by!

The GM has Ivan's player make an Agility Check. Ivan's Agility Score is 63; the dice roll result is "54," which isn't within 10% of 63 (since it's not within 6 of 63), so the result is an M.

The GM now uses common sense and reasoning to apply this result to the specific situation. First of all, he knows that Ivan would normally take damage from such a fall. (Falling damage is explained fully on page 92.) He reasons that an L result would have meant that Ivan barely managed to hit the cart, probably on the side, and thus would take full damage from the fall and end up hanging by his hands from the side of the cart. All in all, he succeeds, but it's not too pretty. An H result would have meant that Ivan hit the hay but still took a minimal amount of damage; the GM decides that in such a case he would have Ivan's player roll for falling damage normally but reduce the resulting wound by 1 Strike Rank. A C result would have meant that Ivan landed on the hay like a well-trained acrobat, avoiding any damage; the GM would not have required a falling damage roll. The GM decides the M result means that Ivan first hit the top edge of the side of the cart and took normal falling damage, then flopped to safety in the hay. The GM, accordingly, has the player roll falling damage for Ivan.

Knockdown Results

With certain Specific Checks (especially in combat), a Knockdown (K) result is possible. In combat, this indicates that the defender is knocked back 5 feet and falls to the ground (assuming this is possible). In addition, the defender must make a General Dexterity Check to hold onto anything in his hand(s).

If the player has made a successful roll and to determine if he has achieved a K result, roll a third die.

If the player already received an L result, a 1 on the third die indicates a K result

If the player already received an M result, a 1 or 2 on the third die indicates a K result.

If the player already received an H result, a 1-3 on the third die indicates a K result.

If the player already received a C result, a 1-4 on the third die indicates a K result.

In combat, the player might make a K result a Called Shot (assuming the GM allows it with the specific weapon and situation). If this is the case and the

player makes a successful check, the number ranges on the third die triple: with an L result, it's a K result on a 1-3; with an M result, it's a K result on a 1-6; with an H result, it's a K result on a 1-9, and with a C result, a K result is automatic.

Opposed Checks

An Opposed Check is a special type of Specific Check opposed by another Specific Check—either a Specific Ability Check, a Specific Skill Check, or a Specific Discipline Check. To pass an Opposed Check, the player must not only roll successfully, he must roll better than (and in some instances equal to) his opponent. His opponent may be either a player or the GM.

In general: if a Specific Check is failed, the check is a Failure. If the player gets an L result, his character's action fails if the opposing player rolls any kind of success. If the player gets an M result, his character's action fails if the opposing player gets an M, H, or C result. If the player gets an H result, his character's action fails if the opposing player gets an H or C result. If the player gets a C result, his character's action fails if the opposing player also gets a C result.

Some Opposed Checks allow success if you simply roll equal to your opponent's score, rather than bettering it. In a few instances, the difference between the two checks determines the result.

Impossible Actions

Sometimes, the GM may decide it is impossible for a character to perform certain actions. The GM will have to make this decision occasionally because some players will try to get away with anything. In such cases, the GM is perfectly within his power to tell the player that what he wants his character to do automatically fails.

Time and Movement

Time

Just as time in the real world (known as real time) passes for people, so it passes for characters in the world of Beast Within. This is referred to as game time.

Quite often, the amount of real time that passes is different from the amount of game time that passes. Let's say a group of envoys encounters a lesser zombie master and a few zombies. It might take 30 minutes of real time for the players to make a battle plan and have their characters put the plan into action, but only a few minutes of game time pass for the characters during the fight.

The GM controls the passage of game time, depending upon what the players and their characters are doing. When characters are involved in such typical activity as traveling, research, and so forth, game time passes quickly. When they are searching a room, fighting a creature, or vainly struggling to escape, game time passes more slowly.

It's usually best for the GM to handle game time in day-long sections, assuming the characters aren't involved in an activity requiring precise measurement of time (such as combat). Generally, the group should be allowed only 2 or 3 major activities (such as traveling to a distant location or researching a particular problem) during a 12-hour period of game time. If the party is allowed more than this, the pace of the game may be too slow to hold the interest of some players.

Given these guidelines, it becomes easy to keep track of events in a Beast Within scenario from gaming session to gaming session. For example, the GM might start a session by saying, "The last time we played, it was Thursday night in game time. Your party had just defeated three zombies. Well, now it's Friday morning. What do you want to do today?"

Rounds

When characters meet a creature, search an area, or do anything else that requires careful measurement of game time, the GM must use a precise unit of game time. This unit is called a round.

A round of game time equals 5 seconds of time for the characters. The GM must use rounds when characters are fighting, fleeing, or doing some other action that requires precise timing.

During a round, each character gets to perform 1 or more actions. The order in which actions are resolved is determined according to Initiative. This is described in the next section "Sequence of Play."

One minute equals 12 rounds. Other than fighting or fleeing, any action performed by a character that requires precise measurement of game time is measured using minutes. For example, if characters are trying to follow a creature to its lair (or doing some other foolish thing), the GM would use minutes until they actually confront the creature.

Shift from minutes to rounds as the situation demands during play.

Sequence of Play

A lot of things can happen in 5 seconds of a Beast Within scenario (most of them delightfully horrible): terrorized characters flee their companions' sides, others stand frozen in surprise, and a few fire their weapons. Characters, animals, and creatures sometimes make Called Shots, and everyone quakes in the face of the Unknown. The Sequence of Play controls the order in which all these things occur. If the GM faithfully fol-

lows this sequence, he will be able to quickly determine the outcome of each action during the round.

1) At the beginning of any sequence which will be played in rounds, each character, animal, and creature makes an Initiative roll. This roll is the individual's (AGL/10) + 1D10. (In cases of ties, the highest Agility Score takes precedence for Initiative. Further ties are broken by another 1D10 roll, but only to determine the order of the tied characters in relation to each other.)

Each round, the GM should write down the order of Initiative so that he can follow it. Characters with high Initiatives perform their actions before characters with low Initiatives.

If any character joins the sequence after it has started, the new character does not roll Initiative; he simply goes last during that round.

2) In Initiative order, each character either takes his action(s) or delays his action(s). (In most cases, the player will have his character go ahead and act, but there can be good reasons to delay an action.)

3) If a player wishes, he may hold his character's action for later in that round. If 2 delaying players choose to have their characters act at the same time, the character with the higher original Initiative for that round acts first.

4) If the delaying player holds his character's action until the player whose character has the lowest Initiative has taken his action, the delaying player's character loses his action for that round.

5) At the GM's option, players whose characters are allowed multiple actions may take 1 of their actions at one point, and the other/rest of their actions later in the round. (If split actions prove too confusing to the GM or the players, the GM may ignore this rule.) Examples of multiple actions include multiple attacks for skilled gunmen and martial artists, and combinations of movement and attack within the same round.

6) Any action that requires 1 or more full rounds to complete begins at the point in the round at which that player's character is taking his action and lasts until the same point in a subsequent round. If the acting player has delayed his character's action, both the GM and the player should note when in the round the character's action began so that they will know when that action ends. This rule most often applies to Disciplines of the Art, which last a specified number of rounds.

Actions and Movement

Most envoys tend to be a bit more practical than creatures admit. They rarely stand toe to toe with a creature and duke it out, which is unfortunate; it's rough on

creatures to have to chase their meals! This section discusses movement during rounds, for combat and other precise actions.

Keeping Track of Movement

Use of miniature figures, counters, or other playing pieces is recommended in order to keep track of the movement of characters, animals, and creatures. A graphic representation of the action makes playing much easier and improves game play. When using 25mm figures, 1 inch equals 5 feet.

Movement Rates

Of course, a character does have limits on how far he can move in 1 round. These limits depend upon the type of movement:

Movement Type	Distance in Feet
Normal	20+(AGL/3)
Climbing stairs or crawling	Normal/4
Sprinting	50+AGL
Swimming	Swimming Skill/10
Climbing (hand-over-hand)	AGL/10

Regardless of these rates, a character can always move one foot per round if he is at all mobile.

Chart Notes:

Normal: The fastest rate at which a character can normally move while paying attention to activity around him. For ease in play, the GM might round this number to the nearest multiple of five.

Sprinting: This is all-out running as fast as possible for the character. Sprinting lowers a character's Current Stamina by 3 per round. Characters who are sprinting may take no other action that round.

Swimming: The actual rates may vary, depending upon currents, tides, and other effects.

Climbing: This is the rate for scaling mountains, bluffs, cliffs, and ladders, not for climbing stairs.

Movement and Other Actions

A player will often want his character to do other things while moving, such as looking around to see what's chasing him, dragging a chair into the path of whatever is chasing him, and finally firing in desperation at the hideous thing. These actions all take time.

The following actions take a 1/2 round; a combination of any 2 of them may be performed in 1 round:

• Moving up to 1/2 of a character's normal distance,
• Changing position—standing up, sitting up, sitting down, lying down, diving for cover, etc.,
• Avoiding an obstacle (this might also require an Agility Check),

- Placing an obstacle,
- Watching behind one's own back, and
- Making 1 attack. If the character is only allowed 1 attack per round, and the player uses 1/2 of the round to do something else in addition to attacking, his character's attack is at -20.)

The following actions take a full round; no other action may be performed in the same round as one of these actions:
- Moving more than 1/2 of the character's normal distance,
- Sprinting,
- Making more than 1 attack, and
- Swimming.

Characters may sometimes encounter or place special obstructions such as oil, nails, broken glass, etc. Corporeal beings attempting to move across surfaces covered with such obstructions must make a General Agility Check each round they spend moving through such areas. A failed check in these circumstances results in a fall and a loss of 1D10 Current Stamina for the character.

Characters in Close Quarters

Any conscious character or corporeal creature can
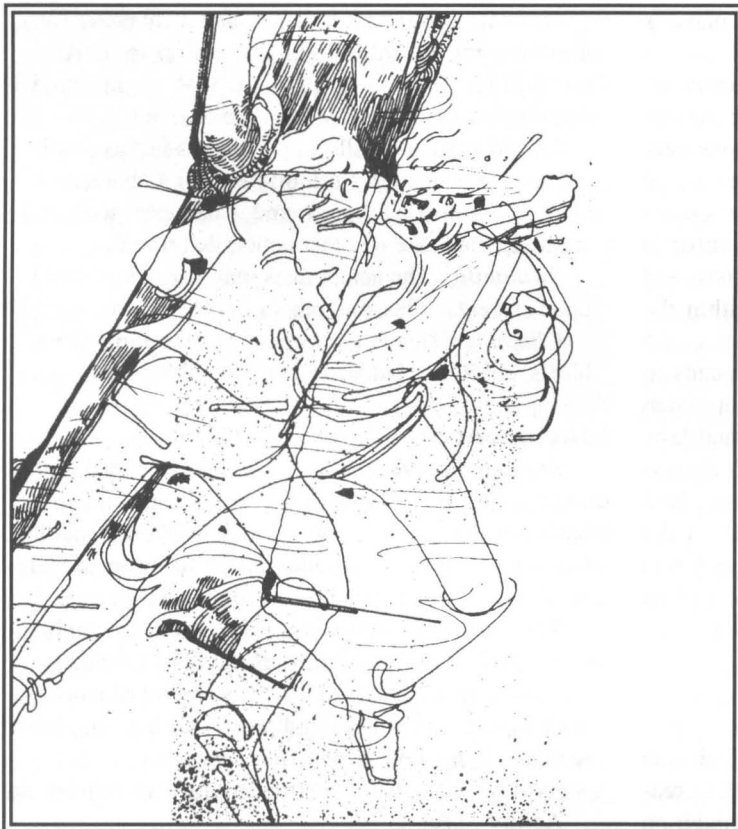
attempt to force any character or animal to stop as it moves within 5 feet. This need not be declared ahead of time; it is simply announced when the situation arises. This is resolved as an Opposed Check of the two beings' (STR+AGL)/2. (This number is equal to a character's Unskilled Melee Score.) If the mover can match or exceed the result level of the blocker, the mover is not stopped.

Animals will not normally try to stop another being, but hostile, enraged animals may do so (at the GM's discretion).

Leaping and Jumping

When a player wants his character to leap over an obstacle or jump up and grab something, he must make a Specific Agility Check. Failure indicates that the character's attempt failed. If the check is successful, the result level determines how high or how far the character can jump.

Result	Height*	Length
L	9 inches	(AGL / 10)
M	18 inches	(AGL / 5)
H	27 inches	(AGL / 4)
C	36 inches	(AGL / 3)

*Jump height indicates distance between the character's feet and the floor. To measure how high a character can reach while jumping, add the jump height, the character's height, and 12 to 36 inches (for his outstretched arm length).

Special Movements

Doubtlessly, players will want their characters to attempt special or complicated movements during combat. The GM must first decide whether or not such movements are possible. If the GM believes the movement is at all possible for the character, he should let that player make a General Agility Check. The GM may modify the Target# of this check based on the situation.

Combat

All forms of physical attack constitute combat. The basic procedure used to determine whether or not an attack succeeds is outlined below. Follow this procedure each time a character, animal, or creature attempts any type of physical attack.

1) The player and/or GM specifies exactly what his character is attacking and with

what weapon. (A "weapon" might simply be a fist, a knife, etc.)

1a) The player and/or GM declares any Called Shots.

1b) The player and/or GM declares if his character is Pulling a Punch.

2) The Target# is calculated. This is the character's skill with his weapon (or Unskilled Melee Score) and is modified by the combat situation.

3) The player and/or GM rolls a percent, and compares the number rolled to the Target#. If the roll is less than or equal to the Target#, the result level is calculated, and damage is assessed using the Strike Rank (SR) of the weapon (see p. 91).

Called Shots

Called Shots allow the player to specify a more exact target for his character to aim for than "that guy there," in exchange for cutting the Target# in half. The Target# is halved only after all other modifiers have been applied. If the GM feels that the Called Shot is too difficult (for instance, "I'm going after the left wing of that fly on the wall."), he may reduce the Target# even further.

The GM may make Called Shots for animals or creatures, but these must be consistent with the animal's or creature's attack form.

Called Shots cannot be used to achieve results not normally possible. For example, a player couldn't use his character's Boxing Skill to try for a headlock, or his Pistol Skill to punch out an opponent.

The GM should use his judgment to determine the limits placed on Called Shots in the game. For example, he shouldn't allow Called Shots that affect more than one area of a defender's body. (A character can't fire one shot to disarm an opponent carrying a pistol in each hand!)

The GM should be prepared to deal with the effects of Called Shots in game terms. For example, a character shot in the hand should have to make a General Willpower Check to use that limb and perhaps a Dexterity Check to carry something with the arm or hand.

Pulling a Punch

Characters don't always have to strike with their full strength. If a player wants his character to "pull" any attack, he may voluntarily lower the weapon's Strike Rank by any amount he desires.

For example, a character firing a gun might say, "I'm trying to shoot the defender in the hand to make him drop his weapon. I just want to disarm him—not cause a serious wound." In this case, the GM would lower the gun's Strike Rank to 1. This is both a Called Shot and a Pulled Punch.

Combat Modifiers

A number of factors can modify a character's chance to hit his opponent, usually for the worse. All modifiers are cumulative (and are applied before the Target# is halved for Called Shots). These modifiers are listed under Melee Combat and Missile Combat.

Automatic Hits

An unconscious, bound, or otherwise helpless human or animal may be automatically killed by an attacker. (If the attacker is using a missile weapon, the range must be Point Blank.) Defenders who are player characters still get a Luck Check in these circumstances. If successful, the attacker believes the player character is dead, when in fact the character is not. (See Effects of Damage on p. 91 for more details.)

Distractions

In extreme circumstances, a character may attempt to trick or distract an opponent during combat. Most creatures from the Unknown are much too intelligent to be fooled by human trickery. On rare occasions, however, tricks or distractions may work. When a character becomes desperate or foolish enough to resort to trickery, these rules should be applied:

1) Describe the exact nature of the distraction: throwing an item to the side of the opponent, making a distracting noise, or using some other strategy. The GM must agree that the distraction stands some chance of working; if the GM feels the idea has no chance of working, the action fails.

2) The player whose character is attempting the distraction and the targeted victim must both make a Specific Check. The player uses his character's Luck Score, and the victim's player uses his character's Perception Score. If the distracting character's result is better than that of the defender, the defender suffers the affects of a failed Surprise Check.

3) NPCs, animals, and creatures may also attempt distractions.

Multiple Attacks by Creatures

Creatures allowed multiple attacks may make both missile and melee attacks in the same round, in that order. Those with Disciplines of the Art may use their disciplines during the melee attack part of the round.

Visibility

Visibility refers to the distance a character, animal, or creature can see. Visibility is an important factor in determining when certain checks (such as Fear and Surprise) are necessary and when combat with missile weapons can occur.

Visibility depends upon the weather, the terrain, and the available light. Adverse weather conditions, poor lighting, and certain types of terrain all limit what an individual can see. The information in the following sections provides a few guidelines for visibility, but the GM's judgment is final.

Many animals depend upon senses other than sight, such as hearing and smell. Animals are not always affected in the same manner as humans. By the same token, they may be affected by unseen things, such as loud noises or overpowering odors. The GM should use his discretion in these matters.

Creatures of the Unknown do not normally suffer the same restrictions of the senses that affect humans and animals. In general, creatures can see or sense normally under any conditions.

Various Light Conditions

Candle/Torch: One room or 10 to 30 feet out
  doors; illumination will be shadowy and flickering, subject to being blown out by the wind.
Oil Lantern: One room or up to 60 feet outdoors; illumination will be steady but shadowy; some lanterns may be hooded to provide a beam of light (if so, only the area in front of the lantern is illuminated).
Campfire: 30-foot radius outdoors.
  Flashlight: A large flashlight with good batteries will provide a beam of illumination out to 75 feet.
Auto lights: Auto lights set on bright will provide a loose beam of light out to 300 feet.
Moonlit night: 200+ feet outdoors.
  Cloudy/moonless night. 15 feet outdoors.
  Unlit house, night. 1 foot or 5 feet with curtain open to outside light or source.

Weather and Visibility

Clear: Visibility to horizon; human-sized objects recognizable at 1 mile; individuals at about 900 feet.
Light Precipitation: Cuts range of light sources at night to 2/3 normal.
Heavy Precipitation: Cuts range of light sources at night to 1/3 normal; outdoor daylight vision is cut to 1/2 normal.
Blizzard or Monsoon: Cut to 45 feet in daylight, 10 feet at night; light sources worthless at night.
Light Fog: Outdoor daylight vision limited to 300 feet; night vision limited to 50 feet regardless of light.

Heavy Fog: Outdoor daylight vision limited to 100 feet; night vision limited to 25 feet regardless of light.
Dense Fog. All visibility cut to 5 feet.

Visibility Over Terrains

Light Forest:	300 feet
Full Forest:	100 feet
Dense Forest:	50 feet
Dense Jungle:	10 feet

Fields of Vision

Normally, a character can see anything directly in front of him; he can also see directly to his sides, but with decreased reliability. A character may specify that he is turning during movement, thus seeing something he could not see before.

Players can inform the GM that their characters are "watching behind" as they move, increasing their field of vision to 360 degrees (full circle). Those who do this are essentially moving ahead 1 or 2 steps, turning around and looking, then moving ahead a few more steps, etc. As noted previously, characters watching behind can only move at 1/2 movement and can't sprint.

Melee Combat

Hand-to-hand fighting with or without weapons is called melee combat. To make a melee attack, a character, animal, or creature must be within 5 feet of the intended defender(s).

Melee Attack Modifiers

-40: Defender invisible (general location known); Attacker lying on ground.
-30: Defender is at Master Level in melee weapon he is wielding*; Attacker using weapon in off hand (i.e. a right-handed person attacking with a weapon in his left hand).
-20: Defender is an animal; Attacker in water (up to his knees or higher); Defender is at Teacher Level in the melee weapon he is wielding*; Attacker changing position or moving this round (if attacker is only allowed 1 attack per round with this weapon); Attacker changing his target or weapon within a round (applies only to first attack after change).
-10: Defender is at Student Level in the melee weapon he is wielding*.
+20: Attacker is attacking from behind; Defender is surprised or unaware of attack.

*Wielding a Weapon. The "weapon he is wielding" means the weapon in hand at the time of attack. This includes bare hands for boxers, wrestlers, and martial artists.

Readying and Wielding a Weapon

A character may freely ready any one weapon at the beginning of a round, taking no time to do so. He may drop a weapon at any time during a round; again, this takes no time. If a character's melee weapons are his fists, then he has a melee weapon ready as soon as he drops what he is holding.

However, putting away a weapon (not just dropping it) takes time. If the character is allowed multiple attacks per round with that weapon, he may put it away in the time it would take him to attack once with it. If he is allowed only 1 attack (or less) per round with it, he can't put it away in the same round that he attacks with it. For instance, caught at the end of a box canyon, Chauncy is attacked by a zombie. Thinking on his feet, he decides to sheath his machete and attempts to scale the cliff wall. Chauncy could have dropped his machete and started his climb immediately, but he thought that it might come in handy.

Martial Arts weapons (the nunchaku and shuriken) are special. It takes no time for a character with the Martial Art Skill to ready or put away either of these weapons, but he may only do so during his action in a round.

NOTE: For the reload rate of individual types of missile weapons, see the Missile Weapons table.

Multiple Melee Attackers

No more than 3 human-sized attackers can strike 1 human-sized defender at the same time. In cases involving creatures larger or smaller than a human, the GM determines the number of attackers that can strike a single defender in a round. As a loose guideline, assume that up to 6 man-sized attackers can strike an animal the size of a horse, and that up to 12 rat-sized creatures can attack a standing human in a single round.

Strangling

Treat strangling as a special type of hold (see Wrestling Skill on p. 36). Strangling is similar to a hold in all respects but two: 1) it cannot be used against some creatures, and 2) the defending player must make a General Check against his character's Current Stamina at the end of the action until the strangling hold is broken. Failure indicates the defender falls unconscious, and his Current Stamina immediately drops to zero (0).

Missile Combat

Any object thrown or fired toward a target is a missile. Examples of missiles include thrown rocks, arrows, bullets, javelins, and shurikens. A missile attack is made whenever a character throws or shoots an object at a target.

A character cannot attack a target he can't see. He can turn to face targets that were not originally in his field of vision at the beginning of the round, as long as the GM agrees that the character had some way of sensing the target's presence.

In heavy pedestrian and/or vehicular traffic, or in cases where a character is trying to glimpse a creature moving through dense forest or jungle, the GM may require the player to make a Luck Check to determine whether a bystander or object is blocking the line of sight. In other cases, the GM should judge whether the line of sight is blocked. See also the Visibility section, starting on page 88.

Missile Attack Modifiers

-60 to -20: Attacker and/or defender changing position, moving, in moving vehicle, dodging another attack in same round, etc. (GM must decide exact modifier.)

-40: Target invisible (general location known), Target under full cover.

-30: Available target less than 1/2 man-sized; attacker using weapon in off hand (i.e. a right-handed person attacking with a weapon in his left hand).

-20: Attacker underwater, target behind partial cover, attacker changing his target or weapon within a round (applies only to first shot after change).

-10: Firing into melee (for every human, animal, or creature, there is a -10 modifier).

+5: Per "attack" spent aiming (maximum of +20). This can apply to multiple attacks within a round, or over several rounds. For each possible attack that the attacker devotes to aiming rather than firing, he gets +5 to his attack, up to a maximum bonus of +20. For example, a gunman with the Firearm Skill at Teacher Level, who is normally allowed 3 shots per round, might spend all of 1 round aiming (for a +15), then aim 1 "shot" more the next round before firing, for a total bonus of +20. This bonus is only good for 1 shot immediately after the time spent aiming or for all of an automatic burst at 1 character or creature. Automatic weapons which are fired at a cluster of characters do not get this aiming bonus.

+30: Available target more than twice man-sized.

Variable Range modifier: Each missile weapon has a Normal range. Any target within 1/5 of that range (Point Blank) adds +15 to the Target#. Any target beyond Normal range, but within twice Normal range (Far) is -15 to the Target#. And any target that is farther than twice Normal range but within 5 times Normal range (Extreme) is -30 to the Target#. No weapon may hit a target beyond its maximum effective range.

Missile Weapon Statistics

The Beast Within game allows a character to have many different kinds of weapons. Details on all of these weapons can be found in the Equipment chapter (p. 147).

Firing Into Melee

When somebody throws or fires a missile weapon at a target involved in melee, there is a considerable risk that the shot will hit the wrong target (modifiers listed previously).

Automatic Weapons

Automatic weapons have two modes of fire: single-shot and burst. Automatic weapons firing single-shots have an ROF of 4. A burst drains 10 bullets from the automatic weapon's clip. (It empties the clip if there are less than 10 bullets left.) Bursts can be fired only once per round.

A burst covers the entire area a player specifies, up to a 90° arc. Unless his character is firing a burst at a specific target, decide how many bullets might hit each possible target in the following way, and then roll for each bullet separately:

1) If 10 or fewer targets are in the burst area, the number of bullets that might strike each target equals 10 divided by the number of targets.

2) If 11 or more targets are in the burst area, each possible target makes a General Luck Check. The one or more targets who roll the highest are missed.

Shotguns

Like automatic weapons, shotguns can hit more than one target in an area. When a shotgun is fired, its spread pattern covers a 30° arc. (A 30° arc is 1 inch wide for every 2 inches of length.) Roll to hit each possible target in the spread pattern.

This same spread of pellets make shotguns more damaging close-in, but less so as the range increases. At Point Blank range, a shotgun's Strike Rank (SR) is at +1, but at Far and Extreme ranges, the SR is at -1.

Bow Reloading

All types of bows take multiple rounds to reload before they can be fired again. Characters who possess the Bow Skill can decrease the time necessary to reload. Note that all these weapons can be fired only once in a single round. In each case, the number indicates how many rounds must be spent reloading before the bow can be fired again.

Arrows for any type of bow are usually carried in quivers of 12 or 20. Crossbow bolts are usually carried in quivers of 12.

Bow Reloading Table

Level	Long/Short Bows	Crossbows
Unskilled	5	8
Student	3	5
Teacher	2	4
Master	1	3

Thrown Weapons

Your character's Strength Score determines how far he can throw an object. To figure the maximum distance (in feet) any object can be thrown, divide the Strength Score of the thrower by the weight of the object (minimum 1 pound) and then multiply by 4, rounding down.

For example, with a Strength Score of 78, a character can throw a 10-pound object 31 feet (78/10=7.8; 7.8x4=31.2, rounded down to 31).

This maximum distance applies even if the listed maximum distance for a weapon is different. For example, the maximum distance an axe can be accurately thrown is 75 feet: 5 times the normal range of 15 feet. However, a character with a Strength Score of 50 can only throw a 4-pound axe 50 feet. (He just can't throw it as far as an axe can be thrown.) However, a character with a Strength Score of 90 can throw the same axe 90 feet, but he can only throw it accurately up to 75 feet. Targets will only be hit beyond that point by random chance (determined by the GM).

Entangler Weapons

Some special weapons can be used to tie and enwrap a target in order to either inflict damage or make the target more vulnerable to subsequent attacks. These weapons are referred to as entanglers and include the bola, lasso, and whip.

A **bola** can be thrown up to 150 feet. An H or C result means that the target has been entangled in the weapon and suffers damage; other results simply indicate normal damage.

A **lasso** has no effect unless you get an H or C result. Either such result means that your character has successfully entangled his target with the lasso.

A **whip** can be used to entangle an opponent; entangling with a whip is a Called Shot. A successful roll inflicts no damage; rather, it indicates that the whip is wrapped around the target.

A character successfully entangled immediately falls to the ground and is bound and helpless for at least one round. The target can free himself in 2 rounds, provided he takes no other action. If a friend of the target has a knife or similar tool, he can cut through the entanglement in one round and free the tangled individual.

Missile Attacks
Against a Different Elevation

In rare cases, an attacker may make a missile attack against a flying (or elevated, or lower) target. In such cases, the GM should simply estimate the range.

After determining the range, look at the weapon's description and apply the appropriate range modifiers to the attacker's base chance to hit. No weapon may hit a target beyond its maximum range.

Strike Ranks

Every weapon (including fists, claws, and so forth) has a Strike Rank assigned to it. The Strike Rank determines the range of damage that the weapon is capable of. Strike Ranks begin at 1 (for weapons causing the least amount of damage) and can be in excess of 10. Strike Ranks and other weapon information can be found in the Equipment chapter (p. 147).

For any weapon, the minimum damage it can do (L damage) is equal to its Strike Rank. If an "M" result is rolled, it does damage 1 rank greater than its Strike Rank. If an "H" result is rolled, it does damage 2 ranks greater than its Strike Rank. If a "C" result is rolled, it does damage 4 ranks greater than its Strike Rank.

Thus, a weapon with Strike Rank 4 can inflict damage ranging from SR 4 to SR 8. For example, the Strike Rank for a machete is 4. This means that:

An L result with a machete does SR 4 damage: 1D10 STA Loss and 0 or 1 wounds.

An M result with a machete is one step worse— it does SR 5 damage: 2D10 STA Loss and 1 or 2 wounds.

An H result with a machete does SR 6 damage: 3D10 STA Loss and 1D5 wounds.

And a C result with a machete does SR 8 damage: 5D10 STA Loss and 2D10 wounds.

Damage

Damage refers to any physical harm a character, animal, or creature suffers. Damage occurs as a result of combat or other events, such as falls, fires, collapsing buildings, or any other "accidents" a clever creature can arrange.

Damage is measured in terms of Stamina Loss and wounds. A character's original Stamina Score represents the amount of damage he can withstand before falling unconscious. Stamina Loss (non-wounds) is normally nothing more than a few bruises and seldom involves any serious internal injury.

Wounds represent serious injuries such as deep cuts, ruptured organs, and broken bones. The total wounds a character can take before dying is equal to (STA + STR)/4. Even the slightest wound involves a cut or other opening, and critical wounds can be fatal.

The total wounds an animal or creature can take before dying is determined differently and is explained on p. 122.

Recording Damage

A player should make sure to immediately record all damage done to his character on his character sheet.

To record Stamina Loss, the player or GM deducts the damage received from his character's Current Stamina Score. (If the character has not been damaged yet, his Current Stamina equals his original Stamina Score.) The new amount is recorded in the appropriate space on the character or creature sheet.

To record wounds, the player or GM keeps track of damage in much the same way as Current Stamina Damage.

Effects of Damage

Unconscious: When a character's Current Stamina drops to zero (0) and he is not critically wounded, he immediately falls unconscious for 3D10 minutes; the GM secretly rolls the number of minutes the character remains unconscious. An unconscious character may attempt no further action(s) until he is again conscious. He may be awakened by being doused with cold water, gently shaken, or other such actions, and automatically regains 1 Current Stamina upon awakening.

Critically Wounded: A character is critically wounded when he has 5 or fewer Wound Boxes left to mark off. When he has reached this level of wounds, he loses 1 Wound Box per round until he dies or receives medical treatment. At this point, the wounds stop. If a character has received medical treatment but still has only 5 or less Wound Boxes unmarked, any additional wound(s) trigger(s) the loss of 1 Wound Box per round.

Dead: When all of a character's Wound Boxes have been checked off, he is dead.

However, players (and players only) can make a General Luck Check for their characters at the instant of death. A successful check indicates the character entered a coma instead of dying. The player immediately erases 1 Wound Box to show that his character has 1 wound left, but the character has no Current Stamina remaining and will remain unconscious for 1D10 days. (The GM should roll this number secretly.) During this time, the character can heal normally, but cannot awaken.

Special Kinds of Damage

No matter which way damage is inflicted upon characters, the end result is always unconsciousness or death. The following situations, however, are some interesting variations on the theme.

Fire

Fire can cause burns or smoke inhalation. Direct burns occur when a character catches on fire and automatically cause 1D10 wounds at the end of each round until the flames are extinguished. Smoke inhalation occurs whenever a character or animal inhales smoke from a fire, such as when he is trapped inside a burning house. Smoke inhalation causes 1D10 Current Stamina Loss and 1D5 wounds at the end of each round.

Some creatures take no damage from fire, and all creatures are immune to smoke inhalation damage. In fact, most of them don't mind breathing smoke at all.

NOTE: This fire damage occurs from large fires, not from match/cigarette burns. The GM should use his judgment when assigning this and any other damage.

Collisions and Other High-Speed Accidents

When a collision, fall from a height, or other such accident occurs, each participant must check for damage as follows:

1) The GM decides at what speed the accident occurred; this result is called the Accident Number (Accident#). When moving vehicles collide head-on, their speeds are added. For example, two cars moving at 30 mph would collide head-on at 60 mph (60 being the Accident#).

2) The GM determines the Strike Rank for the accident. Normally, this would be the Accident#/10, but a metal-sided vehicle, seat belts, and other factors can reduce this number down to less than 1/2 of what it originally was.

3) Each participant's player makes a Specific Check against the Accident#. (For Accident#s below 100, this can result in the participant surviving the accident unscathed.)

4) Using the Strike Rank determined in Step 2, the GM applies damage to each character, based on the result of the Specific Check in Step 3.

NOTE: If any player wants to spend 1 or 2 CIPs to reduce the Strike Rank of the accident, he may do so only between Step 2 and Step 3.

For example, Nicole Friedman is in a '57 Buick, fleeing from a vampire. She's speeding at 80 mph around a highway curve when a winged form dives directly at her windshield. It's only a sparrow, but she is startled and fails a Surprise Check. Unfortunately, she also fails her Driving Skill Check. Dr. Jong Koo Kim, her only passenger, remembered to fasten his seat belt, but Nicole didn't. Skidding out of control, Nicole runs head-on into a large oak tree.

A car traveling at 80 mph, has an Accident# of 80.

The accident's Strike Rank would normally be 8

(80/10), but the GM rules that the buick's heavy-duty bumper and metal body reduce that number to 5. In addition, he rules that Dr. Kim's seat belt reduces the Strike Rank for him 1 lower, to SR 4.

Dr. Kim's player decides that his character can handle this collision without spending any precious CIPs. Nicole's player isn't quite so optimistic and spends 2 CIPs to reduce the Strike Rank against her to 3. After all, what good will these CIPs do Nicole if she's dead?

Each player makes a Specific Check against the Accident# of 80. Dr. Kim's player rolls a 32: an H result, which raises the Strike Rank of 4 to 6. Nicole's player rolls a 6: a C result, which raises the Strike Rank of 3 to 7.

With a new Strike Rank of 6, Dr. Kim receives 3D10 Stamina Loss and 1D5 wounds. He's heavily damaged, but he'll recover in a few weeks. Nicole is a little less fortunate. With a new Strike Rank of 7, she receives 4D10 Stamina Loss and 1D10 wounds.

Falling Speed

As often as not, characters will be taking accident damage due to a fall. The following chart lists sample distances and the speed at which objects (including characters) are moving when they've fallen that far.

Distance (ft)	Speed (mph)
10	18
20	36
30	44
40	51
50	57
100	80
150	98
200	113
300	139

Frightening, isn't it? However, after a certain amount of falling, things don't fall any faster because the air slows them down. For humans, this comes around 100 m.p.h., so the GM should reason that the maximum speed a human will ever fall is 100 m.p.h., regardless of the distance. Skirts and other large pieces of cloth (especially parachutes) slow a character down even more. A functioning parachute will keep falling speed down to about 10 mph.

Catastrophic Damage

Catastrophic damage occurs as a result of explosions, collapsing buildings, avalanches, and other disasters creatures can sometimes create. The GM should handle catastrophic damage as follows:

1) Determine the Target# of the catastrophe.
2) Determine the Strike Rank of the catastrophe.
3) Have each player make a Specific Check

against the Target# and assess damage based on the result level and the catastrophe's SR.

Catastrophes vary greatly in their ability to inflict damage. Most will have a Target# between 80 and 300. Most will have a Strike Rank of at least 8.

If the characters' situation gives them a reasonable chance of surviving, the GM should ease off on the Target# and Strike Rank. On the other hand, if the party has blundered into a situation where death is highly probable, the GM should pull out all the stops. For example, if the characters were caught in a forest fire, the Target# should be about 95, and the Strike Rank about 9. If they were on the top floor of a collapsing skyscraper, the Target# should be about 175, and the Strike Rank about 15.

Exposure Damage

A character who is outdoors in bad weather for 24 hours or more is subject to exposure damage. To determine exposure damage, the GM should roll once every 24 hours (starting with the first full 24 hours) as if the character were being attacked, using a Target# of 95 and a Strike Rank of 5, 6, or 7 (depending on the severity of the weather).

The GM may require rolls more frequently if circumstances dictate, such as when a character has no warm clothing.

The Survival Skill (p. 35) can help a player character avoid exposure damage.

Poisons

Usually, poisoning occurs when a character is bitten or stung by a poisonous animal or creature. Player characters and non-player characters rarely use poisons. Envoys wanting to use poisons should note that SAVE frowns on the use of poisons.

All poisons are rated from 10 (the weakest) to 200 (the strongest). Poison is treated similarly to an Opposed Check against all who were exposed to it. The poison's strength rating, modified by any appropriate factors, equals its Target#. As soon as a character has been poisoned, the GM immediately makes a Specific Check for the poison's "attack" against the character. The player opposes this result with a Specific original Stamina Check and compares his result level to the poison's result level. (A failed roll is treated as 1 level worse than an C result.) The following table is used to determine the result of the poisoning.

Poison Result Key

•The player's Stamina Check is 4 result levels better than the poison's check: the character is unaffected by the poison.

•The player's Stamina Check is 3 result levels better than the poison's check: the character loses 1D10 Current Stamina.

•The player's Stamina Check is 2 result levels better than the poison's check: the character loses 2D10 Current Stamina.

•The player's Stamina Check is 1 level better than the poison's check: the character immediately loses 3D10 Current Stamina. Within 1D10 minutes, he becomes violently ill and incapable of action for 1D10 minutes unless given an antidote or restored by a character who has the Restore Stamina Discipline of the Art. (A successful General Restore Stamina Check neutralizes the poison but restores no Current Stamina.)

•Both checks have an equal result level: the character immediately loses 4D10 Current Stamina. Within 1D10 minutes, he becomes violently ill and incapable of action for 1D10 hours unless given an antidote or restored as explained previously.

•The poison's check is 1 result level better than the player's Stamina Check: the character immediately loses 5D10 Current Stamina. Within 1D10 minutes, he becomes violently ill and incapable of action for 1D10 days unless given an antidote or restored as explained previously.

•The poison's check is 2 result levels better than the player's Stamina Check: the character immediately loses 6D10 Current Stamina and becomes violently ill,

dying in 1D10 minutes unless given an antidote or restored as explained previously.

•The poison's check is 3 result levels better than the player's Stamina Check: the character immediately loses 7D10 Current Stamina and becomes violently ill, dying in 1D10 rounds unless given an antidote or restored as explained previously.

•The poison's check is 4 result levels better than the player's Stamina Check: the character immediately loses all Current Stamina and dies (Luck Check allowed).

Only medical doctors normally carry antidotes. Characters who have Survival Skill may request and carry antidotes for specific animal poisons (antidotes for snake or spider venom, for example) appropriate to the SAVE mission.

A player must check for ill effects each time his character is exposed to a poison; several consecutive poisonings would require several consecutive checks. A character always suffers the most serious result in multiple poisonings; all other results are canceled.

Diseases and Illnesses

Certain animal bites (and other special circumstances) can cause disease. The GM may devise specific disease effects to suit the scenario.

The GM should take care to use disease and illness sparingly. No player likes to have a character out of the action for an extended period of time. Also, the GM should not confuse disease symptoms which are frightening with those merely in bad taste. Generally, all involved will find it more interesting to use non-realistic illnesses to heighten the mystery of the game. Players may regard readily identifiable diseases as a hindrance, whereas mysterious diseases will intrigue and captivate them.

The following guidelines help the GM determine the specific effects of diseases:
1) Determine whether or not the character has been infected with the disease or contracted the illness. The chance of this will be noted in the descriptions of disease-carrying animals and creatures.
2) Determine the seriousness of the disease; it may be randomly determined by rolling 2D10 and multiplying the result by 10 (10 x 2D10), to get a Target# between 20 and 200.
3) Make an Opposed Check for the disease, just as for a poison, the disease versus the stricken character's original Stamina.

Disease and Illness Results

•The player's Stamina Check is 4 result levels better than the illness' check: the character suffers no ill effects from the illness.

•The player's Stamina Check is 3 result levels better than the illness' check: for 1 or 2 days, the character suffers some minor discomfort, such as a sore throat, upset stomach, and occasional aches and pains. In addition, the character's original Stamina is reduced by 1D5 points more than it would otherwise be for the duration of the illness. Treatment by a character with an appropriate Medical Field Skill cuts recovery time by 1 or 2 days; no Skill Check is required. (Thus, treatment might eliminate the illness' effects entirely.)

•The player's Stamina Check is 2 result levels better than the illness' check: for 1D5 days, the character's original Stamina is reduced by 1D10 points more than it would otherwise be. A successful General Check by a player whose character has an appropriate Medical Field Skill (one check allowed per doctor per day) cuts recovery time by 1D5 days.

•The player's Stamina Check is 1 result level better than the illness' check: for 1D10 days, the character loses 1D10 Current Stamina per day. If Current Stamina reaches zero (0), the character falls into a coma for 1D10 days. After 2D10 days (or after the 1D10 days of coma, if that lasts longer than the time rolled number of days for the illness), the character is fully recovered. The character also temporarily loses 5 points per day from all basic abilities (except Luck) and from all skills and disciplines. (Thus, characters are at -5 per day of illness on almost all checks.) A successful General Check by a doctor's player (one check allowed per doctor per day) cuts the recovery time by 1D5 days.

•Both checks have an equal result level: the player makes a General Current Stamina Check every day. Each day the player rolls successfully, the character gets no worse; if the player rolls successfully 3 days in a row, the character begins recovering at the same rate he sickened until he becomes well (no further checks required). Otherwise, the character suffers 1 or 2 wounds and 1D10 Current Stamina each day. In addition, the character loses 5 points per day from all basic abilities (except Luck) and from all skills and disciplines. Three consecutive successful checks by any 1 player's doctor also induces recovery (one check allowed per doctor per day), and cuts recovery time by 1D5 days.

•The illness' check is 1 result level better than the player's Stamina Check: the player makes a General Stamina Check every day. Each day the player rolls successfully, his character gets no worse; if the player rolls successfully 3 days in a row, the character begins recovering at the same rate he sickened until he becomes well (no further checks required). Otherwise, the character suffers 1D5 wounds and 1D10 Current Stamina each day. In addition, the character loses 5 points per day from all basic abilities (except Luck) and from all skills

and disciplines. Three consecutive successful checks by any 1 player's doctor also induces recovery (one check allowed per doctor per day), and cuts recovery time by 1D5 days.

•The illness' check is 2 result levels better than the player's Stamina Check: the player makes a Specific Current Stamina Check every day. Each day the player rolls at least an M result, his character gets no worse; if the player rolls at least an M result 3 days in a row, his character begins recovering at the same rate he sickened until he becomes well. Otherwise, the character suffers as in the previous result. Three consecutive results of at least an M by any 1 doctor's player also induces recovery (one check allowed per doctor per day), and cuts recovery time by 1D5 days.

•The illness' check is 3 result levels better than the player's Stamina Check: the player makes a Specific Current Stamina Check every day. Each day he rolls an H or C result, his character gets no worse; if the player rolls an H or C result 3 days in a row, his character begins recovering at the same rate he sickened until he becomes well. Otherwise, the character suffers as in the previous result. Three consecutive results of at least H by any 1 doctor's player also induces recovery (one check allowed per doctor per day), and cuts recovery time by 1D5 days.

•The illness' check is 4 result levels better than the player's Stamina Check: the player makes a Specific Current Stamina Check every day. Each day he rolls a C result, his character gets no worse; if he rolls a C result 2 days in a row, his character begins recovering at the same rate he sickened, until he becomes well. Otherwise, the character suffers as in the previous result. Two consecutive C results by any 1 doctor's player also induces recovery (one check allowed per doctor per day), and cuts recovery time by 1D5 days.

Rehabilitation and Healing Stamina

Just as there are two types of damage, Stamina Loss and wounds, there are two methods of recovering from damage. Recovering from Stamina Loss involves the fairly quick process of regenerating Stamina. Recovering from wounds is more difficult; it requires rehabilitation, which is time-consuming, inconvenient, and often painful.

Characters, animals, and creatures regenerate lost Stamina by resting. ("Resting" means spending at least 1 entire round doing nothing.) Unfortunately, a defender subjected to any form of attack (including use of the Art) has failed to rest that round.

A character, animal, or creature can regenerate Stamina at the end of each round. The original Stamina Score determines the rate; a character can regenerate STA/10 at the end of any round he rested in. For example, if a character's original Stamina Score is 57, he can regenerate 5 Current Stamina per round of rest. The player or GM adds the regenerated Stamina to the Current Stamina at the end of the round.

There is, however, a limit on how much Stamina a character can regenerate while wounded. For every Wound Box that is currently crossed out, the player or GM reduces the maximum amount of Stamina to be regenerated by 2. For example, if a character's original Stamina Score is 68 and he has 6 Wound Boxes currently crossed out, his Current Stamina Score cannot rise above 56 (6 x 2 = 12; 68 - 12 = 56) until he heals sufficiently for his player to erase the mark through another Wound Box.

Note that Stamina restrictions from wounds and illness are cumulative. If a character has 7 Wound Boxes marked off and has an illness that reduces his maximum Stamina to be regenerated by 8, his maximum Stamina is temporarily reduced by 22 (7 x 2 = 14; 14 + 8 = 22).

NOTE: Current Stamina never drops below zero (0).

Healing wounds is much slower than regenerating Stamina. Players record the healing of wounds by erasing the marks that have been made through the Wound Boxes on their character sheets. A player may erase the mark through 1 Wound Box for each 24-hour period his character remains in bed. Attendance by anyone with a Medical Field Skill allows a player to erase the marks through 2 Wound Boxes per 24-hour period.

Healing Stamina from diseases and illnesses is somewhat different and is described previously under *Disease and Illness Results.*

Healing and the Art

Some player characters have healing abilities through the use of the Restore Stamina Discipline (see p. 72). They can supplement the normal healing process with this ability.

With the restoration of Stamina, the effects of both normal healing and healing through the Art are cumulative. However, if the Restore Stamina Discipline is being used to neutralize a poison, halt an illness, cure blindness, or otherwise address a specific problem, it does not simultaneously restore Stamina. The user's player must choose which effect he desires.

When attempting to neutralize poisons, a successful General Restore Stamina Check is all that is required.

When a character is treating an illness or disease, a successful General Restore Stamina Check by the player at the beginning of the day halts any deterioration that day, but doesn't cure the character's illness. This does, however, help keep the character alive until he can be cured by a doctor or begin natural recovery.

Willpower Loss and Regeneration

Characters will sometimes lose Current Willpower from use of the Art, Fear Checks, and attacks of the Evil Way. When this happens, the player subtracts the Willpower from his character's original Willpower Score and notes the difference in the space marked "Current Willpower" on the character sheet. The original Willpower Score is not affected nor are Skill Scores based on the Willpower Score.

Unless specified otherwise, a player must always make Willpower Checks against his character's Current Willpower Score.

NOTE: If the Current Willpower Score is below 20, the character no longer wants to face the Unknown; he insists on leaving as soon as possible for a place of relative safety. He won't take part in a search or combat; if attacked, he automatically attempts to flee and cannot attack at all. The GM should enforce this rule firmly.

If a character's Current Willpower Score reaches zero (0), he can take no action at all. He can do nothing but follow simple commands, such as "walk over here," "sit down," and so forth. A character can never attack while in this condition. A character's Current Willpower Score never drops below zero (0).

Willpower and Sleep

Sleep replenishes Willpower. A character regenerates 1D10 Current Willpower per hour of uninterrupted sleep. He may only sleep once per 24 hours to replenish Willpower. (If he takes a cat nap to get 1D10 Willpower back at noon, he does not benefit from sleep that night.

Creatures are treated exactly as characters with regard to Willpower and Willpower Loss, except that creatures can regenerate lost Willpower at any time of the day or night).

If a character has gone without sleep for more than 24 hours, the player must make a successful Willpower Check every hour in order to stay awake. Failure indicates that the character falls asleep for 1D10 hours. He can be awakened normally.

Special Situations

In and out of combat, special situations may occur that require specific rules. The following section deals with some of the more important of these rules. Note that it is the Gamemaster's task to adjudicate what rules are to be used when, and that some situations will require improvised or modified rules. As always, the GM's discretion should prevail.

Aiming Attacks

An attacker can always strike the location of his choice with a successful Called Shot (see p. 87). If such an attack succeeds, automatically assume the attack strikes the attacker's designated location and assess damage normally.

Bleeding

Any character who suffers a wound continues to take an additional 1D5 points of Stamina damage per round from that wound due to blood loss. This additional damage is automatic and does not cease until the character has been the target of a successful First Aid Skill Check (see p. 29). No matter how many wounds a character has suffered, he is limited to 1D5 points of Stamina damage per round due to the effects of blood loss.

Incorporeal Combat

This is a dimension of combat completely foreign to the Known world. Eligible combatants (and targets) include all incorporeal creatures, envoys using Leave the Body, and vampires currently in mist form (gaseous). Envoys must also have the Incorporeal Attack Discipline (p. 64) to attack incorporeally; incorporeal creatures may attack incorporeally as readily as material creatures attack in melee.

Treat incorporeal combat in all respects like melee combat, except that both attacker and target must be incorporeal (or, with vampires, gaseous). The damage inflicted isn't wounds or Stamina Loss. Instead, victims of a successful incorporeal attack lose Current Willpower; and, in severe cases involving creatures, Evil Way Scores are reduced.

An incorporeal attack requires an Opposed Check: the attacker's Current Willpower versus the defender's Current Willpower. To cause damage, the attacker must roll a result level higher than the defender's.

- The attacker rolls a result level 1 higher than the defender: defender loses 1D10 Current WPR.
- The attacker rolls a result level 2 higher than the defender: defender loses 2D10 Current WPR.
- The attacker rolls a result level 3 higher than the defender: defender loses 3D10 Current WPR.
- The attacker rolls a result level 4 higher than the defender: defender loses 3D10 Current WPR, and (if the defender is of the Unknown) its Evil Way Score is reduced by 1D10.

Reductions in Current Willpower can be regenerated normally (see above).

Vehicle Movement

Sometimes characters will have no choice but to jump into the nearest vehicle in an attempt to escape. When a vehicle is traveling at 10 mph or faster, use the following table to determine the distance it covers in 1 round.

Vehicle Speed Chart

Speed	Ft./Round	Max. Safe Speed for:
1 mph	7.5	
5 mph	37	
10 mph	75	dense fog; horse-drawn carriage or cart
20 mph	150	downtown rush hour; nighttime heavy fog
30 mph	225	moderate city traffic; nighttimelight fog; daytime heavy fog
40 mph	300	sharp curves; daytime light fog
50 mph	375	
60 mph	450	highway driving
70 mph	525	
80 mph	600	
90 mph	675	
100 mph	750	
+10 mph	+75	

Most characters have some ability to drive, even if they don't have the Driving Skill. A character's "unskilled" ability to drive a normal vehicle is (DEX+PCN)/10.

Characters in vehicles sometimes have accidents. The GM should require a General Check against a character's Driving Skill Score when:

1) The player fails a Surprise or Fear Check while his character is operating the vehicle, or

2) The character operates the vehicle (including horse-drawn vehicles) at an unsafe speed.

Driving characters whose players fail Surprise or Fear Checks need not flee in terror, nor quit operating the vehicle. Instead, these players must make a General Check against their characters' Driving Skill Score.

The GM should decide when a character is operating a vehicle at an unsafe speed. The guidelines listed previously are suggestions. Driving Checks should be required every fifth round the character maintains an unsafe speed during combat or any other round-by-round action.

Failure of a Driving Check indicates an accident. The GM should tailor the details of the accident to the situation; the driver may have hit another car, run off the road, or swerved to avoid another vehicle and hit a building. To determine the results of such accidents, see *Collisions and Other High-Speed Accidents* on p. 92.

Travel Guidelines

Players will find occasion for their characters to travel lengthy distances. Quite often, their travel time has a bearing on the outcome of the mission. The table on the following page provides some guidelines on normal travel times. The GM should use the travel tables only when the distance is considerable and not to determine movement that takes place in less than an hour. Movement during shorter periods (especially during combat) was described previously in Movement Rates.

Remember that travel often takes longer than indicated on thefollowing chart. SAVE envoys may run into delays purchasing tickets, missing scheduled departures, finding fuel, etc.

Weather and Travel Time

Both weather and terrain may affect travel times (there's nothing like driving through a dense fog or torrential rainfall). The GM controls the weather as he chooses. Terrain is determined by the party's location. Use common sense when dealing with potential difficulties affecting travel. For example, in a dense fog, a car might travel at a very slow rate, while a plane would be grounded due to limited visibility.

The following table outlines possible modifications to travel times according to the weather.

Heavy Rains: Double travel time while raining; affects most ground vehicles; not aircraft.

Heavy Snow (6+"): Triple travel time while snowing; double travel time while snow is on the ground unless special equipment for traveling on snow is possessed.

Blizzard: Normal travel not possible; characters outdoors may suffer exposure damage due to cold and winds; aircraft grounded.

Normal Travel Times

Method	MPH	Miles/Day	Comments
Walking	3	24	Assumes 8 hrs/day with rest each day
Running	(see Running Skill, p. 33)		
Horseback	5	40	Assumes 8 hrs/day
Horse Carriage	2-5	30	Assumes decent roads
Ship	12	280	Assumes continuous travel; speeds from 1-20 mph, with 8-15 mph average
Car	50	400	Assumes good roads and 8 hrs travel. 2+ characters can drive continuously
Small Airplane	100	800	Assumes 8 hrs with refueling available
Commercial planes:			
Prop plane	250	2000	Maximum non-stop flight
Jetliner	500	4000	Maximum non-stop flight
Supersonic	2000	8000	Maximum non-stop flight

Dense Fog: Most normal travel not possible; foot or vehicle travel time is quadrupled; aircraft not already in flight grounded.

Fear Checks

A Fear Check is a Specific Willpower Check that may be required of player characters when they meet or sense creatures of the Unknown. In some cases, characters must also make a Fear Check when they meet animals. Fear Checks are always rolled against Current Willpower. A Fear Check (possibly modified) must be made at the instant it is required, regardless of the Sequence of Play.

A player must make a Fear Check immediately when:

1) His character sees or otherwise definitely senses the presence of a creature or hostile animal. For purposes of this rule, animals are not considered hostile as long as they present no threat to a character. A chipmunk will not normally cause a character any alarm, but a snarling wolf will, and the player must make a Fear Check.

2) His character reacts fearfully to some unexpected or dangerous circumstance in the game. This check is entirely at the GM's option. For example, the GM may have a creature sneak up behind a character while he's alone in a pitch-dark, bat-infested cave, and pop an air-filled plastic bag. At the GM's discretion, the player might have to make a Fear Check.

NOTE: GMs should be careful not to abuse this last rule. Don't require a Fear Check when there is no indication that the players or their characters are concerned.

A Fear Check is required for the players only when their characters first encounter any specific type of creature or hostile animal. Animals do not make Fear Checks; instead, they react as animals normally would (see p. 102).

When a player makes a Fear Check after his character sees a creature or hostile animal, his Target# is his character's Current Willpower, adjusted by the creature's Fear Modifier (listed in each creature's statistics) and possibly by the number of creatures facing his character (see following). A player resolves Fear Checks of unknown origins (such as when his character reacts to a mysterious, unrecognizable noise or odor) with his character's unmodified Current Willpower.

When a character encounters more than one type of creature at the same instant, the player makes a Fear Check modified by the highest Fear Modifier of the creatures present.

The number of creatures or hostile animals may lower the Target# when making a Fear Check. The following table is used when the player(s) must make a Fear Check in response to more than one creature.

Modifiers only apply if there are sufficient numbers of somewhat equally frightening creatures. For example, if a mummy and 100 snakes suddenly appear, the characters will probably ignore the snakes.

Modifier	Number of Creatures
-10	More than the number of PCs
-20	At least twice the number of PCs.
-30	At least four times the number of PCs.
etc.	etc.

A character receives a helpful modifier when his player makes a Fear Check against a type of creature he has previously overcome. If a character has overcome this type of creature before, the player may disregard the creature's Fear Modifier; if its modifier is zero (0), add 10 to the Target#. On the back of the character sheet, players should list the creatures their characters have previously overcome.

Fear Check Results

Failure—the character immediately loses 2D10 Current Willpower and flees in panic for 1D10 rounds. This loss is recorded by adjusting the Current Willpower Score on the character sheet. The character must flee immediately, at sprinting speed if possible. In some cases (for instance, if a character is trapped in a room or on a rooftop), the GM may decide he would more logically hide or take some other action.

L result: the character must either flee for 1D10 rounds or immediately lose 2D10 Current WPR.

M result: the character must either flee for 1D5 rounds or immediately lose 1D10 Current WPR.

H result: the character must either flee for 1 or 2 rounds or immediately lose 1D5 Current WPR.

C result: the character suffers no adverse result from the Fear Check.

By giving a character the choice of either fleeing or losing Current Willpower, a player can decide whether to have his character face the creature now or later, perhaps after learning a bit more about the creature (like how to kill it).

Surprise Checks

A Surprise Check is a General Perception Check used to determine whether a character can respond immediately to an unexpected attack or situation. When a Surprise Check is required, the player must make it immediately when:

1) His character sees or otherwise senses the nearby presence of a character, animal, or creature he did not expect (see *Multiple Checks* following).

2) His character is attacked from ambush or concealment.

3) The GM declares that circumstances require it.

Generally, a player should have to make a Surprise Check only in threatening circumstances. He shouldn't have to make Surprise Checks every time his character sees other characters on the street!

If the player's Surprise Check is successful, his character may continue normally. If the check is failed, his character loses his next action and his action(s) during the next round. If the character is surprised, he can use neither a Combat Skill nor commence to use the Art.

NOTE: Creatures normally make Surprise Checks the same way and with the same types of results as characters.

Multiple Checks

At times, a player will have to make both a Fear Check and a Surprise Check. These checks may be made in either order the GM desires. If the character is both scared and surprised, he "freezes" for a round (surprised) and then suffers the effects of the Fear Check.

In unusual circumstances, a player will have to make another Fear and/or Surprise Check while suffering the effect(s) of a previous check. At all times, the effect(s) of the failed Surprise Check(s) are applied immediately, freezing the character in place for 1 or more rounds, before he continues or begins to flee. Current Willpower Loss is also applied immediately; it isn't postponed until the surprise is over.

Interaction

By now you can see that, as the Gamemaster, you stay as busy as the Vice President of the United States, handling the many events of a Beast Within scenario. One of your most demanding tasks is to play all of the creatures, people, and animals that the players' characters meet during a SAVE mission. Following are a few suggestions to make the whole process easier. First of all, though, we'd better go through the three types of beings envoys may encounter in a Beast Within scenario:

1) Non-Player Characters: All living characters who aren't PCs. Notice that this may include animals and creatures.

2) Animals: All normal, non-human beings that live in the Known world—from goldfish to elephants.

3) Creatures: All beings that are neither human nor regular animals—anything from pools of living slime to the Deceiver himself!

Now for a quick tour through the reactions of all beings (living or not) that you, the GM, may have walk through the world of Beast Within.

Non-Player Characters

Encounters with other individuals comprise one of the most important elements in a Beast Within scenario. During their travels, envoys will come across all kinds of folks—from simple passers-by to Non-Player Characters (NPCs) who may become important in the scenario. For the time being, let's break these into two types of folk that characters might meet: minor and major NPCs.

Minor NPCs

Minor NPCs include everyone you put into a Beast Within scenario to set the atmosphere; they provide simple actions and encounters that make the game more enjoyable. Minor NPCs don't have to react to PCs in any special or complicated manner; they're the street sweepers the PCs pass on the streets, the clerks they see in the shops, or the librarian at the university library who helps them find books about zombies. For the most part, minor NPCs perform simple functions; they do their jobs, and they fill in a true-to-life background for the scenario—just like the people in the real world who the players meet but never get to know.

If the PCs try to deal with a minor NPC in a special way—persuading him, asking for aid, threatening violence—simply go to the following tables used for major NPCs. After all, if they make a big deal out of a minor NPC, he should be treated with a little more dignity!

One final, important note: you don't have to follow any of these suggestions; just keep some of them in mind and play the minor NPCs sensibly. Remember, if players don't get some atmosphere, they may suffocate (or smother you, instead). Now, on to more important NPCs.

Major NPCs

Unlike minor NPCs, major NPCs are those who can significantly affect the plot of a scenario; they have a part to play in the story. These NPCs can be anyone from the caretaker in a ghoul-infested cemetery (who may be very aware of snooping PCs), to the policeman who comes across a party breaking into a haunted house (he probably won't be able to tell the player characters from run-of-the-mill burglars, no matter how they protest), to the major villain of the scenario.

One word of caution before we proceed: all this material about how major NPCs react is mainly for NPCs like the caretaker and the policeman; those who may or may not play a major part in the scenario. The big villains and any other characters who are absolutely necessary to the storyline are a different story altogether. Any Gamemaster must have a pretty fair idea how his necessary characters are going to react. If the mission deals with say, a coven of warlocks, you should be

familiar with almost everything the head warlock might do; you shouldn't have to make reaction rolls to see how the warlock is going to handle trespassers.

Back to the business at hand. Basically, NPC Reaction Checks fall into two groups, which we'll call Situation Checks and Response Checks.

Situation Checks

Occasionally, situations occur that NPCs might react to. If their reaction isn't obvious, or if you don't already know how you want them to react, you might roll 1D10 once or twice and consult either or both of the following tables:

Degree of Interest

1D10

Die	Roll Result
1-2	Not interested
3-4	Slightly interested
5-7	Moderately interested
8-9	Highly interested
10	Intensely interested

Degree of Trust

1D10

Die	Roll Result
1	Hostile; completely prejudiced against the party
2-3	Inclined to doubt and distrust the party
4-7	Neutral
8-9	Inclined to trust and believe the party
10	Very friendly; completely prejudiced in favor of the party

Let's use an example. Officer O'Malley is walking his beat by the Hartford House, an old, abandoned mansion. Suddenly, he hears the sound of gunshots. A good policeman, O'Malley goes to investigate (no need for a reaction roll here; it's part of his job). To check his likelihood of believing the party, the Gamemaster rolls 1D10 on the Degree of Trust table. The result is a 3; O'Malley is unlikely to believe the story he's about to hear from the party. He loosens his gun in his holster and runs toward the house. To find out what happens to the envoys, we must move on to the second type of Reaction Check.

Response Checks

Responses involve face-to-face encounters: situations in which the PCs can argue, con, flatter, flirt, and threaten as they try to influence an NPC. Response Checks show how NPCs react to these face-to-face meetings. The following are the most common Reaction Checks in role-playing, so read carefully.

Responses are resolved like Opposed Skill Checks, but this time it's the PC's basic ability versus the NPC's basic ability. If the PC attempting the action rolls a result level higher than the NPC's result level, the action succeeds, and the NPC responds (somewhat) as the PC wants him to. Some responses, however, are less likely than others. For instance, an NPC is more likely to "loan" the PC 50 cents than ten dollars and is more likely to believe a little white lie than a whopper.

Therefore, the more likely the action being attempted is, the more likely it is to succeed; you should raise the PC's Target# by up to +30. The less likely the action being attempted is, the less likely it is to succeed; you should reduce the PC's Target# by as much as half.

Similarly, some NPCs are more likely to go along with the PC's attempted action than others. The more willing they are, the lower their Target# should be and vice versa. You might modify an NPC's Target# based on a randomly generated attitude, degree of interest or degree of trust, or other factors.

Note: In certain situations, a character may use one of the following Interaction Skills in place of his basic ability score: Charm, Intimidation, and Persuasion. It is always up to the GM whether to use a basic ability or a skill in a Response Check.

Use the table below to determine which abilities to use for this check.

Action Attempted	PC's Ability vs. NPC's Ability
Request	PER* vs. PER
Lying, conning	PER* vs. PCN
Persuasion	PER* vs. WPR
Threats and intimidation	WPR† vs. WPR

* The PC may use Charm or Persuasion in place of PER.
† The PC may use Intimidation in place of WPR.

Request: There is a wide range of possible requests. Some are routine, giving pluses to the PC, "Could you tell me how to get to Hamilton Street?" "May I borrow a dime for a phone call?" "Have you seen a big, black dog that answers to the name of Tiny?"

Others ask the NPC to go a little out of his way to lend a hand. These have few modifiers in either direction. "Officer, my friend accidentally shot himself in the foot while cleaning a gun. Would you give us a hand in getting him to the hospital?"

Still others ask a great deal of the NPC, including the possibility of danger. These are the type that reduce a PC's Target#: "Officer, a madman with a gun is lurking upstairs. Would you help us bring him to justice?"

Lying, Conning: The PC tells a false story to the NPC, hoping that he'll believe him and act accordingly: "Gunshot? No gunshot came from in here, although I think I heard something from the house next door." Failure means that the NPC sees through the lie; he will automatically react with hostility.

Persuasion: The PC tries to influence the attitude or opinion of the NPC: "Look, there's been a little trouble here, but nobody was hurt. We have it well in hand. Thanks anyway, Officer." If the PCs are telling the truth with this story, they are using Persuasion; if, in fact, someone has been hurt, the reaction is checked as Lying or Conning. Failure means that the PC fails to persuade the NPC.

Threats and Intimidation: Here the PC tries to bully the NPC, hoping to scare him into doing what he wants, "Look, buddy, we don't need your help. Why don't you go on your way before this gun goes off again?" Failure means the NPC reacts with anger, and the PC is likely to have a fight on his hands.

Response Results

Failure: The PC's attempted influence fails. Results depend on the type of persuasion or request (see above).

The PC succeeds by 1 result level. (The PC has obtained an L result on his Response Check.) The NPC considers the idea, offer, or threat, but remains uncertain.

The PC succeeds by 2 result levels. (The PC has obtained an M result on his Response Check.) The NPC takes some limited action to do what the PC wants.

The PC succeeds by 3 result levels. (The PC has obtained an H result on his Response Check.) The NPC gladly helps the PC, as long as he doesn't have to take a risk.

The PC succeeds by 4 result levels. (The PC has obtained a C result on his Response Check.) The NPC gladly does anything the PC desires within reason (beyond reason would include sacrificing his life or harming an innocent person).

As GM, you may adjust these reactions according to what you feel is reasonable for the situation.

Back to our policeman for an example of a Response Check:

Officer O'Malley rushes up to the house. He asks the PCs (who were shooting at ghosts) if anyone was injured, who fired the shots, and why. Then he asks to see the gun, and he probably searches the house. Now the Response Check comes into play; the officer has sev-

eral unanswered questions. What was the PC trying to shoot? Why are they at the mansion in the first place?

Doctor Tom Simpson is a very honest fellow. He's going to have trouble making up a story about this one. He conjures up a tale about visiting his old childhood home and says that a rat startled him in an upstairs bedroom. Because Dr. Tom is Lying or Conning, his player will roll a Specific Personality Check. Because Tom is basically honest (he's a bad liar), the GM applies a -5 modifier to his roll; because the story is somewhat unlikely, another -10 modifier is applied. With Dr. Tom's Personality Score of 67, his player's Target# on this roll is 52 (67 - 5 - 10 = 52). Well, O'Malley is a fairly sharp policeman; his Perception Score is 70. Dr. Tom's player rolls a 44, for an M result, but the GM rolls a 22 for O'Malley, for an H result. The perceptive Officer O'Malley knows that Dr. Tom is lying; he puts handcuffs on him, and suggests that the rest of the group come with him down to the station.

Aside from those situations covered by Situation and Response Checks, there is at least one other—albeit shady—way that PCs interact with NPCs.

Bribery

It does happen; sometimes money talks better than a PC with a Personality Score of 90. At times, PCs may have no other choice but to use bribery because of their unusual opponents and the secrecy of their mission. Sometimes, a bribe or two doesn't hurt, perhaps to a border guard or to a librarian in charge of secret documents. No matter where or when an attempted bribe takes place, you should use the following steps to see what happens:

1) Allow the PC to make the bribery offer.

2) Assign a base chance of 30 for dishonesty for the NPC. Modify the base chance by the PC's honesty and profession, and the frequency of bribe attempts; the result is the Target# for the attempt. The modifier can be greater or less than this (GM's discretion).

3) If the NPC is honest (70 percent of the time, according to our guidelines), he refuses the bribe, and he has a good chance of being outraged by the offer. To check, make another percent roll; if the number rolled is 30 or less, the NPC is outraged ; if the number is higher than 31, the NPC simply refuses outright. An outraged NPC attempts to report the bribe and turns "the briber" over to the police or other authorities.

4) If the NPC is dishonest, he may not think he's been offered enough. The chart below suggests the minimum payment that such an NPC expects, according to his profession:

Bribery Chart

Payment+	Profession
$10	Soldier, guard, militia, police, civil servant
$100	Military or police officer, minor politician
$1,000	Higher ranking officer, political appointee, judge, lawyer, professional, executive
$10,000	Mayor, governor, general, high court officials, treasurers, bankers
$100,000	Ministers, heads of state

You should use your judgment if the bribe is not money, but an item; the item's value to the NPC is more important than its market value. A professor, for example, who would probably not accept a bribe of less than $1000, might be swayed by the offer of a $300 rare book if it is one that he could use in his studies.

5) If the bribe is too low, roll another check for NPC outrage, following the rule in the preceding Step 3.

Normally, NPCs will not perform illegal actions that threaten their lives. Nor would they risk their safety or their jobs beyond reason.

Creatures

Since a Beast Within scenario is a journey into horror, your use of monsters and creatures can make a huge difference in how much your players enjoy the game. Each creature should act in a way that produces the most terror. A rigid system of required actions would interfere, locking creatures into unwanted reactions. Controlled monsters and creatures (such as the animated dead version of a zombie) follow the commands of their master. Intelligent creatures should be played as cunning and thoroughly evil beings.

While most creatures from the Unknown are followers of the RAX, PCs may have reason to negotiate with them from time to time. You should allow this only rarely, and in the most extreme situations.

To determine creature reactions, use the normal NPC system described previously (p. 100). Even if the result is very favorable, creatures never agree honestly to give up their goals or possessions; they never "mend their ways." A positive reaction probably means the creature is lying to buy time.

NPCs and the Unknown

One of the most difficult forms of persuasion that PCs can (and will) try is to convince NPCs that something unusual is happening in the area and that whatever it is has no "natural" cause. It's going to be terribly hard to make a level-headed, practical policeman (like Officer O'Malley) believe in ghosts

or werewolves. You, as GM, should make sure that this kind of persuasion remains difficult by having all evidence of the Unknown either vanish mysteriously or assume a form that is easily explained away.

However, to be fair, many people throughout history, even today, are open-minded enough to listen when others talk about the Unknown or claim to have encountered a creature from the Unknown. During the game, finding the person who will give them the benefit of the doubt might be a great help to the PCs. The odds are slim indeed, but it is possible to convince someone. Therefore, whenever a PC tries to persuade an NPC that something supernatural really has happened, roll 3D10 (or 1D10 three times), and use the following steps to determine his success:

1) If the first die shows 1-9, the NPC does not believe any part of the story, no matter how well the case is argued. If the number rolled is "10," however, that sureness is a bit shaken. The NPC is willing to listen; go on to check the second die if the result of the first die is "10."

2) If the second die reads 1-9, shaken is all the NPC will be; he'll probably have the whole experience explained away by tomorrow morning. If the result on the second die is "10," the NPC believes there may be something to the argument, though he'll still try to find ways to explain away the situation; go on to the third die roll if this is the case.

3) If the third die reads 1-5, the NPC is an open-minded nonbeliever; if the die reads 6-8, the NPC is a believer who will give verbal help; however, on a roll of "9" or "10," the NPC is convinced. He can, in turn, attempt to persuade other people he knows by using this same method. A convinced NPC may be recruited for SAVE, and, if you choose, used as an NPC envoy in further scenarios.

Reactions in Different Groups

Large organizations stand in the background of any Beast Within scenario or campaign. Just as in our own society, people belong to larger groups than their families and to smaller groups than society as a whole. If you are drawing up a large campaign, you would do well to consider how some of the following groups might react to a bunch of people running around chasing monsters and the confusion that the chase might cause.

Civil Authorities: This group generally includes people who work for the local, state, or national government. If they are well-intentioned (and this is up to you), they are most concerned with seeing that the area they govern remains stable—that citizens are not harmed and do not panic. They usually do not believe in the Unknown, explaining away crimes of the Unknown as the work of madmen or terrorists. They are not likely to cooperate with PCs.

Police: The police want to keep their community safe. They do not believe in the Unknown; they have seen too much madness and cruelty in the normal world to look for supernatural villains. They are not likely to cooperate with PCs and will oppose them if the PCs' actions lead to lawbreaking. They may, however, be convinced that a psycho is on the loose.

Clergy: Members of the clergy are concerned with the spiritual well-being of their community. Although they are as devoted to the fight against evil as the members of SAVE, clergymen often do not believe in the existence of creatures from the Unknown (though a few among them might be more open-minded on the subject than those in other walks of life). Clergy who do believe in the Unknown and the Art never confuse this with their religious calling; unlike members of SAVE, their fight is with spiritual evil, not creatures.

Military Authorities: These people protect citizens from foreign powers, and though many creatures of the Evil Way might be considered "foreign powers" in a strange sense, the military is more inclined to decide that disturbances are the work of terrorists and other foreign enemies. Military authorities do not cooperate with PCs, and if the PCs create a disturbance in society, they may even believe the PCs are spies or enemy agents!

Business Community: These people seek to maintain "business as usual." They will be disturbed by any horrible occurrence that threatens to upset life in the community; business suffers when people panic. Used to dealing with the daily realities of profits and losses, these people rarely believe that such horrible occurrences could be the work of the Unknown.

Press: Responsible journalists will stick as closely to facts as possible—facts of the normal world—not news from the Unknown. Unfortunately, those journalists who would report the actions of PCs work for much less responsible media; these folks don't care what they print as long as it sells and would be concerned more with sales than with a fair account of the story.

Public Opinion: The opinion of society at large resembles those of the groups above; people are likely to become alarmed if evil things happen, but they tend to feel that the causes lie within the realm of the Known world (or come from outer space). Very few people

know about the existence of SAVE, and SAVE would prefer to keep things that way; if its members were highly visible, they could not do their jobs as well.

These notes provide only simple guidelines for you, the GM, if you want to create a rich background for your campaign. If you like, you can use the situation check system (p.100) to determine reactions of a group in general. However, you should remember that just because an NPC is a member of a particular group doesn't mean he shares all of the group's opinions. One reporter is as different from another as one policeman is from another.

Furthermore, reactions of the groups above vary from country to country and from century to century. Much depends on the place, time, and beliefs of a society. So as a good GM, you must research the background for a scenario before play begins, making it consistent and realistic for your players. The more realistic the background, the more frightening it is when something strange and fantastic intrudes.

Legal Problems

Sooner or later, envoys will probably run afoul of the law during a scenario. Should their Situation and Response Checks go awry, they may be charged with a crime and placed on trial. In such cases, you should have each PC make a General Luck Check; failure indicates that the PC is convicted and sentenced. (Sentence length is left to your judgment based upon the crime, the era, and the government involved.) A successful check means that the verdict finds the PC "not guilty." The trial procedure (after arrest) for misdemeanors takes 1D10 days, for felonies, 1D10 weeks. Yes, that's a pretty speedy court system, but unless the players want to role-play a trial, this guideline helps the campaign or scenario move along. Except for the most heinous crimes (murder, etc.), the arrested PC will be able to be out on bail (D% x $1000) pending trial, but subsequent trouble pending trial will lead to holding without bail.

Player characters who have the Law or Investigation Skill can aid in another character's defense. Each favorable witness discovered by using one of these Skills gives the defendant a +10 modifier to his Luck Score in the check described above. The Savoir-Faire Skill or bribery may be used to reverse a sentence or get the defendant a suspended sentence.
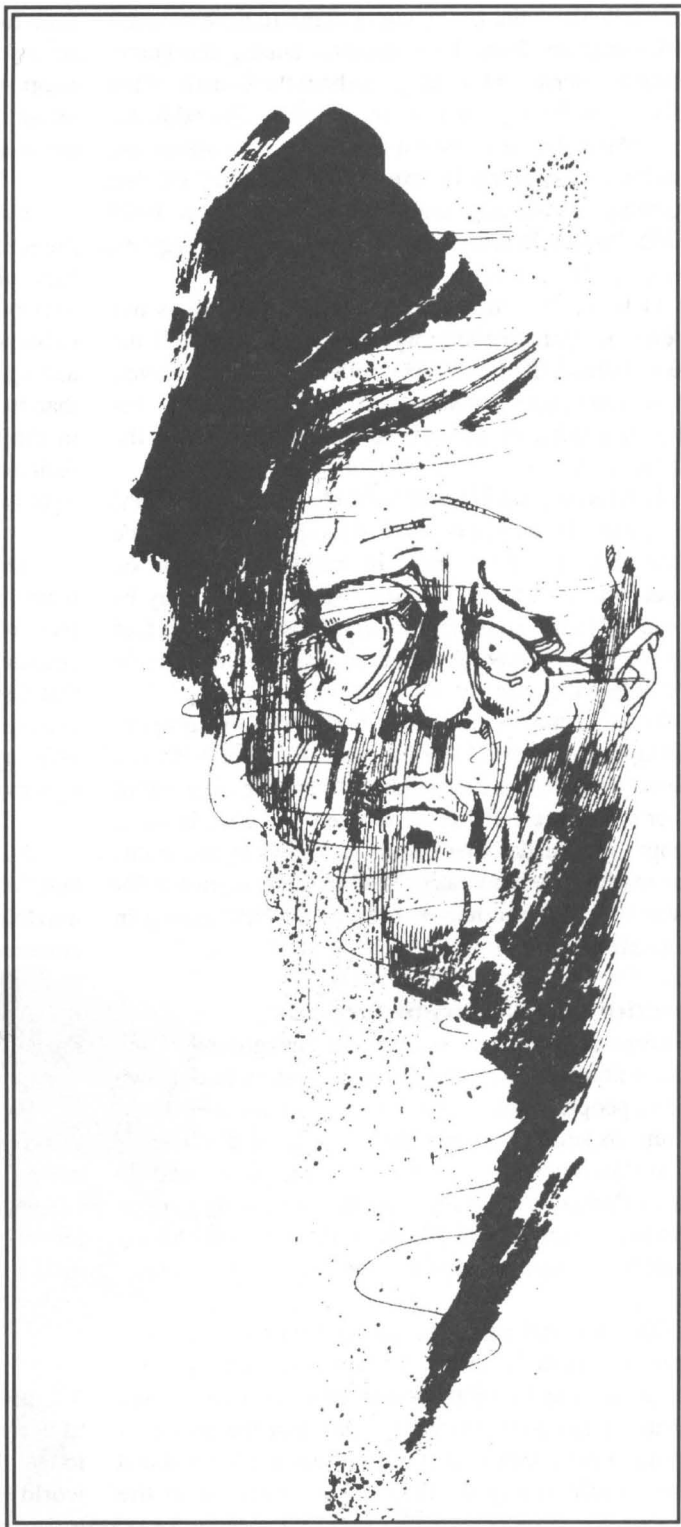
Running the Game

Once you are familiar with the rules, you might want to try your hand at running a game. Being the gamemaster is a great responsibility, but it can also be very rewarding. This section contains advice to help the gamemaster be the best at what he does.

If you're new at running a role-playing game, read the entire chapter and try to keep it in mind when you're running your first few games. Even if you are an experienced gamemaster, you should still skim through this section as it contains information specific to this game that you might find useful.

What is a Gamemaster?

As gamemaster, it's your job to make sure that all of your players have a good time. Fun for a Beast Within player comes from finding a way to overcome the problem his character faces. Remember, if you run the game well and your players enjoy it, you'll have fun, too.

The Gamemaster is the Referee

The gamemaster's word is law. You have the power to ignore the result of a dice roll, change a rule, or manipulate any game situation as you see fit. For instance, if an NPC gets an incredibly lucky shot and kills an envoy in the first encounter of a long campaign, you can probably feel justified in changing the dice roll and telling the player that his character has sustained a nasty, but survivable, wound instead. Be fair and be consistent about this.

Know the Rules

As the gamemaster, you have to know the rules of the game. Whenever a rules question arises, it's your job to provide an answer to it, and if you spend several minutes flipping through this book, your players will get distracted, and you'll have ruined the carefully engineered atmosphere you've worked so hard to develop.

If good story-telling is the goal and a blend of simplicity and detail is the vehicle, of what use are complicated rules? Most obviously, the rules serve as a means of communication between the players—a sort of language. In Beast Within, a player who decides to scan an arcane tome for clues simply asks the GM what he needs to roll on the dice for success. He need not spend time with detailed descriptions of his exact actions. This simple example illustrates two other important functions performed by the rules. The rules write a little piece of the story (the rules determine, for instance, the outcome of our example character's search), and the rules provide the players with an intellectual challenge, drawing them deeper into the story. As in most games, RPG rules can be applied intelligently or unintelligently. (Do I want to

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use my Legend/Lore Skill to uncover secrets of the old pyramid, or do I want to use my Language Skill to ask the natives for help?) Players applying the rules intelligently and creatively receive bonuses and rewards. Good GMs design scenarios that challenge the players to make intelligent application of the rules.

A more important function of the rules is to simulate mechanical things that the GM and players cannot duplicate in storytelling--such as fear. If the GM is exceptionally adept, he can make his descriptions scary, just as the audience feels fear in a horror movie or the reader feels fear when reading a horror story. This, however, is surrogate fear; you are not afraid for your own safety but for the character's in the fiction. For the players to become part of the drama, they would have to feel fear as if a real vampire were about to bite their necks. Because this is not possible in a socially acceptable game, we have rules, in this case Beast Within's Fear Checks. The game's rules force the player characters to behave as if they were really facing a frightening situation.

Be Flexible

In each of the functions outlined, the rules exist only to help. The rules help players communicate, write the story, draw the players into the story, and duplicate special situations. In other words, the rules are only an aid or a tool and should be used as such. This means that maintaining the integrity of the rules is far less important than any of the GM's other goals. Do you think it is more dramatic and true to horror fiction if a bullet kills the insane old man outright, even though the rule book says you are supposed to roll damage and check wound levels? If so, then this is exactly what happens. The rules are guidelines designed to help you achieve a sense of drama, but they can't anticipate every circumstance. When the rules no longer help, discard as many as you see fit.

The Gamemaster is a Storyteller

Roleplaying is interactive storytelling. A large part of being a GM involves not only describing the setting of each scene in a scenario, but also playing the part of every person, animal, and creature the PCs encounter. In a very real sense, while your players act out the part of their characters in the game world, it's up to you to fulfill the role of everyone and everything else.

As the gamemaster, you act as the players' collective senses in the world of Beast Within. They see, hear, taste, smell, and feel only what you describe to them. They rely on you for everything, for without a world to act in, a character is nothing but words and numbers on a piece of paper. With your words and actions as GM, you can spin a tale for them to follow or weave a web for them to become entangled in.

Be Prepared

To run Beast Within effectively requires a bit of preparation. You need to know how each character, creature, or animal the player characters will come across thinks. You need to get inside each individual's head, to be familiar with what motivates him (or it), and to know how he will react in any given situation.

You must also be familiar with the overall plot of the scenario you're running and any long term goals you have for a campaign if you're running one. You need to know exactly what each NPC has been doing behind the scenes before and after any encounter with the player characters.

If you know your roles well enough, this shouldn't be all that difficult. Just ask yourself, for instance, if you were a werewolf and you'd just escaped being shot by a silver-bullet wielding envoy, what would you do? Leave town? Go back to the players' hotel, hide under their bed and wait for them to go to sleep? Obviously, the answer depends on the personality you've developed for the werewolf.

If you're sure that the creature would die in a direct confrontation, it would probably catch the next train to Clarksville. On the other hand, if it's more than a little bit angry at the envoys for disturbing its feeding habits, it might decide to ambush them at a rather inopportune (for the envoys, that is) moment.

If the creature does escape, you can be sure that it'll be back to cause the envoys no end of problems at a later date. Creatures of the Unknown have horribly long memories. They may not return tomorrow or even this year, but someday, when the characters least expect it, the creature will exact its revenge.

It's up to you to keep track of what that creature is doing behind the scenes to prepare for that fateful day. After all, the envoys might find that they can't bear the idea of knowing that *thing* is lurking around out there somewhere, and they might decide to hunt it down. In this case, you're going to need to have a reasonable idea as to where the creature is, what kind of clues it might have left behind in its travels, and what exactly it's up to right now.

Be Consistent

Closely related to the issue of realism is consistency. The world of Beast Within is a strange yet familiar place full of dark secrets for the characters to explore. If you have created a setting that is realistic enough that the players are willing to suspend their disbelief they will play along with whatever you tell them about the world. This cooperation is critical for a good game.

Maintaining consistency is fairly easy. Non-player characters should stick to personalities that you have

crafted for them, plots should be internally consistent, and you should be able to provide useful descriptions of all the scenarios locations.

Keep notes about any important decisions you make and any details you improvise during game play. Index cards work very well for this. You can write one fact on each card and keep them in a file organized by subject so that you can refresh your memory at a moment's notice. This is more work than some gamemasters are willing to do, but it makes for a better game in the long run.

No matter how careful you are to document the world you have created, your players will occasionally notice a contradiction. When this happens, try not to take it personally. Ask everyone what they remember, make an adjudication, and write it down for the next time. If you have been fair, the players will abide by your decision.

Be Dramatic

When you talk to your players, be dramatic. Try to infuse them with a real feeling for the situation that their characters are in. Ham it up, if you have to. A good GM is anything but boring.

Each time you take on the role of a different non-player character, act out the part of that character as best you can. Adopt the individual's idiosyncrasies and speech patterns. If the character is from Texas, he should speak with a southern drawl. A Carpathian vampire should have a hint of a Slavic accent. A mad scientist might have a habit of rubbing his hands together as he talks.

Show the NPC's emotions on your face. If he's nervous, his eyes may dart from one corner of the room to the other. If he's angry, it should be apparent in his eyes and his posture. It's up to you to portray the character's attitude.

It's an uninspired GM who tells his players, "The policeman walks up to you and asks what you're doing in the graveyard at this time of night. He seems angry."

A good GM would prepare his best scowl and gravelly voice and try something like this:

> *"Suddenly you hear a voice from behind you. 'Awright, buddy! Just whatcha think yer doing here at three in the mornin'? Drop those shovels now!' A bluecoat steps into the light, and the scowl on his face says he's not in the mood for stories."*

The more you get into your various roles, the further your players will get into theirs. The GM sets the tone for the entire game.
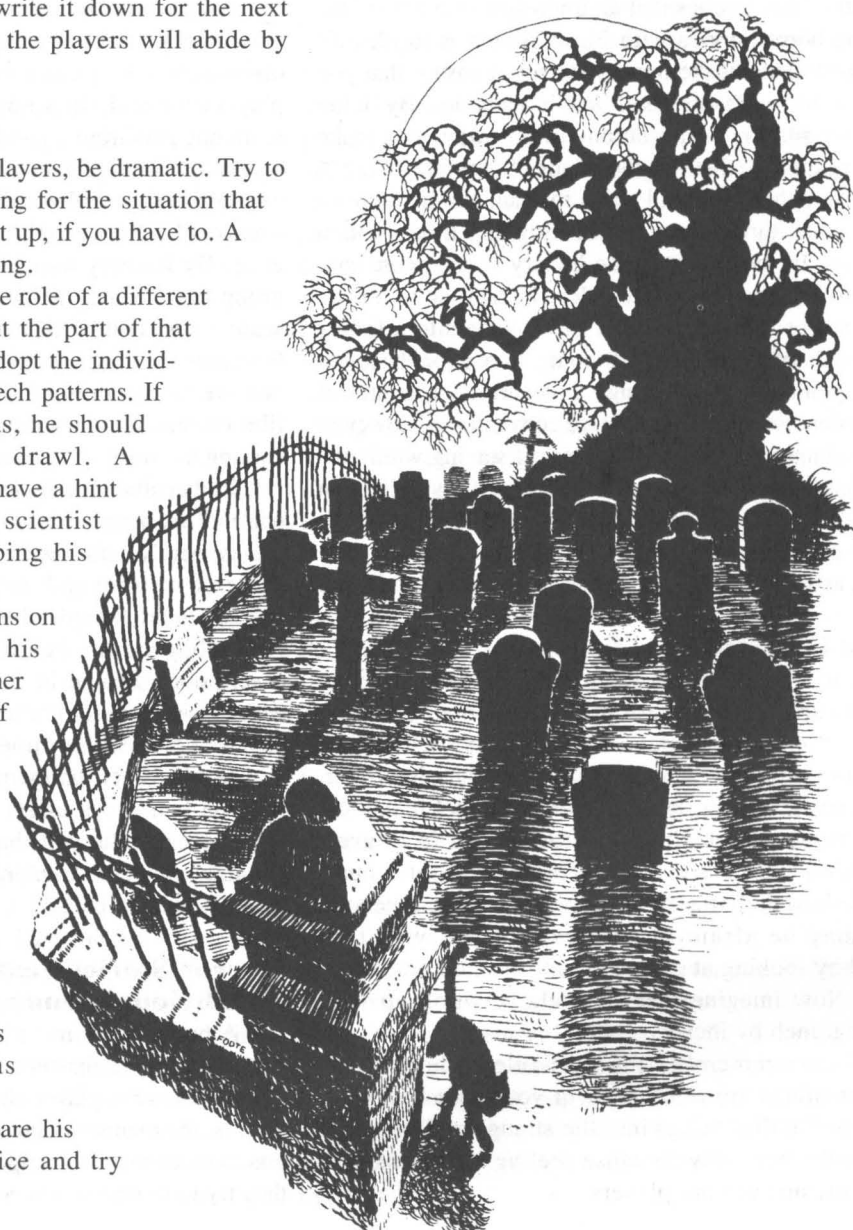
The Horror Genre

Although role-playing scenarios are certainly not literature, a few literary terms and concepts apply equally well to scenarios as to the fiction that inspired them. One of these terms is the frequently misused term "genre." A genre is a set of expectations and conventions defining a mode of storytelling. Science fiction, mystery, romance, and horror are all examples of genres. This means that each of these story forms has acquired certain conventions that an audience expects from such a story. A mystery story, for example, automatically leads its audience to believe that someone will solve the mystery by the end of the story; a solution is a convention of the mystery genre. Other genres carry their own expectations.

All of this implies that an important step toward re-creating horror stories with Beast Within is to identify the conventions of the horror genre and ensure that you maintain them in your Beast Within scenarios. By living up to the players' expectations in this way, you make the story more realistic in the minds of your players.

Although you should strive to maintain the conventions of the horror genre when designing Beast Within scenarios, be aware that in the literary sense, genre conventions are not inviolable rules. In fact, some of the finest horror stories owe their effectiveness to a timely break with tradition. As you become more experienced as a GM, you might try to design a scenario that ignores or violates one or more of the genre conventions. However, as a beginner, you are much better off staying within the boundaries of all genre conventions. In any case, you should assume that any deviation from the norm will catch your players off guard (in fact, that is usually the point), and you should design such scenarios accordingly.

What is Horror?

Fear is a product of the mind. The brain takes in a multitude of information every second, and that information is the source of all feelings. If the brain takes in enough information that is strange, improper, or unknown, it may cause the person to feel fear.

There is no one thing that causes fear in an average individual; it is always a combination of a number of these horrific elements that frighten a person. You may be afraid of spiders, but you won't be scared by looking at a dead tarantula under an exhibit glass. Now imagine that tarantula crawling up your bare leg, inch by inch. . . .

Always remember the first rule of horror: the scariest things are often right in your own backyard. Altering familiar things into the strange and inexplicable is the best way to cause feelings of uneasiness and confusion in your players.

There are a lot of little things that alone may not frighten anyone, but together can add up to a truly horrifying experience. Many of these elements are listed in the following paragraphs. As the gamemaster, you should not just concentrate on a single fear-inspiring thing, but instead integrate a number of them to create a mood that your players and you can have a great time with.

Horror Stories Scare, Shock, or Repulse Their Audience

As described in the introduction, this is the characteristic that usually defines a horror story. Many times, achieving this effect is the author's primary purpose, a circumstance that has become common in the contemporary era.

As far as the Beast Within game goes, the scare/shock effect can take on many forms. The most obvious way to include this convention is to scare the players for real (in a non-traumatic fashion; like the scare one gets from a good horror novel or film). This is a very difficult goal to achieve, however, requiring an extraordinarily skilled GM. RPG scenarios must work even harder than novels and films to scare their audience. By its very nature, a role-playing session is a group experience, and it is obviously much easier to scare an individual than it is to scare an entire group (compare viewing a good horror film in a theater, where you are essentially on your own, to viewing the same film on television with a group of friends who are discussing the story's twists and turns throughout).

Rather than attempting to design a scenario that is out-and-out scary, most GMs should aim for a scenario that is merely eerie. Eerie scenarios aim only to create a sense of mystery and menace rather than to engender outright fear. Inexplicable coincidences, rumblings of forces beyond the ken of man, and properly moody descriptions abound in a suitably eerie scenario. If the eeriness is properly crafted, the sense of horror can be achieved even without true fear.

Don't forget that game mechanics help you maintain the fear/shock effect as well. Even if the players aren't scared, the fact that their characters are scared certainly suggests fear, enhancing the horror feeling in Beast Within scenarios.

Horror Stories Feature an Obvious Menace

A horror story must feature someone or something that obviously endangers the protagonists. This menace may threaten the player characters directly or indirectly. That is, the menace might try to harm the player characters immediately or it might attempt to harm them when they try to protect someone else.

Note that menace does not necessarily mean monster or creature. A serial killer can fit this requirement, as can an appropriate animal (Cujo or Jaws), or even a natural force (in Stephen King's novel The Stand, the menace is a killer virus). Furthermore, the menace can be portrayed at least partially in a sympathetic light. George Romero's Dawn of the Dead, for example, elicits a degree of sympathy for the menacing zombies even though the creatures are amoral, man-eating killers.

Although a horror story must have an obvious menace, the exact nature of the menace need not emerge immediately. One common story structure builds up an eerie atmosphere and shrouds the menace in mystery until finally revealing it in the story's climax. Don Siegal's 1956 classic Invasion of the Body Snatchers illustrates this tradition. The movie begins with a series of strange goings on in a small town in California, and its climax comes when the menace behind these events is revealed to be a new species of pod capable of duplicating and replacing a human being with an enslaved automaton. The pods are an enigma, contributing to the film's effectiveness. The audience never learns exactly where the pods come from or how their power works, utilizing the horror inherent in a mysterious origin, which is discussed in the following section.

The Menace Always Loses in the End

Whatever the menace, the general expectation is that it will be defeated or circumvented by the time the story concludes. The audience seems to know that the vampire is going to get the stake by the story's end and that the haunted house is inevitably going to be razed. Mind you, the defeat suffered by the menace needn't necessarily be permanent. Maybe Dracula will be reborn one day, or the ghostly evil will again be unleashed to wreak more havoc. But most horror stories feature a resolution of some sort.

In the contemporary era, this convention has been violated so many times for shock effect that it barely exists. Rosemary's Baby (either Ira Levin's novel or Roman Polanski's film) and The Omen are examples of the modern tendency, which is the product of the theory that it is more frightening to leave the menace undefeated, more or less emphasizing its superiority and the power of its evil. Despite this recent turnaround, the defeat convention is important because it is also a convention of role-playing games in general. Most role-players expect to find a means of destroying the menace by the scenario's end. If you plan to take the Rosemary's Baby approach when designing a Beast Within scenario, you will almost certainly catch your players off guard. This isn't necessarily a bad thing, you should simply be aware of it. In any case, such a scenario should have an attainable goal of some sort, even if it isn't the destruction or defeat of the menace. Not allowing the players to accomplish anything certainly leads to frustration.

Somewhere between the classical approach and Rosemary's Baby is a story variation that also has become common. Moments before the story concludes, the protagonists defeat the menace, but the story actually ends with the menace being reborn or providing some clear sign that he, she, or it will be back to plague humanity again. Each of the movies in the Nightmare on Elm Street series ends in this fashion, as do innumerable lesser-known films. This sort of ending is well suited to Beast Within. The players get a sense of accomplishment after defeating the menace, while the GM gets to establish the creature's power through its indestructibility and gets a ready-made villain for a future scenario in the campaign.

In any case, the defeat convention raises an important question. Many stories that kill off the menace also leave its origin in doubt, as in Invasion of the Body Snatchers, mentioned previously. Though relieved at the demise of the menace, the audience walks away wondering where such a horror came from. Generally, the answer to this question is "from the nature of the universe itself," making the mysterious origin a greater horror than the menace itself. These sorts of stories usually go to great lengths to establish an air of mystery and foreboding in order to expand the scope of the threat beyond the obvious menace. What is typically scary about such a story is not only the menace itself, but also the thought that such a creature could exist in the first place. Where did Dracula and his brethren come from? How could he exist on our world? And if Dracula exists, what other horrors are crawling around in the dark that we have yet to discover? And where did those come from? Bram Stoker was certainly aware of all these implications, as were Mary Shelley and Robert Louis Stevenson. In fact, the modern cinema's fascination with Devil stories (The Omen, Rosemary's Baby, and The Exorcist) may be, in part, a typically Hollywood attempt to outdo the horror classics by ditching the villainous equivalent of pawns, who were their menaces, and pitting the protagonists against the pawns' master, evil incarnate.
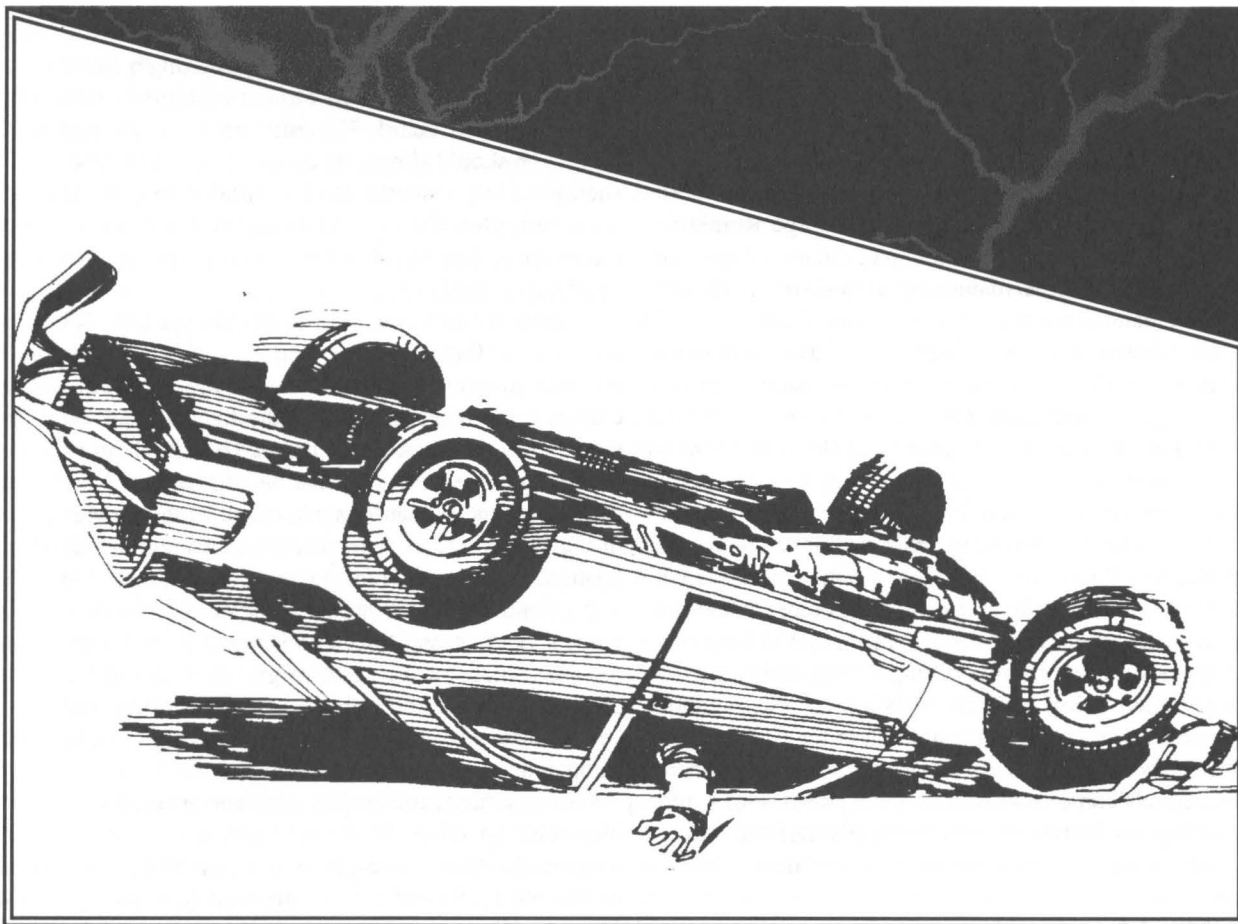
Defeating a Menace
Carries a Great Cost

Even when the menace is defeated, its defeat is not inconsequential. It would be very difficult to scare, shock, or repulse if it were. Evil is meaningless when robbed of its consequences. Typically, the protagonists of a horror story lose their lives or futures, the lives or futures of loved ones, or at the very least, their innocence. One of the primary differences between the antagonists of horror stories and those of other action/adventure genres is that the horror antagonists are always more than just a threat.

Thus, if a GM follows the conventions of the genre faithfully, he could end up with an excessive character mortality rate. You can solve this problem by making your stories so interesting that no one minds that his character occasionally dies or you can make the protagonists pay with something other than their lives. Possibilities include the protagonists' futures (no one believes lunatics who swear they hunt down vampires and werewolves, so the PCs are all fired from their jobs and shunned as outsiders) and the lives or futures of loved ones.

Horror Stories Profess
a Simple Morality

Finally, most horror stories feature a black-and-white morality. Everything is either good or evil. In the realm of horror, there are none of the moral ambiguities that muddle up the real world.

This convention actually makes the GM's task quite a bit easier. In a horror story, there is rarely a need to create a motivation for the menace. Why does the werewolf attack and kill its victims? Because it's evil, that's why. If you've done everything else correctly, your players will probably be more than willing to swallow this little bit of absurdity. Dracula, Mr. Hyde, and Freddy Kruger are all evil. Professor Van Helsing, Dr. Jekyll, and the children of Elm Street are all good. There is absolutely no mistaking the two.

This black-and-white morality isn't confined to the main characters in the drama. Even the bit players populating these stories generally fit into one category or the other.

The stringent morality of horror fiction is different from the stringent morality that guides network TV cop shows or superhero comics. Because the menace of a typical horror story is so thoroughly evil, the protago-

nists and their supporters need not be as pure as the driven snow. A thuggish brute who wholeheartedly endorses violence can easily be the hero of a horror story. The mere fact that the hero wants to destroy the menace is often enough to qualify him as good in the eyes of the audience.

Elements of Horror

Isolation

Players are a lot easier to scare when their characters are physically cut off from normal society—and help. Isolation effectively removes a character from the safety and comforts of that which the rest of humanity enjoys. Because SAVE envoys belong to a secret organization, they are already isolated from the rest of society, and the chance that they'll be able to convince anyone else that there's a monster running around loose is extremely slim.

Isolate your players physically and mentally from the rest of the world. Have their car sabotaged or destroyed when they're fifty miles from the nearest town. Steal their radios. And most importantly, don't let them find out about it until it's too late for them to do anything about it.

Lighting

Darkness is bad, but poor lighting can be even worse. On a moonlit night, a character might be able to barely catch a glimpse of something leaping behind a tombstone just before a cloud obscures the sky. Similarly, flashes of lightning can allow a character to see something for only an instant, showing him that the figure is slowly working its way in his direction.

Mystery

Keeping the full nature of the enemy a secret really builds suspense. Expecting to eventually run into something of an unknown level of power can be more frightening than actually confronting it face to face! Allow the players to gain enough information to feel like their characters are making progress, but at the same time they should never have a complete grasp of everything that's going on—at least not until the end of the scenario.
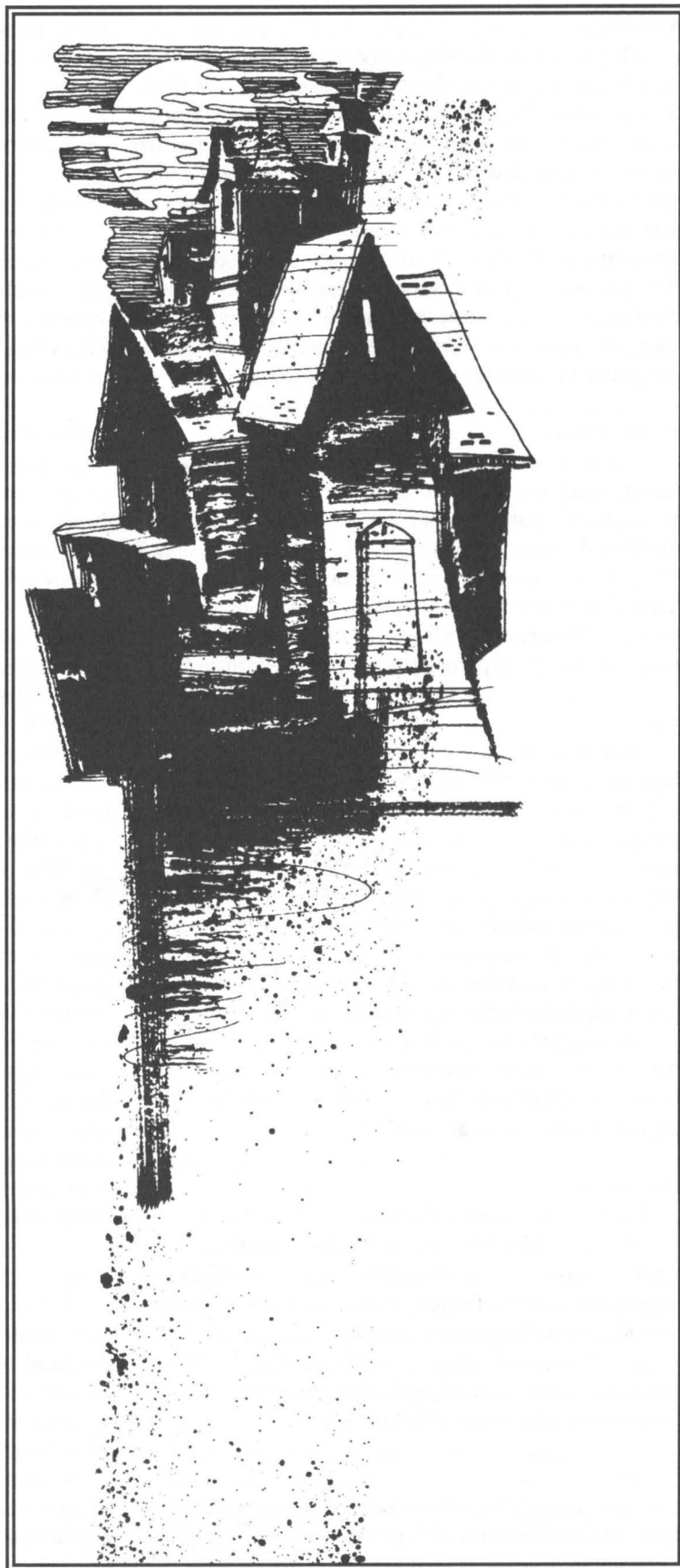
Reversal

One time that it's okay and even recommended that the players feel safe, or that they have control of a situation, is when they really don't. Players feel genuine shock and horror when all of their expectations are proven wrong and the circumstances suddenly turn against them. For example, imagine being trapped in a dark room all night, afraid to go outside because of the scratching at the door. With the dawn, the scratching abruptly ceases. You cautiously open the door to peek outside, and see that nothing is there. You close the door, but your sigh of relief catches in your throat as you notice the slash marks on the *inside* of the door.

Spooky Places

There are certain locations where bad things are just bound to happen. Graveyards, mausoleums, the English moors, the Carpathian Mountains in Transylvania, long-abandoned houses, ghost towns, etc. A house that's been torn to pieces as if someone was looking for something can add an element of mystery as well. And just walking through a basement can make a character's hair stand on end, if the setting is properly described to his player.

Tease

In a good Beast Within scenario, the creatures seldom come right out and openly attack the envoys. In fact, actual combat with creatures of the Unknown should be a rare thing. Instead, the creatures should tease the characters, giving them the impression that they are vastly powerful (whether they are or not) and that they are merely toying with the envoys, as a cat plays with a doomed mouse. Fleeting glimpses of a leering mummy in a darkened hall; a ghost rattling its chains throughout the night, only to stop whenever a character climbs out of bed to investigate; a vampire that casually slams a character against a wall, knocking the poor fool half senseless, then laughs, turns into a bat, and flies away—these are a few favorites.

The Senses

People get scared and confused when their senses are somehow blocked off, particularly their sight or hearing. Darkness is a place where the Unknown likes to hide, and a noisy factory, for instance, is an incredibly bad place to be trapped in with a creature. The noise covers the sound of the creature's padding footsteps, and the complex maze of machinery creates hundreds of places where a beast could hide.

Things

Remember: things don't have to be supernatural to cause fear. In the real world, people get scared all of the time. Rats scuttling around beneath the floorboards, dead bodies (both animal and human) turning up unexpectedly, terrified NPCs babbling about monsters they've seen, or, possibly worse, NPCs that are obviously frightened but refuse to tell the players why.

Weather

Storms are fine things in Beast Within. They can cause dusk to come early, cut off electricity, and muffle the sounds of shuffling feet or wings beating upon a window. A blizzard, for instance, could strand the characters in a building with a creature, miles from any kind of assistance.

Foreboding

Many terrible things in horror stories have no direct connection to the central menace. These things are purely the result of the sinister atmosphere that permeates most horror fiction. Nearly everything in a good horror story casts a perceptible shadow. The overall effect of this often is to lead the audience to believe that a sinister force is at work even above and beyond the main menace. In this form, atmosphere performs the same function as mysterious origin in providing a sense of a greater horror.

This foreboding is absolutely crucial to horror fiction (and therefore most Beast Within scenarios) because most horror menaces are no longer credible when separated from an appropriate atmosphere. Try plunking Dracula down in the middle of *The Wizard of Oz* or *Annie Hall*.

Because of this need for atmosphere, good descriptions are much more important in Beast Within than in other role-playing games, where their importance is already formidable. Consequently, you should consider working out your exact descriptions of some of the scenarios most important scenes before you begin play. Try focusing on the elements that have obvious negative associations. A description of a kitchen, for example, might focus on the sharp, slightly rusted butcher knives hanging in a flimsy rack above the leaking faucet next to a half-used and corroded canister of Drano.

Gore

By definition, the works in this tradition hope to shock their audiences by depicting graphic violence. In the hands of a skilled craftsman, these depictions can achieve their desired effect, heightening the impact of an already interesting story. Works in which the violence becomes the story are less interesting.

On the story level, the one thing that every example of gore needs is a relentless menace. Continuously watching the menace graphically murder his victims gets

monotonous after a time, so most gore fiction inevitably feels a need to allow the victims to strike back. Striking back may not be so easy, however. A typical menace in gore fiction can withstand all manner of assault. In *Night of the Living Dead*, even though the zombies are shot, hacked, and burned, they just keep on coming.

One big problem facing GMs who wish to use the gore subgenre is the increased importance of descriptive skills. Gore only works if its violence is suitably unsettling, and the only tools the GM has to achieve this effect are his descriptions of the action. In Beast Within, GM descriptions are already of crucial importance. The gore subgenre only compounds this problem, and it is consequently recommended only for GMs with vivid imaginations.

Setting the Mood

Nothing helps people enjoy a game more than the atmosphere it is played in. The best atmosphere varies depending on the type of game you're playing, so in a Beast Within game you need to create a setting where it's easy to scare your players. Some of the ways to do this are listed below.

Keep in mind that these are only suggestions on how to optimize the atmosphere of a good game. If, for some reason or another, you can't employ some of these techniques, don't worry about it. A good GM can scare anybody, anywhere. Following these guidelines isn't essential, it'll just make things easier for you.

Play at night

You want the players to feel like there actually could be something out there in the blackness, just waiting for them to finish the session and make that long, lonely trek back home—in the dark.

Mood Music

As funny as it may seem at first, the proper background music can have a distinctly disturbing effect upon your players. (If it were at all possible, a recording of different noises and music would have been provided with this book.) Turn up the volume just a bit and talk over it when you're leading up to something big, or even if you just want to make your players nervous. Imagine the theme from *Jaws* or *Halloween* playing softly as the characters explore a mortuary at night. Good sources for this kind of music are horror film soundtracks.

Sound Effects

Sound effect tapes are also highly effective, especially if the players don't know about them ahead of time. If you can manage to push the tension in the room to a fevered pitch and then play a recorded scream as loud as you can, your players will jump right out of their seats. Much more effective than telling them they hear a scream, don't you think? Other good effects to have are squeaking or slamming doors, creaking stairs, loud scratching noises, rattling chains, blowing winds, thunder, etc.

Character Voices

Use different voices for different characters, and speak as the character would in the situation he's in. Whisper conspiratorially when telling secrets, stutter when the character's scared, whine, screech, mumble, groan—roleplay as best you can! Giving each NPC a slightly different voice makes each of them that much more identifiable and real for the players.

Use props

A photo of a cousin that no one else in the room has ever met could serve as a picture of a missing man, handed to the players by his distraught wife. Wear different hats. Dark glasses make a character harder to read, and might make the characters suspicious as to what the wearer has to hide (like a black eye, for instance). There are many things you can do here. Just remember that NPCs should add another layer of realism to the game and assist you in entangling your players in the world which you've weaved for them.
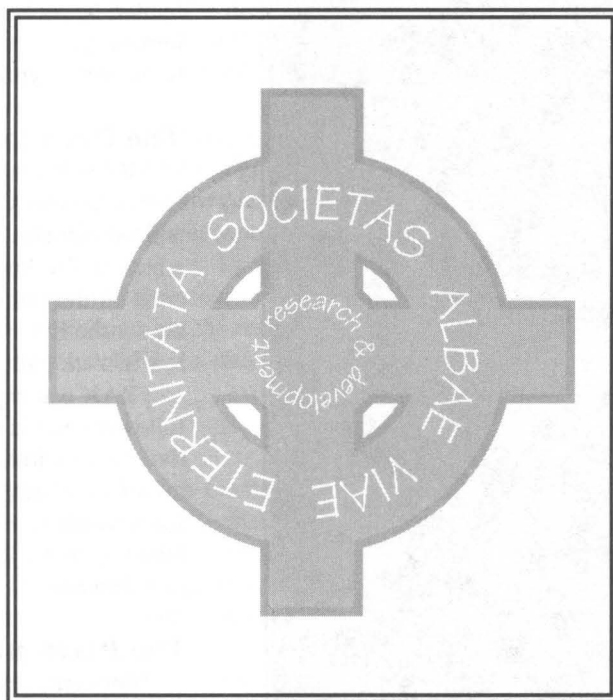
The Feral World

To most, the world is everything you dream it is. People live, love, work and die. The cities of mankind cover the globe in industry while unstoppable juggernaut of science conquers the universe. All of the details you need to describe the lie can be found in the propaganda of the everyday.

Nothing is what it appears to be. Twilight has cast a long shadow across the earth and the secret masters slither in the dark places where mankind dares not look.

Know your Enemy

Before the shadow mankind was the hunter, but now he must learn to survive as the hunted, prey for all manner of horrific creatures from beyond the veil.

The Dark Lord

RAX is an extremely powerful extradimensional entity that has limited omniscience and omnipresence in his sphere of influence, which is also known as his shadow. His influence on the mortal plane is directly responsible for the Evil Way and the shadows who follow its dark path.

RAX can experience the sensations of his followers and is an aberration of their collective unconscious. As shadows are the nightmares of mortal man, RAX is the dream of shadow. He rarely manifests and can only be killed by destroying all of the dark dreams that give him life.

The Black Bishop

For centuries, RAX and his minions have been trying to force their way into the mortal plane with limited success. Without the direct intervention of RAX most of the creatures could not even exist beyond the embrace of his shadow.

AZAR is the first lieutenant and high priest of RAX and is also known as the Gatekeeper and the Black Bishop. When the Shadows finally summoned their master it was AZAR who steeped across the portal to act as herald.

AZAR is able to communicate directly with RAX and can compel his master to manifest if need be. RAX is an alien entity with no conscious ambition but AZAR is a cunning manipulator who has used his masters power to subjugate entire worlds.

AZAR is a shapechanger who can assume many forms, but all are dark skinned and all are blind. He sees through his master's eyes and can sense evil in all its forms, savoring sin like a gourmet. His most common shape is that of a man in voluminous black robes covered in serpents and limned in flame. When he speaks the winds grow still, lights dim, children cry and women weep. His passing is heralded by disasters and his presence brings insanity and death.

AZAR is served by the Black Robes, a brotherhood of powerful sorcerers strong in the Way. They have bartered individuality for immortality and think and act as one.

Life During Wartime

For those who have freed themselves of the dream life is very dangerous indeed. All manner of horrors walk among the sleepwalkers who are blissfully unaware of their constant peril.

Simply surviving may be challenge enough. Pretending to be a sleepwalker when in public is a good idea, but is easier said than done. The shadows are a cunning lot who are far more familiar with deception than their mortal prey.

The nightmare is everywhere. It is a struggle to resist interfering with its murderous whims but the resistance is forced to choose its battles carefully lest they be overwhelmed...

The World of Tomorrow

The Feral World campaign takes place in the near future. The setting assumes that technology continued to advance and urban decay continued to eat away at the big cities. There have been few major breakthroughs and none have been implemented on a large enough scale to affect the standard of living.

For the most part the world of tomorrow looks the same as the world of today, only darker...

The following section contains a brief summary of a few of the more common manifestations of shadow. Use them to create adventures in the urban nightmare of the Feral World.

Wolfpacks

In the dream, gangs of street toughs are sometimes called Wolfpacks by the unwary. What the sleepwalkers don't know is that beneath the hardened features of these "lost boys" are the fangs and fur of true lycanthropy. Werewolves, like their lupine cousins, tend to run in packs. In urban environments, these packs resemble gangs with alpha-male warlords. Many of the ancient traditions of the wolf have carried over to the modern age. One of the most brutal to "civilized" is the

instinct to drive out the aged, the weak, and the infirm; to keep the pack young and healthy. It is sometimes possible for an outsider to win a place with a wolfpack by overcoming the warlord in single combat, but this is incredibly dangerous as such battles are always to the death. The body of the loser is torn to shreds and devoured by the pack.

Parasites

Vampires live for lust. They devour the chosen essence with unparalleled fervor. Gone are the days when the Carpathians can cloak themselves in nobility and lurk in towers of stone protected by mortal minions who worship them like gods. The old ways remain, but the towers have changed. Most vampires prefer boardrooms to crypts, and helm the wheels that drive the dream machine. Under their indelicate guidance, the shadow may draw what it needs from the world of man while keeping the prey trapped in a rat's maze of meaningless ambitions.

Artifacts

Though the world chooses to deny it, magic has existed longer than thought. Since the dawn of dawns, there have been creatures like the shadow, who can move between worlds and whose will can warp reality. The passing of such powerful creatures often leaves unmistakable evidence of their existence in their wake. Some of the "evidence" takes the form of objects with form or power that defies rational explanation. Desperate to maintain their fool's paradise, modern man dismisses or destroys anything they encounter, which does not fit in with their preconceived notions of existence. Many of the artifacts that have survived this unintentional purge are imbued with miraculous powers that shred the mundane. In the proper hands, these artifacts can be powerful tools for light or shadow.

The Living World

Certain druidical sects and North American Indian tribes have understood one of the strangest mysteries of the magical world. Where there is magic and identity, there is life and not always life as we know it. A burial ground used for generations by the faithful will eventually achieve independent essence and survival instinct. The favored weapon of a serial killer could also awaken to find itself with an insatiable thirst for blood and meat. These truths are terrifying to the uninitiated for they present an unfamiliar enemy in the most familiar surroundings. In the feral world, you must be wary of all things for the shadow has touches not only man but the tools he too often relies on to defend himself against the coming night.

Books of Power

Truth is a more powerful bane than any weapon devised by human hands, but knowledge can burn, presenting dangers of its own. Visionaries, both mortal and otherworldly, have fathomed many terrible secrets across the span of time. These secrets are sought out by investigators who know the truth and are often compiled into tomes or grimoires. Many of the grimoires were unearthed by SAVE and have been reproduced and distributed to field operatives across the globe. Of the myriad tools available to his mortal foes, RAX fears enlightenment most. There are hymns that throw wide the vale; poems that blind him; sixteen mysteries that cause him pain; and three words that can kill him. Lesser mysteries empower the wise in less profound but no less effective ways. Minions of shadow search tirelessly for the most dangerous of these works, which may be SAVE's last best hope to reclaim the world.

The Walking Dead

Born shivering into a cruel world, mortal man has always suspected that death was more than the end of life. Countless religions offer a broad spectrum of speculation, but most avoid the prospect of living death. As the shadow deepens, the twilight world of the dead draws ever closer to the putrid breath of RAX. Many minions have the power to provoke malignancy in the deceased. All manner of walking corpses populate the feral world. So vast are the armies of the undead that they have become the storm troopers of endless night. Most wicked are those lieutenants who use the fallen to orchestrate the demise of those they loved in life. Even the resolute of mortal soldiers will hesitate when faced with the putrid nemesis that was once a wife or a brother.

Animatons

The waking essence of shadow is lodged deep in the sleeping earth, a cancerous tumor that threatens the light and the life. The touch of magic and the will of RAX can awaken these lurking terrors, which will manifest themselves however they are able crafting nightmarish husks from the ruins of the mortal world. Terrible giants of twisted wreckage, these creatures roam the dreaming in search of prey worthy of their monstrous attentions.

SAVE

"I was sixteen when the world went mad.

My youth was wasted learning the comforting lies that keep us complacent, but the first tremors of adulthood brought new insight. Strange shapes moved through the shadows like nightmares, taunting me from the safety of my disbelief.

When the Wolf took my sister I knew I had to do something. No one seemed to remember her but me. My parents had forgotten and when I showed them her clothes they decided I was 'troubled' and needed counceling.

Only Uncle Pete and his friends seemed to understand...

What is SAVE?

Only a few have seen the world as it truly is. SAVE is an organization whose members believe in the unbelievable, do the impossible and stop the unstoppable. They know that there is more to the world that meets the eye and they are dedicated to driving the shadow from the earth. In the feral world, SAVE is the last, best hope for mankind.

Objectives

SAVE is an organized resistance movement whose leaders have established very specific objectives that determine their activities. The following are the most important;

- **Fight RAX and his Minions**
- **Awaken the Sleepwalkers**
- **Arm the Awakened**
- **Educate the Unwary**
- **Establish Sanctuaries**

Fight RAX and his Minions

In essence, all of these objectives are ways the SAVE resistance fights the Shadows. This objective refers specifically to direct confrontation against the minions of RAX. There are other long-term objectives that are more important to the survival of the human race, but unless SAVE keeps up their attacks the enemy will become to powerful to overthrow.

There are many levels of confrontation and SAVE has fought the enemy on all of them.

SAVE maintains teams of envoys with special combat training called Harrier Teams. Harrier Teams are recruited for their w and are armed with the most dangerous weapons available to SAVE. These units are used as strike teams to accomplish special objectives quickly and efficiently. Because Harrier Teams meet the enemy head on on a daily basis, the envoys have a tendency to be more 'high strung' than other envoys.

Awaken the Sleepwalkers

One of the most terrifying aspects of the invasion is that very few people know that it has happened. Those who cling to the dream of rational thought are unaware of the horrors that surround them. These pitiful drones are eternal victims who wander blindly through their empty lives.

SAVE realizes that they have to awaken as many sleepwalkers as they can if they are going to have a chance against RAX and his minions. Over the years-they have been directly responsible for making tens of thousands aware of the waking nightmare their world has become.

There are two methods employed by SAVE envoys to awaken sleepwalkers. The first is an attempt to awaken as many people as they can in one bold stoke. To do this, they stage some kind of public confrontation with the unknown that will challenge the onlookers preconceptions.

The second method is more deliberate and time consuming, but ultimately more effective. Similar in many respects to deprogramming, a single subject is restrained and forced to face the horrors that his mind has rejected for so long. This technique is very difficult as it can lead to madness so it is usually overseen by a SAVE psychiatrist.

Arm the Awakened

Those few who have shaken off the dream of life and have managed to see the truth are still little more than victims unless they can get their hands on weapons with which they can fight back. One of the missions of SAVE is getting weapons to the awakened so they can defend themselves.

The shadows have made a half-hearted effort to ferret out any remaining caches of weapons and dispose of them but there has not been a concerted push on this front so far. There are two reasons for this - first, maintaining the illusion of normalcy in some areas requires the existence of any weapons the sleepwalkers expect to have. Second, it is widely believed that RAX is amused by the feeble resistance

Teams of SAVE envoys are periodically assigned to liberate weapons from sporting goods stores, police stations, national guard armorys, gun shops and the like. Despite their puzzling reticence to simply destroy these weapons ahead of time, the shadows keep a close watch on any caches they are aware of and are quick to act if they realize their prey is trying to take them.

Once the weapons have been collected, SAVE begins the arduous process of trying to distribute them to the right people without attracting the attention of the enemy.

Educate the Unwary

Knowledge is power, especially where the supernatural is concerned. Automatic rifles may keep some shadows at bay, but doing real damage requires specialized knowledge that few humans possess. For centuries SAVE has collected exactly this sort of information, gathering ancient tomes in massive libraries. With the coming of RAX,

Educating the awakened populace is a tricky business. The shadows know how dangerous knowledge is and are committed to suppressing any information that could be used against them.

SAVE has put together pamphlets that contain a lot of information that can be of immediate use to anyone who has realized that the world has been taken over by the shadow of evil. These pamphlets can be reproduced in large numbers quickly and easily. Distribution can be accomplished personally by envoys but is usually more direct. Large boxes full of these tracts are regularly dumped from the top of large buildings. At times the streets are littered with SAVE propaganda.

Another method is the publication of larger works that read like textbooks that can be distributed to key envoys. Fortunately, knowledge is like a virus that can be transmitted from one awakened mind to the next. It is up to SAVE to make the spark that starts the fire that may one day light the world.

Establish Sanctuaries

When a sleepwalker finally realizes what is going on he has no where to go where he can be safe from the enemy. To humans, the world is that was once their home is now enemy territory. SAVE has established sanctuaries where the awakened can fins shelter from RAX and his minions.

Sanctuaries can take many different forms, but have a few characteristics in common such as multiple exits and a well-armed guard patrol. Most are shanty towns or tent camps that can be moved on a regular basis.

Ganesburg

What has gone before

Even before the evil consumed the world, people were dying to get out of Ganesburg. The city was in a perpetual state of depression and recession, and the Ganesburg was becoming known for having more murders annually per capita than New York. In the end, the city fell easy prey to the evil which swept the lands.

The facade was, of course, maintained as the sleepwalkers went about their everyday business while unspeakable atrocities went on around them. To them, Ganesburg remained the sleepy, slow-paced city it had always been, nestled snuggly within a short drive from two larger, more metropolitan areas. It was the railroad hub of the nation, boasting the largest freight yards in the country.

Now, the streets run wild with elements of the Unknown and the murder and disappearance rates are on the rise. The populous, of course, is rationalizing all this, and the rest of their lives, away.

Wandering Ganesburg

To those not Asleep, Ganesburg is a hideous travesty of nature and a mockery of civilization. The smell of rancid, mouldering flesh is pervasive throughout the entire city (thanks to the city's extensive rail system. See the Rails of Souls below.) Gangs of roving werewolves terrorize the "strip", and flocks of huge birds descend regularly on helpless souls at the outskirts of town. To anyone Awakened, it takes very little time to see that Ganesburg is a horror to behold.

A number of Ganesburg 's dark elements can be encountered anywhere in the city. These evil encounters are listed here, while several specific locations of twisted interest are given in the following section.

The Rails of Souls

Even for many years before the rise of evil, Ganesburg was the largest railroad hub in the entire nation. To this day, the track-layers of Ganesburg lay most of the new rail lines in the state. Their reputation however, has of late faltered greatly as numerous rail disaster are occurring in the surrounding area. The average sleepwalker, of course, commonly blames operator error or some other easily explainable cause. The true reason for these tragic accidents is far more gruesome.

In the main rail and tie yard (which supplies materials for the entire state), lurks a creature which has been ravaging the countryside, killing vagrants and wanderers, and stacking them like cord-wood in the tie yard. The sleepwalking railworkers envision these stiffened corpses as ordinary wooden railroad ties. They coat the bodies with kreasote and load them onto the way cars which take them to the worksites. The kreasoted corpses are systematically laid along the ground and great lengths of rail are placed on top of them; as massive, pounding drivers roll down the tracks driving long spikes through the heads and feet of the gruesome "ties". The new tracks remain stable for a while, the long railroad spikes being firmly driven into the ground beneath the bodies, but the weight of the trains inevitably loosen the spikes, making the tracks unstable.

This practice has been going on for years and all of the tracks running through Ganesburg are relatively new. The city is now crisscrossed with rows of mangled and defiled corpses which go on for miles, disappearing in the distance.

Local Color

Crazy Tony

Tony Bagnolia came suddenly and inexplicably Awake eight years ago. The sight of the world around him, the unspeakable creatures and the sleepwalkers whom he had known, drove him slowly mad. Eventually the sleepwalking citizenry captured the maddened Tony and placed him in a mental institution. Drugs were administered which lessened his madness and almost completely reverted his image of the world to "normal", and he was released with a continuous prescription.

Now, Tony is haunted by visions of the Waking world. He takes his medication (though irregularly) to hide from the horrors which await him should he not, but he is torn by the knowledge that his unmedicated visions might be of the world as it actually is. He stalks through Ganesburg cursing and arguing with things of the Unknown which the sleepwalkers cannot see. He even stalks and scrutinizes those who are not Awake, because he fears they may all be in league with the Unknown. The insidious fiends tolerate Tony's existence because he is afraid to take any action against them, and because they enjoy taunting and tormenting him.

Tony's maniacal drive provides him with seemingly endless physical stamina, allowing him to run at nearly sprinting speed from one end of town to the other.

Emil and his Wandering Dog Act

Shell shocked in the great conflict, Emil Emitson is a quiet, overly polite man of few (and mostly one syllable) words. Now unnaturally strong because of his insanity or the aftereffects of his battle with the Unknown (or both), Emil wanders the city performing feats of strength and acrobatics in the parks and on the streets. Accompanying Emil is his pack of mangy dogs, which he seems to have trained to perform tricks. These cute little canines are actually a pack of barghests which the sleepwalking populace sees as Emil's dogs. It is not Emil who has trained the dogs, but the barghests, in fact, who control Emil, dancing him around on bridge railings and making him stand atop flagpoles for hours at a time.

Emil's actual residence appears to be filthy and squalid, stinking of unwashed dog (and man) and littered with filth and scavenged objects. Though this might seem bad enough, to those who have been Awakened, Emil's abode is transformed into a steaming slaughterhouse with the half-eaten, decomposing bodies of animals and people lying about. When Emil himself is encountered at home, he can be found lying on the floor, with a variety of self-inflicted cuts oozing blood onto the carpet. These pools are lapped at by the barghests while Emil stares away speaking quietly and politely to no one.

Places of Interest

Though Ganesburg in its entirety is a terror to behold, there are a number of particularly sinister loca-

tions in town. GMs should feel free to add to this list of freakish encounters.

Ganesburg Mental Research Hospital

Many years ago, the Ganesburg Mental Research Hospital was the source of terrible torture, suffering and death, as early physicians and psychoanalysts practiced early mental health treatments on the insane. Later these barbaric practices were discontinued and the hospital compound was rezoned for commercial purposes. Today, with the rise of evil, GMRH has returned to the glory days of yesteryear under the experienced guiding hand of Dr. Joe SanMari.

Dr. SanMari loves his work, helping relieve the painful burdens of the lives of others. He attends all the patients of the facility himself, making the rounds through the six cot-filled, quanset huts. Though he relies heavily on his numerous interns and orderlies to help him in the diagnosis and treatment of the residents, he performs all of the research and surgeries himself. He realizes, of course, the awesome workload he has taken on himself, and tries to regulate his time by having his interns monitor the patients and the various machines they are hooked to in several rooms at once.

In his off hours, the doctor also enjoys working with his family in the SanMari Meat Market (described below), and joyfully collects the unused brains of his patients, which he pins like butterflies to the wall of his office.

The Knorvil Mummy

Alex Knorvil, husband, father, and archeologist, is dead. He returned from a dig in Egypt with several clay urns, an elaborate gold necklace and a mummy, which came to life and killed him. Burying Knorvil's eviscerated body under the barbeque pit in the back yard, the mummy has assumed Knorvil's place in the eyes of his family while he searches for the stolen necklace. Knorvil's wife and children assume that daddy moves more slowly now because of his advanced age, and help him from room to room as he goes about his daily activities. In reality, the mummy is searching the house for the necklace which he believes is hidden there. He tolerates the family's fawning and in fact they have been somewhat helpful, but he may have to kill them eventually as well.

Dr. SanMari's Meat Market and Chainsaw Showroom

The entrepeniurial spirit (among others) is alive in the small city of Ganesburg. Take for example, Doctor Joe SanMari. Not only is he the head physician of the Ganesburg Mental Research Hospital (described above), but during his off-hours, he operates two businesses on Main Street. The use-polished, hardwood floor of his adjoining stores is scattered with wood shavings. To the left of this dusty accumulation, is the SanMari Meat Market, hung with quality cuts of meat and dominated by a large, refrigerated case filled with many other choice cuts. In the back is the walk-in meat locker, filled with the source of the shop's meat.... Dr. SanMari's family, killed during his last family reunion and hung here on meat hooks so they wouldn't spoil. Because of the large turn-out for Uncle Harry's 75th birthday celebration, Dr. SanMari figures he'll have enough meat to see his regular customers through the rest of the year. The citizenry of the city notice nothing unnatural in the shop, seeing the meats as the products of cattle, swine and poultry, not Cousin Eliot, Aunt Louise and Skippy the family poodle.

To the right of the combined stores is the chainsaw showroom, the source of the woodchips on the floor. After his recent extensive experience using a smaller chainsaw in the processing of his meat, Dr. SanMari decided to provide a variety of the devices to the public (and keep a number of them handy for future use). Now, due to further experience in the meat market, Dr. SanMari is considering adding other kitchen appliances to his showroom.

Wending the Inpercievable Laybrinth

At the edge of town, in the center of a modern housing subdivision, lives a great, bloated creature who considers the new area to be his domain. He has used his skills with the Way to entrap all who enter the subdivision, and stalks them ruthlessly for his own freakish pleasure.

At first, those entering the area, in vehicles or on foot, will find the streets winding and confusing and quickly become lost. Soon, they will begin to notice other panic-stricken drivers or pedestrians wandering the same streets. As panic begins to set in, and the travelers realize they cannot find the initial street they came in on, the area will begin to take on its true appearance. Many of the ultra-modern houses have been looted and some are burning. People are seen screaming in packs through yards and streets chasing each other or fleeing some invisible horror. Eventually madness takes hold as vehicles are abandoned in search of food, shelter or safety.

The new arrivals are now suitable prey for the creature to pursue at its leisure.

The Lord of Ganesburg

Winston Montague

A powerful vampire who was turned in Victorian London during the Whitechapel murders, Winston has

always suffered from future shock. He refuses to use most modern conveniences such as cars and computers, preferring gas lights, horse-drawn carriages and smooth-bore rifles. He lives in a luxurious manor just outside of town where he is attended by dozens of servants.

Personality: Winston is not a bad man, but like many of the aristocracy of his age, he is an elitist. He honestly believes that the so-called "Evil Way" is mankind's true destiny and that he is doing his world a great service by serving RAX. He is not without compassion, but the result of his mercy is often the gift of eternal life.

Montague is a gentleman in all senses of the word. He will not knowingly engage in the "depravities" enjoyed by so many of his peers and will severely punish any of his minions who engage in such activities as torture, rape, and the drinking of blood for any purpose other than subsistence or subversion. He will always keep his word once given, a trait for which he is notorious. If he invites a guest into his home, that guest is not only safe from Winston and his minions, but he is under the vampire's protection. Because of the Victorian's unusual morality, he makes an excellent Arch-villain for an ongoing campaign. He will be more than willing to parley with his player-character foes and could easily become friends with one of them if anyone seems so inclined. A scene where a player-character is playing chess with a Victorian vampire while discussing the ultimate fate of humanity would be very effective.

Montague is also a romantic. The blood of vampires runs hot, but in the Victorian's case, his inhuman lust is subverted by his moral code leaving him with unexpressed longings that occasionally manifest as unrequited love. From time to time (every decade or so) he decides that he has found the love of his life. The "lucky" woman tends to be young and beautiful, is usually innocent, and is always unattainable. Unattainable can mean married, but it usually means that she is an enemy. Winston has a long history of falling for SAVE envoys. In practice, Montague can be involved in a Romance subplot with some important NPC or even a player-character if appropriate. Having the Victorian pursue a female PC can be an intriguing storyline that can run through the entire campaign. What a Victorian vampire considers courtship is up to the GM, but it should be grandious, gothic, and disturbing. For instance, he could start capturing his beloved's friends and converting them to vampires, granting them what he considers the ultimate gift to prove the depth of his affection. When several have been kidnapped, the Victorian will invite his intended to a lavish dinner where they will be attended by his new servants. The ultimate outcome of Montague's passion can range from

the young woman's marriage to the Victorian and her subsequent conversion to vampirism to Winston's tragic demise, but it will usually end when Montague finally realizes his love is unrequited and that nothing in his power will draw her to his side.

Montague Mansion: The Victorian lives in an isolated manorhouse twelve miles southwest of Ganesburg. His estate includes acres of land, most of which has been neglected since the invasion leaving the mansion nestled in a twisted mass of overgrowth.

Tirak

Winston's manservant is an automaton he calls Tirak. This creature is an imposing figure that stands over seven feet tall and is quite broad at the shoulders giving the initial impression of physical fitness. Upon closer examination, it is obvious that Tirak is not human. At first, it is easy to mistake the automaton for a mummy as it is wrapped head to toe in glistening black bandages. Close up, it is difficult not to notice the charnel smell the creature exudes. Montague makes an effort to dull the offensive odor with perfumes and powders, but to little effect. Tirak is actually constructed of bone and steel laced with muscle fibers harvested from men and oxen. Its muscles have to be regularly doused in blood and certain chemicals so it has no skin to expedite this process and to simplify the replacement of torn or rotten tissue. The bandages are coated with resins that keep the moisture in.

Tirak is terrifically strong and nearly indestructible making it very useful for certain unpleasant tasks that the Victorian may not want to dirty his hands with. It can only be destroyed by cutting open the bandages, ripping the muscles from the bone and steel framework, and destroying the skeleton especially the head, which contains a dove that has had its wings plucked off. The still-living dove must be burned for Tirak's destruction to be complete.

The automaton is slow-witted but has serviceable intelligence. It understands any spoken language but can respond only with nods and rudimentary gestures. Confused by complex concepts, it lacks the apparatus or insight to ask for clarification so is capable of making gruesome errors unless its instructions are kept clear and concise. An order to find the most beautiful woman in town and bring her to the manor is very dangerous. Tirak will only accept instructions from Winston unless he has been told specifically to listen to someone else, which rarely happens.

Other Powers

Though Galesburg is considered the domain of the

Victorian, there are several shadows in the area who pose a threat to his power. So far he has managed to maintain to stay on top but AZAR is displeased with his lack of ambition.

Lady Nightshade

A pack of lycanthropes hunt the outlying area. Their leader is a powerful shadow who calls herself Nightshade. The Victorian has made several attempts to rid Galesburg of her brood but to no avail.

Nightshade was once a SAVE envoy, but she crossed the line. Her knowledge of the resistance and its methods has made her a difficult opponent. She will sometimes use SAVE against the Victorian, feeding both sides information that she knows will result in a violent confrontation.

Nightshade longs for the life she lost, but tries to deny it. Though she will toy with SAVE she will seldom attack them and has even come to their aid on several occasions, claiming that her actions were motivated by her hatred of the Victorian.

Scenario: Smitten by a handsome SAVE envoy, Nightshade becomes his guardian angel. He is followed at all times by one of her wolves and is rescued on several occasions. Finally, she has her intended brought to her and reveals her feelings for him. Ultimately, this encounter leads to a challenge by a male who feels she is no longer fit to lead the pack.

Moore

A mummy who goes by the name Moore lives in a rather elegant manorhouse just outside of town where he is attended by enslaved mortals and sleepwalkers who think he is a wealthy eccentric.

Moore has served RAX longer than most and considers himself retired. He has grown tired of the endless struggle and is content to live a life of luxury.

Despite his relative apathy Moore maintains a friendly rivalry with the Victorian, one of the few shadows he considers a peer. They plan and posture and usually outmaneuver each other but occasionally their machinations are resolved violently.

Moore is well versed in the mysteries of egyptian sorcery. This can be reflected in a wide selection of Evil Way disciplines but if the gamemaster has access to the Chill Companion the magic rules contained in that sourcebook are a better choice.

Creatures

Abilities

While creatures have many of the same abilities that characters do (see p. 9-13 in Abilities), there are other things listed with their abilities that make them unique.

Evil Way Score (EWS): applies only to non-player creatures and is a replacement for the human characters' Luck Score. As GM, you use this score to help figure the creature's base chance of success when it uses a Discipline of the Way. The EWS is added together with another Ability Score (the basic ability to be used is determined by the school the discipline belongs to), and the total is divided by 3. This final score is the base chance that the creature has when using its Way Disciplines. Creatures, like human practitioners of the Art and Way, can add ability levels of Student, Teacher, or Master to this base chance, raising it by 15, 30, or 50.

Type: Creatures are also classified as Masters, Independents, Servitors, or Mercenaries. This classification is intended as a general guide for you, the GM (not as a hard and fast rule) to better understand how the creature behaves and what motivates it.

Masters are creatures that may have other creatures serving them. Masters can never have another creature as a Servitor whose EWS is greater than or equal to its own.

Independents are creatures that usually do not serve another creature and that generally do not have other creatures as servants themselves.

Servitors are creatures that normally serve a more powerful creature in some capacity.

Mercenary creatures sometimes operate on their own, and at other times they operate on behalf of a more powerful creature.

State: This is the physical state or appearance in which it manifests. This is to help you get a better idea as to how the creature will (or will not) appear to player characters. The three states are:

Corporeal: those that have a physical form.

Incorporeal: those that have a translucent physical form but no physical substance.

Gaseous: those that have no physical form but exist in a form which can readily disperse.

Manipulation: Many creatures who are classed as incorporeal or gaseous cannot manipulate objects in the Known world because of their intangible nature. These creatures cannot affect the Known world without the use of Disciplines of the Way. Some creatures however, by their nature, can manipulate objects in the Known world without touching them in a physical sense. In this context, "manipulation" does not refer to manual dex-

terity; a handless creature could still move a solid object by bumping against it.

If an incorporeal or gaseous creature can manipulate physical objects, its listed state will be followed by the word "Manipulation". All creatures can manipulate objects while in a corporeal form.

Movement: Some creatures can move incorporeally (I), in addition to the other movement ranges (L, A, & W). This means the creature has no actual physical body and can move anywhere at the rate shown—on land, in the air, or under water. Incorporeal creatures can also move through doors, walls, ceilings, and furniture without penalty—even sinking into or rising from the earth itself!

Disciplines

Each creature entry lists all Disciplines of the Way which the creature may use:

1) Disciplines the creature uses normally are listed alphabetically with the appropriate score as Student, Teacher, or Master coming before the name(s) of the discipline(s).

2) Some creatures also have automatic use of a discipline: this means that the discipline is natural to the creature and that the creature can automatically succeed in using it with no check necessary at a cost of only 1 Current Willpower per use.

3) A few creatures use unique disciplines which have not been described in the Art and the Way section. These are noted, and each is described with the creature that uses it. Some familiar Way Disciplines may also be listed as unique. Their differences will also be explained in the creature's description.

The Creatures

Apostate

AGL: N/A
DEX: N/A
PCN: (90 + 2D10) or 105
PER: (95 + 2D10) or 110
STA: N/A; (90 + 2D10) or 105 for discipline use
STR: N/A; (70 + 2D10) or 85 for discipline use
WPR: (125 + 2D10) or 140
EWS: (115 + 2D10) or 130
Attacks: 2; (100 + 2D10) or 115*
Strike Rank: 2
Wound Boxes: N/A
Sense/Fear: -20
Movement: 80' (I)
Type: Independent, Master
State: Incorporeal
Disciplines:

95/110/130 Contact the Living, Hound, Telepathy, Write
95/110/130 Animation of the Dead, Deadly Remains, Second Light, Wound
87/102/122 Change Temperature, Haywire, Wave of Fog
105/120/140 Confuse, Deadly Dreams, Dreamsend, Hypnotize, Influence, Steal Memory
93/108/128 Darken, Ghostly Lights, Quiet
105/120/140 Unique Enhanced Hypnotize

*An apostate attacks with a Chilling Touch. The Attack Score is equal to the creature's EWS. The attack is the same as an unarmed melee attack, but any C result has the additional effect of causing a wave of cold to pass through the body of the victim, leaving him stunned and gasping for breath for 1 round unable to fight, move, or use the Art.

The apostate is the spirit of a religiously devout person who died while breaking the precepts of his religion or while in violation of his holy vows. Apostates can be of any race and nationality and of any faith or religious tradition. SAVE has records of apostates who had been nuns, priests, American Indian shaman, and Buddhist monks, among others.

The apostate can become invisible and incorporeal whenever it desires at no cost in Willpower. It then moves as an incorporeal creature, even when presenting a visible manifestation. When an apostate chooses to become visible, it appears as a shifting, translucent image of how it looked while alive, and it glows with a faint light. Visible apostates often appear to carry some light source with them usually a lantern or candle even though this light source casts no greater illumination than the apostate's spectral body itself.

Apostates seem to have one purpose while in the Known world: to force other followers of their religious tradition to commit the most heinous of sins against the tradition's precepts and to die in the commission of these acts. (For example, if the apostate had been a member of the Roman Catholic faith, it might force its victims to commit murder and then suicide, both mortal sins.) The actual acts that an apostate forces its victims to perform vary, depending on the religious tradition the apostate followed while alive.

An apostate cannot be harmed by any type of weapon. The only way to destroy the creature is to destroy the focus that keeps it bound to the Known world. This focus is an item of some kind—or perhaps a small building but never anything larger—that had a great significance to the apostate while it was alive. This object is usually connected in some way with both the

apostate's religious tradition and the sin it was committing when it died. (For instance, a Buddhist monk murdered a traveler because he coveted a gold chalice that traveler owned. After the act, the monk was consumed with remorse and, as an attempt at repentance, melted the chalice down and formed it into a religious symbol. If the monk dies and returns as an apostate, this symbol could well be the creature's focus.)

Each apostate knows the nature and location of its

focus and does its utmost to prevent it from being destroyed. The apostate is unable to move the focus physically, but it certainly takes steps to prevent its discovery. If several people were involved in the same act and remained in the Known world as apostates, it's quite possible for one item to act as focus for all of the creatures.

Banshee

AGL: N/A
DEX: N/A
PCN: (120 + 2D10) or 135
PER: N/A
STA: N/A
STR: N/A
WPR: 135
EWS: (90 + 2D10) or 105
Attacks: 1; only uses disciplines
Strike Rank: N/A
Wound Boxes: N/A
Sense/Fear: -50
Movement: 100' (I)
Type: Independent
State: Incorporeal
Disciplines:
   95/110/130 Unique Steal Life Force

The banshee is one of the most dreaded and mysterious of all creatures of the Unknown. It is also one of the most dangerous.

The banshee is an incorporeal being of the Unknown. On the rare occasions when it allows itself to be seen by human beings, it appears as a beautiful, weeping young woman, often dressed in flowing, bloody robes. It then focuses on one individual and keens. While it wails, it changes appearance, rapidly aging before the character's eyes. It finally assumes the appearance of a decayed corpse then disappears.

The physical appearance and keening are part of a unique Way attack of the banshee. The keen of a banshee, always directed at a single individual, is in fact an attempt to steal the life force of the person, leaving the person "rapt." If the banshee succeeds, it steals the life force sometime during the next 2D10 hours. The rapt individual appears dead to all humans, including medical doctors. In fact, all except those who are aware of what has happened will probably insist on funeral preparations (and if the rapt character is embalmed, rescuing his life force will be impossible). The banshee takes the life force to its abode in the Unknown, beneath the earth of a dolmen. (A dolmen is a structure consisting of two or more vertical stones supporting a capstone.)

This theft is actually a unique Mental Discipline of

the Way called Steal Life Force. When a banshee keens at a character, you should roll a Specific Check for the banshee opposed by a Specific Check against the character's Current Willpower Score. Results are as follows:

- The potential victim rolls a higher result level than the banshee: failure.
- The banshee and the victim roll equal result levels: the victim immediately loses 2D10 Current Willpower and has nightmares which prevent Willpower regeneration for 3 consecutive nights.
- The banshee rolls a result 1 level higher than the victim: in 2D10 hours, the victim falls into a death-like trance and in all ways appears to be dead. In reality, when he falls into the trance, his life force begins struggling with the banshee for freedom. The victim revives in 3D10 hours, suffering a loss of 2D10 Current Willpower and nightmares as in the previous result.
- The banshee rolls a result 2 levels higher than the victim: same as previous result, but the victim does not revive for 2D10 x 2 hours.
- The banshee rolls a result 3 levels higher than the victim: same as previous result, but the victim is also hopelessly mad for 1D10 hours after revival, screaming, raving, and attacking anything in sight unless restrained.
- The banshee rolls a result level 4 higher than the victim: the victim's life force loses the struggle with the banshee and is taken to the banshee's abode in the Unknown where it becomes the creature's slave.

This keening attack lasts only 1 round. Each attack costs the banshee 50 Current Willpower.

Friends of a rapt character may rescue him through a difficult process. A group of characters, who must include at least one friend of the rapt character, must take some item which belongs to the rapt character to the specific dolmen that marks the abode of the banshee. Once there, they must topple the dolmen. This action forces the banshee to release the life force, which immediately reenters the character's body.

The restored character will be mad (as described previously) for 1D10 hours, after which he returns to normal. Should the friends of the rapt character topple the wrong dolmen, or fail to take along an item belonging to the person being rescued, the banshee may release a life force different from the one sought. This life force enters the body of the rapt character and becomes permanently insane: the original character is lost forever.

Banshees are vulnerable in two ways:

1) The inhabitants of a village or neighborhood will be afflicted with horrible nightmares and a terrible feeling of gloom for 1 to 2 weeks before the banshee arrives. Experienced characters may be able to predict its arrival from these hints.

2) The banshee's keen contains its secret name, spoken in a forgotten tongue of the Unknown. A character who has an Ancient Language Skill at Master Level (and thus has a chance to understand any ancient language) can decipher the name if he hears or records the keening and makes the proper Skill Checks. The banshee's name is very important, for it also appears in some way in the pattern of the stones which form the banshee's dolmen, thereby making it possible to recognize which dolmen belongs to which banshee!

The banshee is totally incorporeal and normally invisible, appearing only to make her keening attack. There are no known weapons or attack forms which can harm a banshee, although a Sphere of Protection drives one away and prevents it from keening, and a Mental Shield can block the keening attack.
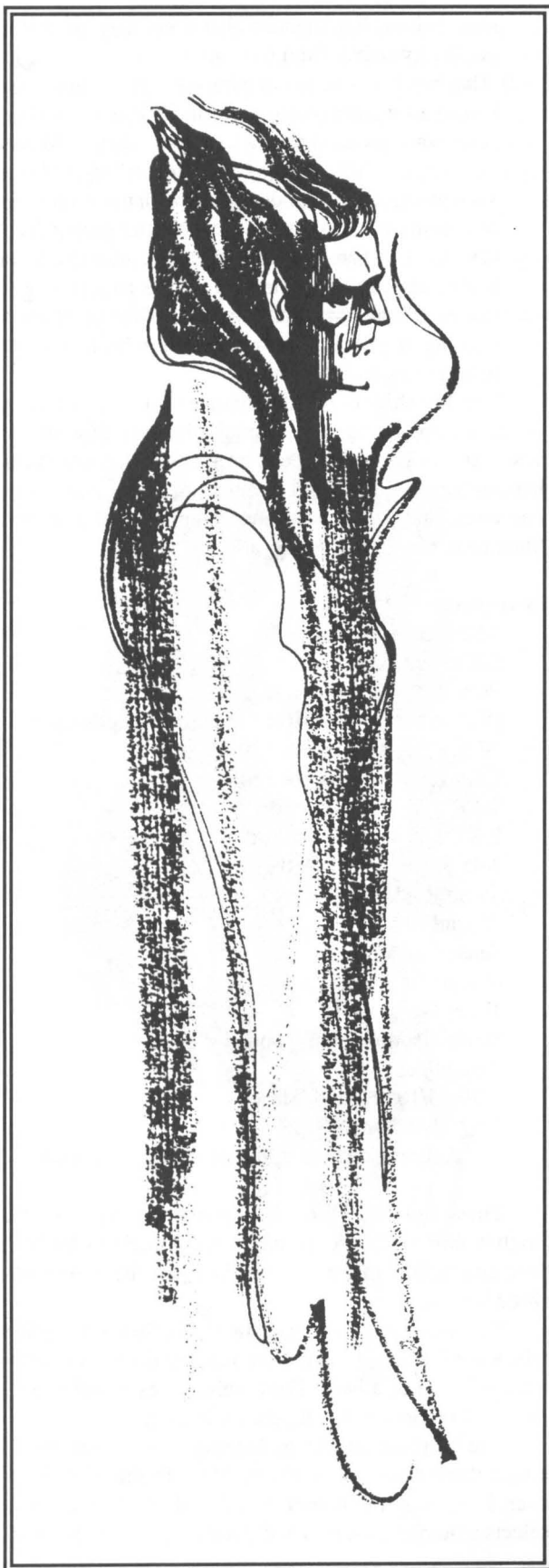
Barghest

AGL: (55 + 2D10) or 70
DEX: N/A
PCN: (60 + 2D10) or 75
PER: N/A; (50 + 2D10) or 65 for discipline use
STA: (105 + 2D10) or 120
STR: (105 + 2D10) or 120
WPR: (25 + 2D10) or 40
EWS: (85 + 2D10) or 100
Attacks: 1; (80 + 2D10) or 95
Strike Rank: 3
Wound Boxes: 30
Sense/Fear: -40
Movement: 225' (L); 15' (W)
Type: Mercenary
State: Incorporeal, Corporeal
Disciplines:
   70/85/105 Hound, Shriek
   61/76/92 Dreamsend
      Automatic Unique Manifestation (as ghost)

These hideous ghost-dogs prowl the wilds of the English farmlands, moors, and forest searching for both food and "sport" in the hunt for their favorite prey: a terrified human.

The barghest uses its Manifestation Discipline whenever it pleases, taking the corporeal form of either a huge hound or a bear. The barghest's eyes and gaping mouth glow fiery red as it pursues its prey.

The barghest attacks by leaping upon its victims to knock them down or by biting. More frightening, however, is the way the hound "toys" with its prey. Once it selects a human victim (usually a strong man in his mid-

twenties), the barghest uses its Dreamsend Discipline to create nightmares about dogs. Night after night, the victim dreams of being pursued and torn apart by packs of hound or by one large hound. Or, if the victim himself owns dogs, in his dream they become silent and begin to stalk him, their jaws drooling. Once the dreams have properly terrified the victim, the barghest tries to attack in a situation which leads to a lengthy chase before the final kill—outdoors, and at night. While it is in physical form, the barghest takes wounds normally and Stamina Loss from all forms of attacks. However, the creature cannot be killed by most physical attacks; any attack that should result in its death simply causes it to become incorporeal. The creature then attempts to use its Hound Discipline on its foe before going off to regain all lost Stamina. It can manifest itself again, completely healed, in 1D10 hours.

Oddly, the barghest fears real dogs and flees from any within its sight. Dogs are not afraid of a barghest and are not checked for animal reactions in its presence. Just as a vampire is turned aside by garlic, the barghest is held at bay by a freshly cut sprig of dogwood (no more than 3 days old). The creature cannot follow its prey across running water until 24 hours after the prey crosses the water. A barghest is destroyed forever if a dogwood stake is thrust through its belly or chest while it is still in its physical form.

Bat Lord

    AGL: (90 + 2D10) or 105
    DEX: (65 + 2D10) or 80
    PCN: (60 + 2D10) or 75
    PER: (35 + 2D10) or 50
    STA: (115 + 2D10) or 130
    STR: (75 + 2D10) or 90
    WPR: (75 + 2D10) or 90
    EWS: (120 + 2D10) or 135
    Attacks: 2; (85 + 2D10) or 100
    Strike Rank: 4
    Wound Boxes: 40
    Sense/Fear: -40
    Movement: 150' (L); 150' (A)
    Type: Master, Independent
    State: Corporeal
    Disciplines:
        150/165/185 Chill
        77/92/112 Shriek, Summon, Swarm
        103/118/138 Gnarl Automatic Change Self,
            Inhabit
        90/105/125 Unique Bride, Deadly Dreams,
            Influence
        95/110/130 Halt
        85/100/120 Blind, Darken
The bat lord is a vampire-like creature. It appears in

natural form as a 6-foot tall human with the head, arms, and claws of a bat. Its bat-like wings spread to a width of 20 feet. It can Change Self to resemble a tall, lean, old man with milky white eyes. In both forms, the bat lord is blind; it relies on a bat-like "radar system" as its primary physical sense and can be "blinded" by continuous sound waves pitched well beyond the range of human hearing.

The bat lord usually dwells in a large cavern or cavernous structures such as cathedrals or large halls, where it collects ancient artifacts of all types. However, it does visit human cities. It is also drawn to any pyramid-shaped man-made structure.

The bat lord must drink the blood of a living human once per week in order to survive. It drains blood from a human victim exactly as does the vampire (p. xx). If, for any reason, the bat lord cannot drink blood, it can survive for 1D10 weeks by summoning and devouring bats. In physical combat, the bat lord prefers its natural form, using 1 claw attack and 1 bite attack each round. It is also large and strong enough to swoop down and grab a man-sized being, carrying its prey off into the air. In human form, the creature attacks only once per round, making unskilled use of any weapon at hand.

The bat lord seems to enjoy luring its victim to an inhabited building or cave, then using other disciplines to terrify the prey before it makes a physical attack.

Unlike the vampire, the bat lord is not bound to a grave and operates equally well at night or day. It does not fear religious objects, garlic, or running water. It can enter any building uninvited and speaks all human languages fluently. When in human form, the creature climbs sheer walls like a lizard or spider at a rate of 20 feet per round.

The bat lord is the natural Master of bats of all species and can summon all bats within 1 mile of itself. Perhaps the most dreaded of all the bat lord's attacks is its use of the unique Mental Discipline Bride. Once every 10 years, the creature goes forth to choose a new human "bride." The bat lord seizes a female victim and forces her to drink bat's blood while the creature uses this discipline (50 WPR/use). The bat lord tries to use Bride until it succeeds. The varying degrees of success of the discipline indicate the varying length of time the new "bride" goes into hibernation:

- The potential victim rolls a higher result level than the creature: failure.
- The creature and the victim roll equal result levels: victim hibernates for 6 months.
- The creature rolls a result 1 level higher than the victim: 5 months of hibernation.
- The creature rolls a result 2 levels higher than the victim: 4 months of hibernation.

- The creature rolls a result 3 levels higher than the victim: 3 months of hibernation.
- The creature rolls a result 4 levels higher than the victim: 2 months of hibernation.

The "bride" awakens with a great hunger—first for insects, then for bats, and finally for human blood. After 10 years as a "bride" of the bat lord, the completely insane female wanders to the nearest city, where she goes on a bloodthirsty rampage and is usually killed by the authorities.

This human bride of a bat lord takes damage normally. If the bat lord is destroyed, his current bride is freed at once from the effects of the Bride Discipline and cannot remember the experience.

A bat lord can be held at bay by fresh wild onion plants no more than 1 day old, exactly as a vampire can be held off by garlic.

The bat lord suffers Stamina Loss normally, but can't be wounded except by mahogany spears, javelins, or stakes. If reduced to zero (0) Current Stamina but not critically wounded, a bat lord immediately Inhabits the nearest building, preferably an older one, and will regenerate and rehabilitate all lost Stamina and heal all wounds in 24 hours. A Called Shot to the heart with a mahogany spear, javelin, or stake destroys a bat lord forever.

Bat Lords as Player Characters:

Even though they are not as powerful as vampires, bat lords make particularly effective SAVE envoys because of their ability to operate by day or night. When playing a bat lord, the creature's affinity for bats should be emphasized as much as possible.

Beast Ghost

AGL: As in life*
DEX: As in life*
PCN: As in life* + 2D10
PER: N/A
STA: As in life*
STR: As in life*
WPR: As in life* + 4D10
EWS: (80 + 2D10) or 95
Attacks: 1; as in life* or 95**
Strike Rank: As in life*
Wound Boxes: N/A
Sense/Fear: -30
Movement: As in life* (L, W, A); 150' (I)
Type: Mercenary
State: Incorporeal, Corporeal
Disciplines:
      Automatic Unique Manifestation

*Refer to the appropriate statistics for the animal in
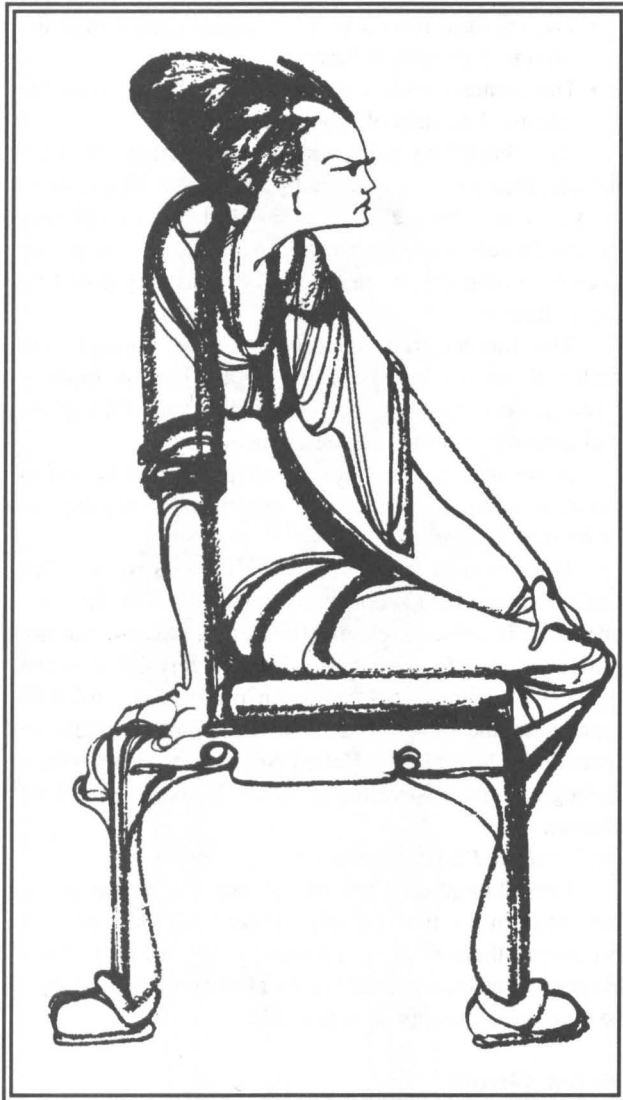
life, as described on pp. 176 - 189 of the Chill hardcover.

**Chilling Touch attack, similar to common ghosts.

It is said that the transition from living beast to beast ghost occurs only if the unjust or cruel death of an animal takes place in close proximity to a powerful creature of the Unknown, and then only if the creature looks on with approval. The transition to their ghostly condition greatly increases the beast ghost's intelligence and grants them an evil sense of will. Beast ghosts can become invisible and incorporeal whenever they desire at no cost in Willpower. Then, they move as incorporeal creatures even when presenting a visible manifestation. They possess the same unique Sensory Discipline and Manifestation as common ghosts.

A beast ghost attacks with a Chilling Touch with the Attack Score equal to the creature's Evil Way Score. This attack does normal physical damage. In addition, any C result has the effect of causing a wave of cold to pass through the body of the victim, leaving him stunned and gasping for breath.

A beast ghost cannot be harmed by any type of weapon. The only way to destroy the creature is to find its physical remains—that is, its body, its bones, or at least a significant proportion of them—and burn them to ash. As soon as the burning begins, the Beast Ghost is immobilized and unable to stop the process. The creature is intelligent enough to recognize if PCs are preparing to burn its remains, however, and will make its best efforts to prevent this from happening.

Beast ghosts are potentially deadly foes. Luckily, they seem to be very rare. There seems to be no restrictions on the type of animal that can become a beast ghost. As examples, the following types of beast ghosts have been reported: bats, bison, cats, dogs, horses, rats, and wolves.

Changeling

AGL: (75 + 2D10) or 90
DEX: (60 + 2D10) or 75
PCN: (75 + 2D10) or 90
PER: (75 + 2D10) or 90
STA: (60 + 2D10) or 75
STR: (60 + 2D10) or 75
WPR: (90 + 2D10) or 105
EWS: (110 + 2D10) or 125
Attacks: 1; (35 + 2D10) or 50
Strike Rank: 4
Wound Boxes: 25
Sense/Fear: -25
Movement: 100' (L)
Type: Servitor
State: Corporeal
Disciplines: (vary but include)
   86/101/126 Telepathy
      Automatic Change Self
   81/96/121 Gnarl, Wound
   91/106/131 Sleep
   86/101/126 Putrefied Shell
      Automatic Unique Manifestation (as ghost)

A changeling is a creature of the Unknown that generally has a humanoid shape but a warty true skin and vaguely batrachian features. Many changelings are substituted at birth for human children and grow to adulthood without realizing their true nature; however, when they mature, they begin to have dreams that gradually reveal to them that they are not wholly human.

Changelings seek to replace humans, and although they may pass as men, their cruel and logical nature makes them feel superior to all humans. Many changelings seek positions of power from which they can

dominate and destroy humans both in body and spirit. Once a changeling's true nature asserts itself, the changeling becomes reclusive and generally shuns all human contact, preferring to work through human minions. Changelings make good dictators, mine owners, prison wardens, etc.

Once changelings realize their true nature, they must destroy one human being per month usually through a wanton act of violence. When a changeling destroys a human, the creature assumes its true form for a period of at least 1 hour while it feeds on the life force of the dying victim, wrapping its arms around the victim and assimilating the life force.

If a changeling is caught in this act, it cannot revert to human shape and has no real desire to do so. Although changelings generally look human, their hands and feet often have a warty texture and many have bulging eyes and a minimum of body hair. Changelings traded for humans do not begin to realize that they are not human until the onset of puberty. By age twenty-five, all changelings realize their true nature.

A changeling can be destroyed by any iron weapon. Any changeling wounded by a silver weapon becomes impervious to damage by any kind of weapon, iron or otherwise, of that description for 1D10 days. Weapons of iron leave wounds which resemble burns.

Cangelings as Player Characters:

A young adult envoy might be a Changeling and not even know it. Once the creature's true nature is known, however, it becomes cold, logical, and reclusive. The Changeling will seek to win its battles by dominating the opposition, rather than simply defeating it.

Corbie

AGL: (45 + 2D10) or 60
DEX: N/A
PCN: (75 + 2D10) or 90
PER: N/A
STA: (30 + 2D10) or 45
STR: (30 + 2D10) or 45
WPR: (30 + 2D10) or 45
EWS: (70 + 2D10) or 85
Attacks: 1; (40 + 2D10) or 55
Strike Rank: 2
Wound Boxes: 20
Sense/Fear: -15
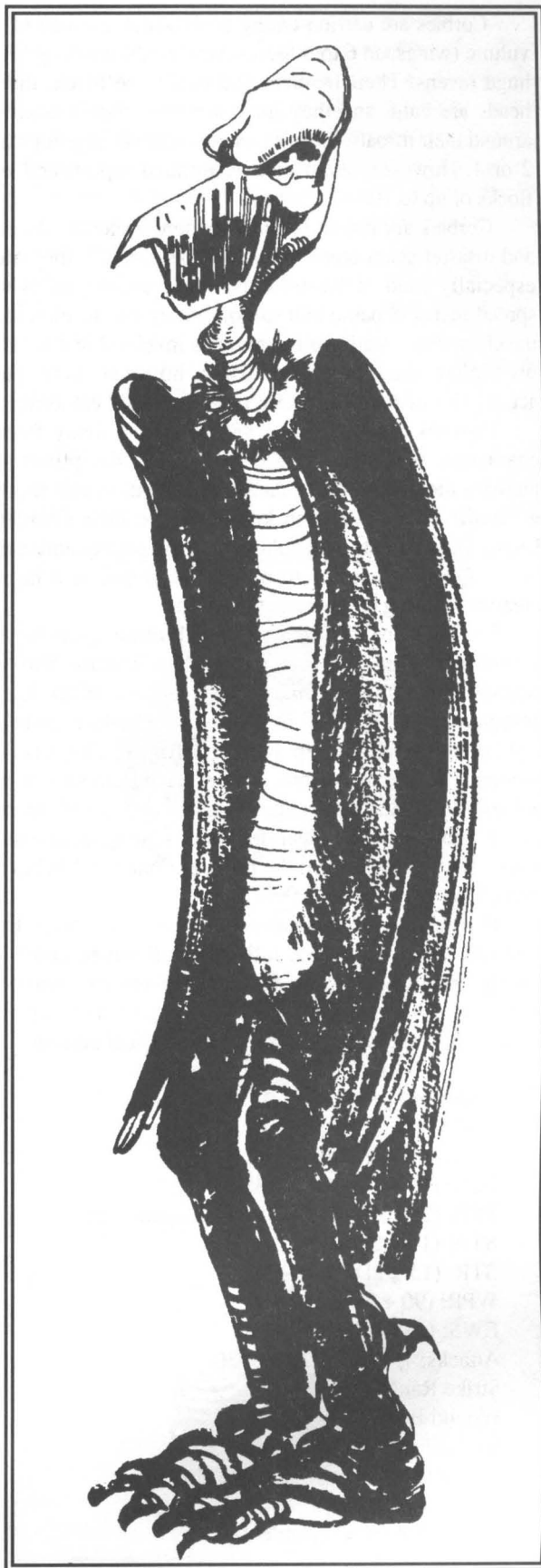Movement: 10' (L) 225' (A)
Type: Mercenary
State: Corporeal (Manipulation)
Disciplines:
    63/78/103 Throw Voice
    73/88/113 Blur Vision, Darken, Ghostly Lights,
        Quiet

Corbies are carrion-eating birds about the size of a vulture (wingspan 6 to 8 feet). They look something like huge ravens. Their feathers and beaks are black, their heads are bald, and they have a white stripe marking around their throats. Corbies usually appear in groups of 2 or 4. However, some unsubstantiated reports tell of flocks of up to 10.

Corbies are drawn to places where violence, death, and disaster seem ready to happen; as a result, they are especially fond of battlefields. Their usual goal is to spread fear and panic and to do all they can to increase the chances of death for the humans involved in a possibly violent situation. On occasion, however, they also act as spies or messengers for more powerful creatures.

Corbies tend to stay a safe distance away from characters, preferring to use their Way Disciplines to increase the chance that a dangerous situation will result in death. They have been known to use their Ghostly Lights Discipline to lure soldiers into an enemy ambush, or the Quiet Discipline to muffle the sound of a huge creature stalking campers in the woods.

Corbies are also capable of human speech. A favorite corbie trick is to use the Throw Voice Discipline to cause a human to believe one of his dead companions is speaking to him or to imitate a child's cry for help from deep within a foggy, dangerous swamp. On other occasions, corbies have been known to tell people about the strange creatures and situations in the Unknown, for the sheer delight of scaring them even more. They generally tell the truth, but one can't believe everything corbies say.

If forced into physical combat, corbies attack by pecking with their beaks, inflicting full armed combat damage results. However, they themselves take normal armed and unarmed combat damage, so they try to avoid any situation that puts them in physical damage.

The Deceiver

AGL: (15 + 2D10) or 30
DEX: (30 + 2D10) or 45
PCN: (120 + 2D10) or 135
PER: (2D10) or 15; + 75 if in human form
STA: (15 + 2D10) or 30
STR: (15 + 2D10) or 30
WPR: (90 + 2D10) or 105
EWS: (135 + 2D10) or 150
Attacks: 1; (15 + 2D10) or 30
Strike Rank: 4
Wound Boxes: 40
Sense/Fear: -35 only if recognized
Movement: 75' (L); 30' (W); also as per
    changed form
Type: Master, Independent

State: Corporeal, Incorporeal (Manipulation),
    Gaseous (Manipulation)
Disciplines:
  165/180/200 Chill
  75/90/110 Enormity, Fleshcrawl, Gnarl,
    Second Light, Automatic Change Self
  90/105/125 Unique Deceive, Influence, Steal
    Memory
  75/90/110 Throw Voice, Time Stop
  110/125/145 Blur Vision, Darken, Ghostly
    Lights, Purified Shell, Putrefied Shell,
    Total Illusion

In its natural form, the deceiver appears as a 6-foot tall, serpent-headed human. However, it can automatically Change Self into any form it desires. Some of its favorite human disguises are wise or holy men, teachers, philosophers, artists, musicians, and scholars. The deceiver's constant purpose is to distort the truth, deceiving men into choosing to commit evil acts.

The principal weapon of the deceiver is its unique Mental Discipline called Deceive. Deceive enables the creature to cause one character to believe any one, single lie. This lie must be expressed in 1 or 2 simple sentences, and at least part of what is said must be true. Technically, the lie may not be a lie at all but a statement cleverly worded to lead the listener to the wrong conclusion. For example, the deceiver might suggest that a good and innocent man had committed a crime by stating, "Of course Harry wouldn't do that. But if he did, acting so kind and innocent would be a perfect way to hide his guilt, now wouldn't it?"

Each use of Deceive costs the creature 20 Current Willpower. Interpret the results as follows:

- The potential victim rolls a higher result level than the creature: failure.
- The creature and the victim roll equal result levels: the victim believes the lie for 1D10 minutes.
- The creature rolls a result 1 levels higher than the victim: the victim believes the lie for 1D10 hours.
- The creature rolls a result 2 levels higher than the victim: the victim believes the lie for 1D10 days.
- The creature rolls a result 3 levels higher than the victim: the victim believes the lie for 1D10 weeks.
- The creature rolls a result 4 levels higher than the victim: the victim believes the lie for life or until the deceiver is destroyed.

Once the effect of the discipline ends, the character suddenly realizes that what he believed to be the truth was a mistake or a lie. Often, however, any potential damage caused by the lie is already done.

The deceiver affects human affairs in extremely powerful ways. Its ability to cause people to believe a lie

throughout their life can be disastrous when used against teachers, scientists, spiritual leaders, and heads of state.

Although it may use Way Disciplines to appear otherwise, the deceiver cannot be harmed by any type of attack unless it is in its natural form. It suffers full normal damage when attacked while in its natural form.

To be changed into its natural form, the deceiver must be forced to stand for 1 hour in direct sunlight in front of a place especially dedicated to truth such as a church, synagogue, temple, courthouse, or a university classroom building. At the end of the hour, anyone can see the deceiver in its natural form. The creature cannot redisguise itself until it has spent at least 8 hours in total darkness.

Doll Master

AGL: N/A
DEX: N/A
PCN: (45 + 2D10) or 60
PER: N/A; (35 + 2D10) or 50 for discipline use
STA: N/A; (55 + 2D10) or 70 for discipline use
STR: N/A
WPR: (75 + 2D10) or 90
EWS: (105 + 2D10) or 120
Attacks: each doll has 1; 40
Strike Rank: 4
Wound Boxes: N/A
Sense/Fear: -40; -30 for Inhabited doll
Movement: 75' (L); 75' (A); 75' (I)
Type: Independent
State: Incorporeal, Corporeal
Disciplines:
71/86/106 Hound
98/113/133 Unique Multiple Inhabit
Automatic Unique Manifestation (as ghost)

A doll master is the ghost of a crazed murderer which seeks relentlessly to kill by using its unique Distortive Discipline, Multiple Inhabit.

Use of this discipline lets the creature inhabit the bodies of up to 1D10 dolls of just about any type. It inhabits all the dolls and can coordinate their actions in simple plans and actions. Many types of dolls may be inhabited by the creature: children's dolls, wooden statues, toy soldiers, even stone statues. The dolls inhabited must resemble a human being, and they cannot be larger than man-sized. Use of this discipline costs the creature 2 Current Willpower per doll inhabited per minute.

Once it inhabits the dolls, the doll master can animate and use them to make physical attacks on characters. While they are animated, the dolls grow real mouths and rows of sharp teeth; although they cannot speak, they may squeak, chatter, or yowl. These animat-ed dolls have scores of 40 in all basic abilities. The animated dolls may attack using any form of weapon which they can reasonably carry and use, although such attacks are unskilled (Attack Score of 20 to hit with a melee weapon or firearm). The mode of attack the doll master chooses often fits the type of doll being animated: a girl's fashion model doll might claw, scratch, tear out hair, and attempt to strangle a character; while an animated 3-foot high wooden soldier doll might try to get a kitchen knife to use as a sword or even try to pick up and use a real firearm. Regardless of the type of attack the creature uses, the doll's assault on the victim is absolutely crazed and without pause. (GMs should determine the Strike Rank of a doll's attack, based upon the type of attack it uses.)

The attacks by the dolls are always intelligent. When a group of them attacks, each usually has a single, specific task: for example, 1 doll might sneak upstairs

and lie where it will trip a character, while 4 or 5 others wait at the bottom of the stairs, holding a large pillow with which to smother the victim when he falls down the stairs. If the doll master animates only a single doll, the doll often acts with great cunning, able to put a complex plan into effect all by itself. Perhaps this is because all the doll master's energy and attention is focused on one doll.

Dolls animated by the doll master are absolutely indestructible. They cannot be harmed by any form of attack, such as water, fire, or a fall from a high window. The animation of these dolls stops in only two ways: the discipline use may end, or someone may place salt in the doll's mouth. Placing salt in the doll's mouth forces the doll master to leave the doll. A doll master forced to leave all its dolls tries to Hound its victim before departing, if it has enough Willpower left. It is also forced to manifest itself, appearing as a vague, shadowy form of its living self for 1 round.

A doll master can be destroyed only by placing a doll (any type) in the grave from which the creature sprang. (Any GM who uses these creatures in a scenario should be careful to plant clues as to the original identity of the doll master, which the PCs can discover by using their skills.)

Ghost

AGL: N/A
DEX: N/A
PCN: (75 + 2D10) or 90
PER: (75 + 2D10) or 90
STA: N/A
STR: N/A
WPR: (90 + 2D10) or 105
EWS: (120 + 2D10) or 135

Attacks: 1; (120 + 2D10) or 135*
Strike Rank: 1
Wound Boxes: N/A
Sense/Fear: -30
Movement: 75' (I)
Type: Independent
State: Incorporeal
Disciplines:
 90/105/125 Contact the Living, Write
  Automatic Unique Manifestation

A ghost is the life force of a dead being. The common ghost described here is the weakest form of ghost. Many other types of ghosts exist with varying capabilities.

The common ghost can become totally invisible and totally incorporeal whenever it desires at no cost in Willpower. Then it moves as an incorporeal creature, even when presenting a visible manifestation.

Manifestation is a Sensory Discipline unique to ghosts. It allows the ghost to become visible to humans as a cloudy, shifting image of a person. The laws governing the use of this discipline are such that it is never used in conjunction with Contact the Living. Manifestation is an automatic discipline for the common ghost; no roll is required, and use of the discipline costs the ghost only 1 point of Current Willpower.

*The common ghost attacks with a chilling touch. The Attack Score is equal to the ghost's EWS. The attack is the same as an unarmed melee attack, but any C result has the additional effect of causing a wave of cold to pass through the body of the victim, leaving him totally stunned and gasping for breath for 1 round and unable to fight, move, or use the Art.

The common ghost cannot be harmed by any type of weapon. Typically, it can be destroyed or driven off in one of two ways:

1) The ghost may be strongly associated with a particular place such as a house, building, or room or a particular object, such as a picture, map, or other item that was of value to the being during its natural life. Destruction of this place or object destroys the common ghost.

2) The common ghost is often seeking release to another realm of existence. It must accomplish something left undone in life or right some wrong it did in life. Accomplishing this goal releases the ghost to the other realm, thereby removing it from both the Known and Unknown worlds.

Ghosts as Player Characters:

Although a ghost's abilities are severely limited by its incorporeal nature, it is this same nature that makes it an exceptional spy. Often, a ghost will become associated with SAVE because it was a former envoy, seeking release by accomplishing that which was left undone in life: stopping the onslaught of RAX.

Ghouls

AGL: (60 + 2D10) or 75
DEX: (60 + 2D10) or 75
PCN: (45 + 2D10) or 60
PER: (35 + 2D10) or 50 at beginning;
  (2D10) or 15 at end
STA: (45 + 2D10) or 60
STR: (60 + 2D10) or 75
WPR: (15 + 2D10) or 30
EWS: (90 + 2D10) or 105
Attacks: 3; (60 + 2D10) or 75
Strike Rank: 3
Wound Boxes: 40
Sense/Fear: -30
Movement: 225' (L)

Type: Mercenary
State: Corporeal
Disciplines: (vary but may include)
70/85/105 Animation of the Dead
70/85/105 Darken, Purified Shell

A ghoul is an incorporeal being that takes a corporeal form in order to dwell in the Known world and feed on the flesh of dead humans. When its physical form is fully developed, the ghoul has a human shape with canine characteristics: a long muzzle; wicked, pointed teeth; and human ears stretched to unnatural points. Evil-looking talons grow from its fingers, which are at the ends of long, bony arms. The skin of a ghoul is a scaly gray usually streaked with dirt and filth. The eyes are a bright green, but quickly change to burning red when it battles to turn a living human into its next meal.

The ghoul's appearance takes an unknown period of time to form. When first arriving in the Known world, ghouls look just like normal humans and often go undetected for a couple months. In any form, ghouls tend to dwell near graveyards or in other lonely places. Ghouls often travel alone, although they are known to congregate and hunt the living in packs of 4 to 8.

While ghouls generally do not use Disciplines of the Way, on at least two known occasions specific ghouls have demonstrated powers that could only belong to a creature whose EWS is 105 or greater.

Ghouls gain a modifier of +1 to their Initiative because of their great speed and ferocity in melee combat. They can attack 3 times per round, raking with the talons on each hand and then biting. Characters bitten by a ghoul have a base chance of 15 of catching a strength 160 disease. The disease becomes obvious to the character in 1D10 days.

Ghouls as Player Characters:

Their powerful combat abilities and ferocious nature make ghouls valuable shock troops in the battle against the Unknown. Ghouls gradually lose their human personality and emotions, eventually becoming unthinking killing machines. In this state they can be used as suicide troops, achieving critical goals by sacrificing their pitiful lives.

Guardian Spirit
AGL: (55 + 2D10) or 70
DEX: (40 + 2D10) or 55
PCN: (70 + 2D10) or 85
PER: (65 + 2D10) or 80
STA: (50 + 2D10) or 65
STR: (30 + 2D10) or 45
WPR: (75 + 2D10) or 90

EWS: (115 + 2D10) or 130
Attacks: 2; (40 + 2D10) or 55
Strike Rank: as per weapon
Wound Boxes: N/A
Sense/Fear: -25
Movement: 75' (L); 100' (I)
Type: Independent
State: Corporeal, Incorporeal
Disciplines:
85/100/120 Contact the Living, Empathy, Spirit
and Image, Telepathy
80/95/115 Fleshcrawl, Gnarl, Inhabit, Second
Light
74/89/109 Haywire
88/103/123 Confuse, Hallucinate, Influence
82/97/117 Slam, Telekinesis, Throw Voice

The guardian spirit is the life force of a person who, in life, was strongly loyal to a person or institution of some kind and died while trying to prevent the subject of their loyalty from coming to harm.

Guardian spirits generally appear like ghosts, cloudy, shifting images of the people they used to be and can become invisible at will. They can also take on corporeal form at night, in which condition they're virtually indistinguishable from the living. In corporeal form, they can perform any physical act that a normal person with their ability scores could. While in corporeal form, a guardian spirit can also speak normally; its voice is more sibilant and less resonant than that of a living person.

When it initially appears in the Known world, a guardian spirit has one goal: to use its various powers to protect the person or institution to which it was loyal in life. For the first several years of its afterlife, it usually refrains from killing. Unlike other, similar creatures, a guardian spirit never seeks vengeance against the person who caused its death unless that person takes some action that's a direct threat to the subject of the Spirit's loyalty. If this occurs, and the Spirit can combine vengeance with protecting the subject, it almost always kills.

For the first few years of its afterlife, a guardian spirit often seems to be an admirable creature. After all, it's only protecting that which it protected in life. It takes life only as a last resort, and it reacts only to active threats against the subject of its loyalty.

After several years, the guardian spirit becomes more and more willing to kill. It starts to use lethal force even when alternatives exist, progressing eventually to the point where it always kills. Another change occurs at about the same time: the guardian spirit starts to act against intended threats, not only active ones. The next step in this progression is that the spirit starts to act against potential threats as if they were real.

The guardian spirit slowly becomes more and more paranoid, seeing ever more potential threats. At this point, it becomes a real risk to anyone and everyone in the vicinity. Eventually, it starts to attack anyone who comes within range of its senses.

Guardian spirits can attack physically when they're in corporeal form, using their clawed fingers. Alternatively, they can make unskilled use of any weapon available to them. When incorporeal, they are limited to Discipline use.

A guardian spirit suffers Stamina loss but cannot be wounded. If reduced to zero Current Stamina, it is driven back into the Unknown, where it stays for D% years. If at the end of this time the subject of its loyalty still exists, then it continues its protection as if nothing had ever happened to it. (It does not necessarily track down and take vengeance on those who drove it into the Unknown.) If during its sojourn in the Unknown the subject of its loyalty dies, is destroyed, or is changed beyond reasonable recognition, the Guardian Spirit never returns to the Known world.

Guardian spirits as Player Characters:

Some SAVE envoys might become guardian spirits if they are fanatically devoted to the cause. They can continue to serve even after death and for the first few years are virtually indistinguishable from other envoys (at night). Sooner or later, however, their minds will degenerate until their value is non-existant.

Hag

AGL: (75 + 2D10) or 90
DEX: (30 + 2D10) or 45
PCN: (60 + 2D10) or 75
PER: (15 + 2D10) or 30
STA: (60 + 2D10) or 75
STR: (45 + 2D10) or 60
WPR: (60 + 2D10) or 75
EWS: (120 + 2D10) or 135
Attacks: 1; (60 + 2D10) or 75
Strike Rank: as per weapon
Wound Boxes: N/A; as per character
Sense/Fear: -25 only if recognized
Movement: 150' (I) or as character (L)
Type: Independent
State: Incorporeal, Corporeal
Disciplines:
    85/100/120 Unique Change Self
    85/100/120 Unique Appear Dead (Other),
      Purified Shell

Hags are female creatures who want to appear and live as if they were beautiful women. Hags are naturally invisible and incorporeal. They can become visible and corporeal at will, automatically taking the form of extremely ugly, almost corpse-like, old women. Usually, however, the creatures then use Purified Shell to appear as attractive women in their early 20s.

It is in this form that the hag approaches its victim, usually another beautiful woman in her early 20s. The hag spends anywhere from 1 week to 2 months befriending its victim, learning everything it can about her family

life, finances, and personal habits. Finally, the hag lures the victim to some lonely place, often an old abandoned house with a crypt and attempts to use its unique form of Appear Dead (Other). Successful use of this discipline causes the victim to fall into a death-like trance. The hag then hides the unfortunate woman in a grave and uses its unique form of Change Self to assume her appearance. The hag so resembles the victim that there is no way to detect that the creature is an impostor. Because of the nature of this unique Change Self Discipline, the hag must stay in its new form for 3D10 years.

The hag's next step depends upon the background of the victim. If the woman's life was one of wealth and ease, the hag simply takes the victim's place in life. If the victim's life seems unpleasant to the hag, it moves to another place, using its beautiful new body to work out a life more in keeping with its own tastes.

The hag's attempt to find happiness through physical beauty is doomed to fail. Once the hag has the body it desires, it can no longer keep the nastiness of its personality in check. The creature becomes more and more vain, demanding, and cruel in its treatment of others. If the hag has assumed the victim's role in life, friends and relatives of the victim notice these drastic personality changes within 1D10 + 1 weeks.

Over a long period of time, the hag's true nature reverts to its original appearance. The face becomes increasingly sharp, lean, and hook-nosed. Then the entire body begins to grow ugly. Eventually wrinkles, age spots, rotting teeth, and other horrid features appear. Finally after 3D10 years, the body is no longer even fit for a hag. The creature then turns incorporeal and leaves the body, which appears to die. The hag's victim dies at the same time as the hideous double of herself. The hag immediately begins the process of seeking a new victim.

Hags can be harmed or killed only while they are in the form of a victim. While in this form, they fight and take damage just as a human character and can make unskilled use of any available weapons. When the body of a hag is killed, (rather than "dying" naturally as described previously), its victim can be awakened by being touched on the hand. The awakened victim will have aged normally and believes herself a victim of partial amnesia.

Hags as Player Characters:

Although not normally predisposed to a life as active or challenging as that of a SAVE envoy, a hag can still be a strong warrior when pressed. A hag might even be in the ranks of SAVE without her fellow operatives being aware of her presence, having simply replaced an existing female envoy.

Hate
AGL: N/A
DEX: N/A
PCN: (120 + 2D10) or 135
PER: N/A
STA: N/A
STR: N/A
WPR: (75 + 2D10) or 90
EWS: (120 + 2D10) or 135
Attacks: 1; only uses disciplines
Strike Rank: N/A
Wound Boxes: N/A
Sense/Fear: -40
Movement: 75' (I)
Type: Master, Independent
State: Incorporeal
Disciplines:
105/120/140 Influence
Automatic Unique Manifestation
(as per comon ghost)

A hate is a totally incorporeal, naturally invisible form of ghost.

When an evil person is killed, a hate comes mysteriously out of the Unknown, wildly seeking revenge upon the killer. It uses Influence to urge a player character to act on its behalf.

In its first use of Influence, the hate passes through the body of a character. After the first use, its suggestions and commands come to the character as soft, hissing whispers heard by that character alone.

The hate uses Influence in an effort to have the character kill its target. In its rage, the hate cannot recall the exact appearance of the person it seeks, so it has the influenced character attack anyone who resembles the actual target of its revenge.

The influenced character knows only that he has a growing dislike for another person. This initial dislike takes the form of minor slights and somewhat rude behavior. At the greatest level of the hate's control, the victim attacks and tries to kill the target of the hate's anger. During lucid moments, the influenced character can report to others that he hears a strange voice, urging him to perform evil acts.

Hates cannot be affected by any physical attacks or weapons. A character afflicted by a hate can be rid of it in one of four ways:

1) A character can be freed from the Influence of a hate via the usual method (p. xx).
2) Doing as the hate wishes will free the influenced

character. The hate will look for another victim if its mission remains unfulfilled.

3) A character who dies while afflicted is free, but becomes a hate himself.

4) A character afflicted by a hate can destroy the hate forever by risking his own life for the benefit of someone else: facing impossible odds against horrifying creatures so the others may escape or by trying some very dangerous task to help the party.

A hate contacts the influenced character once per day, often at night in order to disturb sleep and prevent Willpower regeneration.

Loup Garou

AGL: (75 + 2D10) or 90
DEX: N/A; (15 + 2D10) or 30*
PCN: (75 + 2D10) or 90
PER: N/A; (90 + 2D10) or 105*
STA: (60 + 2D10) or 75
STR: (69 + 2D10) or 75
WPR: (45 + 2D10) or 60
EWS: (105 + 2D10) or 120
Attacks: 3; (75 + 2D10) or 90
Strike Rank: 5
Wound Boxes: N/A
Sense/Fear: -40
Movement: 250' (L)
Type: Independent
State: Corporeal
Disciplines:
Automatic Change Self (limited)
85/100/120 Teleport
* in human form.

The loup garou is a type of werewolf found only in large cities. It is exceptionally beautiful in human form, can change to wolf form at will, and can use Way Disciplines. There, however, the resemblance ends, for the loup garou is a highly unusual creature.

The loup garou has lived beside man from generation to generation, perhaps because its special form of lycanthropy is inherited. Since the condition runs in the family, the loup garou hunts in packs of 1D10: female and young loup garou have the same statistics as adult males when in wolf form.

As a rule, the loup garou keeps two dwellings in the city: one is a house or apartment where it lives and receives guests while in human form; the other is its lair, which may be in an abandoned building or in the sewers or subway tunnels beneath the streets. Within the lair are hidden a group of wolf pelts—one for each member of the loup garou pack. These pelts are quite normal: they might be used to make a coat or a rug for

a living room or den. They are, however, the key to the creature's mystery and to its destruction.

When the pack chooses to hunt (which must be at least once a month and cannot happen during a full or new moon), the loup garou enter their lair, and each wraps itself in one of the hidden wolfskins. The creatures then use their automatic and unique version of Change Self to cause a great, searing heat (said to be quite painful to the creature), which fuses the pelts to their bodies and changes them to wolf form. Now in their "wolf's clothing," they take up their hunt.

The loup garou do not take wounds but can suffer Stamina Loss: when it falls below 1/2 of its original Stamina, it uses its Teleport Discipline to return at once to the lair, where it regenerates 1D10 Stamina per round—the standard rate for werewolves.

Unlike most other werewolves, the loup garou is absolutely unharmed by silver; the creature is strangely proud of this invulnerability because it believes that this proves it is superior to other werewolf types. The loup garou often wears silver jewelry as a form of wordless boasting while in human form.

The loup garou can be destroyed, however, by indirect means. The lair must be found while the creature is in human form, and salt must be sprinkled on the inside of the skins. When the creature puts on the skin to begin its transformation into wolf form, the searing pain of its Change Self Discipline does not cease and the creature dies in agony, vanishing at death and leaving only the pelt behind.

Even if the loup garou is not being particularly careful, it makes a General Perception Check with a -60 modifier to discover whether the inside of its wolfskin has been laced with salt. If it discovers "foul play," it must find a new wolfskin before it can transform for the hunt.

Loup Garou as Player Characters:

As all types of werewolves, the Loup Garou make excellent SAVE agents. Their formidable fighting power combined with an intimate knowledge of their home cities are highly valuable skills, indeed. Like many creatures, Loup Garou can operate among humans as one of them, only turning "wild" when the time for the hunt is upon them.

Mechanical Entity
(aka Mech Entity, or M.E.)
AGL: (45 + 2D10) or 60
DEX: (45 + 2D10) or 60
PCN: (45 + 2D10) or 60
PER: (60 + 2D10) or 75
STA: (90 + 2D10) or 105

STR: (90 + 2D10) or 105
WPR: (60 + 2D10) or 75
EWS: (95 + 2D10) or 110
Attacks: 1; (35 + 2D10) or 50
Strike Rank: Varies§
Wound Boxes: 25
Sense/Fear: Varies§
Movement: 100' (L)
Type: Independent
State: Special (Manipulation)*
Disciplines:
   76/91/116 Hound
   86/101/126 Deadly Remains
   86/101/126 Haywire, Wave of Fog
   71/86/111 Telekinesis
   71/86/111 Darken, Ghostly Lights

*Manipulation is allowed insofar as the mechanical object can manipulate the item.

These creatures from the Unknown tend to inhabit machines (usually cars or trucks), and then seek to kill people. Mech entities appear to be creatures that want to see the death and destruction of human beings. Once awakened, they go on a killing rampage. Some seem to work quietly, killing only a few victims each year, and most prefer to destroy victims in what seem to be freak accidents. Mech entities will only lash out and try to blatantly destroy humans once they've been discovered and become aware that their destruction is imminent.

At first, a mech entity seeks to destroy those around it without causing much damage to itself. It prefers to kill humans, making their deaths seem accidental—the kind police would attribute to misadventure or carelessness. As long as no one discovers the true nature of the mech entity, it is content to stay put, acting only out of self-defense.

Most mech entities that are involved in accidents where only their passengers are killed sustain only minor damage which is easily repaired. Although the creature may sustain damage from an accident, inspection of the mech entity will reveal that it is always in good working condition and that most of its damage is merely cosmetic. Left alone, a mech entity can repair body work within a week, automatically repairing 10 Current Stamina daily. For every point of Stamina Loss above 10, the mech entity must expend 1 Current Willpower per 1 Current Stamina it wishes to regenerate.

A mech entity will pursue a human or a group of humans relentlessly until it destroys them or is destroyed. The only way to destroy a mech entity is to totally destroy the machine which houses it. Once this happens, the creature is destroyed. However, if any part of the machine is left in working order or is used in its present form as a part of another machine, the mech entity transfers to the new machine and begins a new career of destruction. Merely crushing a mech entity is not enough to destroy it, and, although the machine may sustain damage which would incapacitate a normal machine, a mech entity does not function solely as a machine, being in part a creature from the Unknown.

§The Sense/Fear modifier and Strike Rank for inhabited vehicles vary. For instance, a bulldozer might have a Sense/Fear modifier of -20 and a Strike Rank of 10 or more, while a go-cart might have a Sense/Fear modifier of -60 and a Strike Rank of 3 to 6.

Mechanical Entities as Player Characters:

Often the most powerful member of a SAVE strikeforce, a mechanical entity can be a unique Player Character indeed. The uses for a sentient vehicle often outweigh the inherent drawbacks that its large size presents. Often the presence of a mechanical entity in a group will go undiscovered allowing a timely surprise attack against the minions of RAX.

Mimic
AGL: (65 + 2D10) or 80
DEX: (65 + 2D10) or 80
PCN: (80 + 2D10) or 95
PER: (20 + 2D10) or 35
STA: (40 + 2D10) or 55
STR: (30 + 2D10) or 45
WPR: (50 + 2D10) or 65
EWS: N/A
Attacks: 1; (45 + 2D10) or 60
Strike Rank: 2 Wound Boxes: 25
Sense/Fear: -10
Movement: 125' (L)
Type: Independent
State: Corporeal
Disciplines:
    100 Unique Chameleon Mimicry
    Automatic Unique Sensing the Unknown

Mimics are slender, lightly-built humanoid creatures that stand about 5 feet tall. They are totally hairless. When they are unconscious, their skin is a pale gray and soft to the touch. Their skin contains many highly developed pigment cells, however, that allow them to change color. The change is almost instantaneous.

Mimics are sometimes nicknamed Chameleon Men. This name doesn't do them full justice, however. Their ability to change the color of their skin is more versatile and precise than any species of chameleon. So versatile is the creature's mimetic abil-

ity that it can perfectly duplicate the color, pattern, and even the appearance of texture of any background. A mimic can duplicate its background so well that it blends in and becomes virtually invisible whether that background is a brick wall, a privet hedge, a wood-grain panel, or tartan wallpaper. The pigment cells in the mimic's skin allow it to duplicate all reflective and absorptive characteristics of its background, no matter what kind of light it's exposed to: ultraviolet, infrared, or normal visible light. Thus, using a UV light and UV-sensitive goggles won't help in spotting a mimic. This mimetic ability is consciously controlled. When a mimic is rendered unconscious or killed, its skin immediately returns to its natural shade of light gray.

When a mimic is immobile and within two feet of the background it's mimicking, it is almost impossible to detect visually. Anyone looking for the mimic must make an Opposed Perception Check against the mimic's Chameleon Mimicry ability (Target# of 100). The character looking for the mimic must roll a higher result than the mimic. If he does, he spots the mimic (although he might not realize exactly what it is he has spotted); if he doesn't, he simply hasn't detected the mimic.

A mimic's base chance at success for its Chameleon Mimicry ability is adjusted by the following modifiers:

Mimic's Actions/Position	Modifier
Moving	-60
More than 2' from background	-20 per additional foot
Within the visual field of more than one character	-15 per additional charater*
Cannot see the character seeking it (character is hidden, invisible, etc.)	-40 for that character alone**

*This reflects the difficulty the creature has with compensating for the difference in perspective of multiple characters viewing it from different directions.

**Obviously, the mimic has even more difficulty compensating for these differences if it isn't aware of an observer's existence or if it doesn't know the observer's exact location.

A mimic's abilities apply solely to vision. No matter how effective its chameleon-like abilities, it can still be detected normally by touch, sound, or smell. (Mimics' natural scent is too subtle for human noses to detect.)

Mimics are usually found in small family groups ranging from 3 to 8 individuals. Solitary individuals have been reported but are apparently very rare. Mimic groups seem to be totally nonterritorial in outlook. As long as an area can support more than one group of mimics, the creatures seem to have no objection to another group's moving in nearby. Mimics communicate telepathically among themselves. They don't seem to understand that sounds can be used for communication.

An adult mimic can Sense the Unknown automatically. This ability is similar to the Discipline Sensing the Unknown except that no dice roll is needed, and it costs the Mimic no WPR. The mimic automatically senses any manifestations of the Unknown that fall within the constraints discussed on pp. xx.

There have been no reports of mimics ever functioning as servitors for powerful creatures of the Unknown.

As might be inferred from their protective mechanism, mimics are natural cowards. They flee from danger and fight only if the only alternative is death or if they vastly outnumber their enemies. They attack with a single bite and can use any melee or throwing weapon unskilled. Being entirely corporeal, they suffer Stamina loss and Wounds normally. They fall unconscious and die exactly as do humans and animals.

Mimics as Player Characters:

Although not as powerful as some creatures, the mimic's camouflage powers, coupled with its ability to sense the Unknown, make it an incredibly useful scout and guide. Unfortunately, mimics tend to be cowardly; although Player Character mimics are assumed to be the bravest of the bunch, they must still take the Cowardice Drawback all three times (for a total of -30 to Fear Check Target#s), gaining no extra CIPs for it.

Mummy

AGL: (15 + 2D10) or 30
DEX: (30 + 2D10) or 45
PCN: (75 + 2D10) or 90
PER: (2D10) or 15
STA: (90 + 2D10) or 105
STR: (60 + 2D10) or 75
WPR: (120 + 2D10) or 135
EWS: (105 + 2D10) or 120
Attacks: 3; (40 + 2D10) or 55

Strike Rank: 1
Wound Boxes: 30
Sense/Fear: -35
Movement: 140' (L)
Type: Mercenary
State: Corporeal
Disciplines:
   65/80/100 Hound
   95/110/130 Animation of the Dead
   80/95/115 Change Temperature, Wave of Fog
   85/100/120 Blur Vision

The mummy is the intelligent, undead corpse of a highly important, ancient Egyptian. These mummies mysteriously received Disciplines of the Way at the time of their embalming, probably from creatures disguised as embalmers. The mummy appears to be nothing more than a corpse completely wrapped in dry, dusty shreds of linen cloth. It is fairly slow and plods along unsteadily.

In addition to its Way Disciplines, the mummy can attack with both arms. However, it can also attempt to strangle a victim (using the Wrestling Skill on p. 36 as its Attack Score). In this case, the mummy is allowed only 1 melee attack per round although it can still use the Way twice.

The mummy suffers normal Stamina Loss from any type of attack but is wounded only by silver weapons, fire, or water. Water poured on a mummy affects it just like fire (p. 92); however, new water must be poured on the mummy each round for the effect to continue.

A mummy who has fewer than 5 Wound Boxes left and falls to zero (0) Current Stamina is dead, but only temporarily. At the instant of death, a whirlwind appears, catches up the mummy's remains (including ashes or drenched wrappings), and carries them to the mummy's ancient tomb. If the mummy's tomb no longer exists, the whirlwind flies to the nearest place of burial. There, the mummy's body repairs instantly, completely healed of all wounds and damage.

It is believed that, as each mummy was created, the mysterious embalmers wrote a scroll that contained the power to destroy it permanently. Legend says that in order to completely destroy the mummy, someone must read the scroll at sunrise, at the exact site where the mummy was originally embalmed. The reading requires 2 full minutes; the mummy itself rushes to the place and appears 1D10 rounds into the reading. Successful disruption of the reading, of course, spoils the effect. The mummy turns to dust when destroyed. The scroll and all copies of it turn to dust when the mummy is destroyed.

Mummies as Player Characters:

The mummy is a persistent and virtually unstoppable force. The inexorable advance of a mummy can spell doom for the forces of Rax if used properly. Care must be taken, however, to assure that the Mummy stays tightly wrapped, dry at all times, and far away from open flames. With these rules in mind, the mummy can be a powerful ally.

Poltergeist
AGL: N/A; (70 + 2D10) or 95 for discipline use
DEX: N/A
PCN: (60 + 2D10) or 75
PER: N/A; (40 + 2D10) or 55 for discipline use
STA: N/A; (50 + 2D10) or 65 for discipline use
STR: N/A; (60 + 2D10) or 75 for discipline use
WPR: (75 + 2D10) or 90
EWS: (120 + 2D10) or 135
Attacks: 1; only uses disciplines
Strike Rank: N/A
Wound Boxes: N/A
Sense/Fear: -25
Movement: 225' (I)
Type: Independent
State: Incorporeal
Disciplines: (vary but may include)
   150/165/185 Chill
   78/93/113 Contact the Living, Swarm, Write
   81/96/116 Create a Feast, Enormity, Second
     Light, Wound
   85/100/120 Change Temperature, Haywire,
     Lightning Call, Raise Winds, Shake the
     Earth, Wave of Fog
   91/106/126 Hurl, Telekinesis
   85/100/120 Darken, Ghostly Lights, Purified
     Shell, Putrefied Shell, Total Illusion
     Automatic Unique Manifestation
     (as per common ghost)

A poltergeist is the ghost of a person who died while leaving what he felt to be unkept promises to some child or teenager. This misguided ghost feels guilty for its oversight in life, so it comes to the Known world to haunt a family that has a child or teenager, "adopting" one of the family's children and trying to fulfill its promises for this adopted child.

In addition to its need to keep its promises to a child, the poltergeist is also very childlike itself (somehow the time in the Unknown has changed its personality); it tries to soothe its own feelings of loneliness by becoming the center of attention. As it begins to haunt a household, the creature does things to attract attention to itself; it rearranges the furniture,

breaks knickknacks, and throws things harmlessly through the air.

After a few days of this behavior, however, the poltergeist begins in earnest to "keep its promises." The exact things it does depend upon the nature of the original task the poltergeist left undone, but the actions always backfire in a hideous manner. For example, a poltergeist that feels guilt over failing to provide for a child's education might knock over bookcases and hurl books at the adopted child in a twisted attempt to "expose him to reading." If it feels responsible for feeding a child, it might try to cook meals for him, thereby starting a terrible fire. If a child's financial security is its concern, the poltergeist may steal money from the adopted child's parents, then hide that money in the child's closet or underneath his pillow.

Sooner or later, failure to help the child causes the poltergeist to feel frustrated and enraged. The creature then lashes out at everyone around it with its full, blind fury, caring nothing about the results.

As the preceding statistics indicate, poltergeists vary greatly in their ability to use the Way and in the types of disciplines they can use. Regardless of the powers of a poltergeist, there is only one way known to rid a home of one. Someone must determine who the ghost was in life and what promises it left unkept, then either see that the promise is fulfilled or present evidence in the house haunted by the poltergeist that the life of the child to which it owed the obligation is happy in spite of the unkept promise.

Smothering Ghost

In addition to these normal forms of poltergeist, there is also a "smothering ghost" which is also as a type of poltergeist. The smothering ghost must have an EWS of at least 135 and must be able to use the following disciplines: Chill, Telekinesis, and Wound. The smothering ghost is a poltergeist which has become totally insane. Rather than haunting a single house or family, this creature has decided in its twisted thoughts that the only way to make sure the child and his family receive proper care is to have them "join" the poltergeist in death.

This smothering ghost begins its haunting in the same manner as a normal poltergeist. For 3D10 days its actions are exactly the same as those of a standard poltergeist. However, when the indicated days or weeks are over, the poltergeist uses its Way Disciplines in an attempt to smother in their sleep all who live in the house. The ghost uses Telekinesis to move a pillow over a victim's face, a rope around the neck, etc. Use the rules for strangling (p. 89), using the poltergeist's Telekinesis Score as its Attack Score. In the second round of strangling, the smothering ghost uses its Wound Discipline on the victim. If the ghost kills all of the family, it moves on to haunt another home. If frustrated at 2 consecutive tries to kill any family member, it uses the Chill Discipline, thereby banishing itself back into the Unknown.

Rakshasa

AGL: *
DEX: *
PCN: (60 + 2D10) or 75
PER: (60 + 2D10) or 75
STA: *
STR: *
WPR: (45 + 2D10) or 60
EWS: (110 + 2D10) or 125
Attacks: 2; *
Strike Rank: *
Wound Boxes: N/A
Sense/Fear: -35
Movement: *
Type: Master, Independent
State: Corporeal
Disciplines:
   81/96/116 Swarm
   73/88/108 Animation of the Dead, Change Self,
      Create a Feast, Fleshcrawl
   73/88/108 Haywire
   76/91/111 Influence
* as character or animal whose form it has taken.

Rakshasas are completely evil, powerful creatures that delight in spreading fear, confusion, chaos, and destruction among human families and communities finishing the trouble they cause in a murderous, ghoulish feast upon human flesh. They are among the most feared of all creatures for they delight in mental torture of their victims.

To enter the Known world, they must Change Self to some form of animal (usually a dog, vulture, owl, or tiger) or to human form. Whatever form the rakshasa chooses, it appears as an extremely attractive member of that species. Rakshasas can Change Self normally once they are in the Known world, but if they become incorporeal again, they must return to the Unknown and remain there for 1D10 years.

Rakshasas prefer their human forms to all others. In this form, they mix freely with humans, participate in their social, political, and economic affairs and generally seem to be perfectly normal, extremely attractive individuals. Their goal while in this form is to cause as much division, mistrust, confusion, and hatred as possible especially within one family or group they have chosen as a victim.

For example, a rakshasa might spread a foul rumor about the younger son of a family of potential victims, knowing that the father in the family will react with outrage to what he thinks is his son's wicked behavior. Rakshasas especially enjoy causing disagreement and mistrust among members of SAVE expeditions going so far as to romance female characters in hopes of causing jealousy among the males in the group or arranging things so that it appears to one envoy that another is not to be trusted.

The final goal of the rakshasa is to see that the mistrust and hard feelings it stirs up will erupt into violence. Once the creature has brought the tempers of key people in a group to a boiling point, it lures the group to some lonely area, where it does everything in its power to cause the humans to begin slaughtering one another. When the violence is over, the rakshasa settles down to its ghoulish feast.

In order to achieve their goals, rakshasas often work in teams of 2 to 4, allowing them to sneak into larger groups, support their own lies and rumors, and do even more damage.

In physical combat, the rakshasa uses the physical statistics and forms of attack of the human or animal whose form it has assumed. In human form, rakshasas can make unskilled use of weapons. The question, however, is why the rakshasa would want to use melee weapons, since it carries a far more deadly tool at its fingertips; in any of the creature's forms, a wound from its nails or claws inflicts a strength 120 poison.

Rakshasas cannot be wounded by any type of attack; they do suffer Stamina Loss normally, however, and this loss carries over to any new form the creature adopts during combat by using its Change Self Discipline. Rakshasas driven to zero (0) Current Stamina automatically regenerate all lost Stamina in 1D10 rounds.

A rakshasa can be destroyed permanently by any wound inflicted with an iron blowgun dart that is fired from a blowgun made of bamboo.

Rakshasas as Player Characters:

If they can fight their urge to cause mistrust and violence within the ranks of SAVE, rakshasas can do the same to the forces of RAX, spreading confusion and destruction with ease. The rakshasa's shapechanging and indestructibility make it a powerful envoy, but its urge to cause discord is so strong that a Player Character rakshasa is assumed to have the Sadism and Impulsiveness Drawbacks with no extra CIPs as a result.

Skeleton

AGL: (30 + 2D10) or 45
DEX: (15 + 2D10) or 30

PCN: (15 + 2D10) or 30
PER: N/A
STA: (45 + 2D10) or 60
STR: (45 + 2D10) or 60
WPR: (15 + 2D10) or 30
EWS: N/A
Attacks: 1; (40 + 2D10) or 55
Strike Rank: 2 with bone clubs
Wound Boxes: N/A
Sense/Fear: -25
Movement: 75' (L); 30' (W)
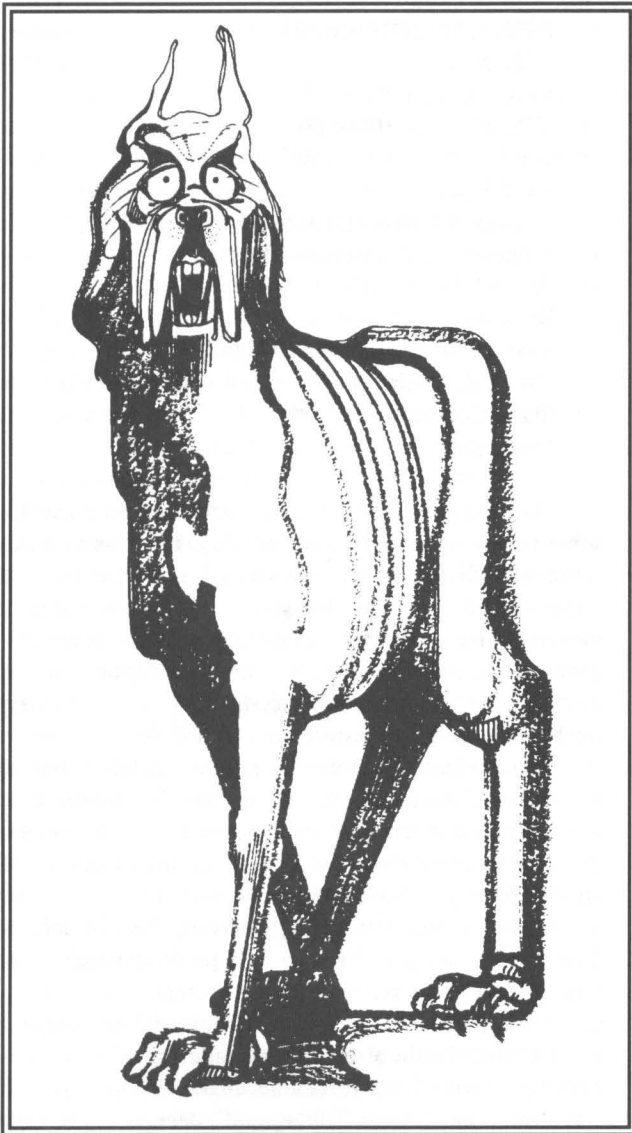Type: Mercenary
State: Corporeal
Disciplines: None

Skeletons are creatures made from human bones by some unknown Discipline of the Way. It seems to make sense that this discipline is a special, powerful form of Animation of the Dead, that gives a dead body not only movement but a dim form of intelligence. Whatever animated these skeletons seems to have no further use for them, for the skeletons are concerned only with gathering fresh human bones to restore their own skeletal frames.

The skeleton resembles a human skeleton, but in many cases, one arm or leg is considerably longer than the other, and a few ribs are missing from the ribcage. This is explained by the skeleton's curious methods of attack and its practice of replacing its own bones.

Skeletons attack in large groups (the best balance is 2 or 3 skeletons per character in a party, depending on how skilled and advanced the characters are). As they start their attack, the skeletons do their best to surround a party, then begin a terrifying chattering of teeth and rattling of bones that forces all characters to make an additional Fear Check. The second check is made with the same Sense/Fear modifier as the first check.

One round after the chattering and rattling begins, the skeletons rush the party; each creature tears off one of its arms or legs to use as a club. The grisly weapon has a 10% chance of breaking for each successful hit; if the weapon breaks, the skeleton tears off another of its limbs (if its first weapon was a leg, it now tears off an arm so that it can continue standing). If this second weapon breaks, the skeleton still has one attack remaining: it hops back from the combat and throws its skull at its enemy (treat as an unbalanced thrown weapon, p. 90).

The object of the skeleton's rather unusual method of combat is to replace its bones. Victorious skeletons crouch beside their dead or unconscious victims, break off a rib to use as a knife, and cut (and chew, if the skull is still in place) the needed bones from the victims. A skeleton's ribs cannot be replaced, and when all ribs have been broken, its life force returns to the Unknown.

EWS: (120 + 2D10) or 135
Attacks: 1; (70 + 2D10) or 85
Strike Rank: 6
Wound Boxes: 75
Sense/Fear: -35
Movement: 360' (L); 150' (W)
Type: Mercenary
State: Corporeal
Disciplines:
    75/90/110 Hound
        Automatic Unique Gnarl
    90/105/125 Wave of Fog
    85/100/120 Throw Voice

The spectral hound is an enormous, white dog about the size of a small horse. Its large, red eyes glow in the darkness, and its huge, yellow fangs inflict a massive, terrible bite. A distant relative of the barghest, the creature shares the same desires: a drawn-out and merciless hunt coupled with the sheer pleasure of humiliating its prey.

The hunt begins without warning—some say without reason—although there seems to be some connection between those who have recently destroyed another creature and those who become the spectral hound's prey. At night, the huge dog crouches outside its victim's window and howls, announcing the beginning of the hunt—and also announcing the creature's use of its Hound Discipline.

The next stage of the hunt begins only if the victim steps outdoors at night while the Hound Discipline is still in effect (for some reason the hound cannot go indoors). The poor victim begins to hear snorts, growls, and barks all around him as the hound uses its Throw Voice Discipline to make him believe he is surrounded by huge, white dogs like the one he saw outside his window.

The victim can stop the hunt if he chooses to stay indoors until the Hound ends. For, the second time the victim wanders out at night, the spectral hound uses its Wave of Fog Discipline to create a dense fog around him (visibility only 5 feet) then bays from behind, forcing the character toward the nearest wooded area.

Once inside the woods, the victim finds even stranger things happening to him: branches and roots of trees reach out to grab him. This, too, is the spectral hound's doing; its use of a unique form of Gnarl enables it to twist living wood to entangle and trap the character. 3D10 rounds after the Gnarl begins, the fog starts to lift, and the victim finds himself in the woods sometimes miles from home.

For the next 1D10 nights in which the victim wanders outdoors, nothing happens. The hound is waiting,

Skeletons suffer Stamina Loss from attacks of all types but do not suffer normal wounds. They spend 1D10 rounds regenerating Current Stamina that has been reduced to zero (0) then begin full activity again with Current Stamina equal to their original Stamina. Keep in mind that a successful Called Shot to the sternum (or breastbone) of a skeleton shatters all of its ribs and destroys the creature.

Spectral Hound

    AGL: (60 + 2D10) or 75
    DEX: N/A
    PCN: (45 + 2D10) or 60
    PER: N/A; (40 + 2D10) or 55 for discipline use
    STA: (75 + 2D10) or 90
    STR: (75 + 2D10) or 90
    WPR: (105 + 2D10) or 120

knowing that what its victim imagines may be just as terrifying as anything the creature might do itself. Still, all the victim has to do is stay indoors (where the creature cannot get him) until the Hound Discipline ends.

Finally, when the 1D10 "safe nights" end and the victim is once more outdoors, the hound shows itself to him, runs swiftly up, and leaps at his throat anxious to end the hunt.

Of course, the hunt doesn't have to end this way. In addition to staying inside at night until the Hound Discipline ends (a form of protection that well could take the rest of his life), the victim may have the discipline disrupted by a Mental Shield (see Hound, p. 63).

If, however, the victim is forced into the final battle, he has only one chance; using a knife or other bladed weapon, he must cut the spectral hound's throat (a Called Shot) either by throwing the weapon or in melee combat. Although the spectral hound can suffer Stamina Loss, it regenerates Current Stamina at the rate of a werewolf (1D10 Stamina per round) and takes no wounds, except those to the throat.

Vampire
AGL: (90 + 2D10) or 105
DEX: (45 + 2D10) or 60
PCN: (75 + 2D10) or 90
PER: (30 + 2D10) or 45
STA: (105 + 2D10) or 120
STR: (75 + 2D10) or 90
WPR: (75 + 2D10) or 90
EWS: (110 + 2D10) or 125
Attacks: 2; (85 + 2D10) or 100
Strike Rank: 4
Wound Boxes: N/A
Sense/Fear: -30
Movement: 155' (L)*; 75' (A as fog or mist)
Type: Master
State: Corporeal, Gaseous
Disciplines:
   71/86/106 Swarm
   96/111/131 Second Light
     Automatic Change Self (to mist or fog)
   86/101/121 Wave of Fog
   86/101/121 Sleep, Steal Memory

*Vampires can sprint in human form without Stamina Loss.

The vampire is an undead creature who must drink the blood of living characters or animals once per week in order to survive. By day, the vampire appears to be a normal human corpse, although close examination reveals that the body is surprisingly preserved and that the canine teeth are long and needle-sharp. After sunset, the vampire rises from its resting place to seek fresh blood, appearing as a normal living human with . . . unusual dental work. Legend has it that vampires maintain a special relationship with certain groups of gypsies who apparently do not fear and will even aid the creatures.

Vampires can move (or be blocked from moving) in several special ways.

1) The creature can make itself infinitely thin able to bypass normal or even sealed doors or windows.

2) The creature can climb sheer walls as if it were a spider at a rate of 20 feet per round.

3) Along with movement advantages, the vampire has one movement weakness: it cannot cross running water on foot (for example, over a footbridge).

4) Nor can it enter a home uninvited.

The vampire makes 2 attacks per round, using its Way Disciplines, melee attacks, or both. In melee, the vampire's unarmed attacks have a Strike Rank 4 because of its tremendous strength.

In addition to its normal Disciplines, the vampire can use an expanded form of the Swarm Discipline, creating a swarm of rats or bats instead of smaller animals.

These attacks, however, are far less dreaded than the vampire's most famous weapon: its blood drain. Biting the neck of a sleeping character, the vampire drains 1D10 Current Stamina per minute. When using the blood drain on a PC, the vampire will drink for 1D10 minutes (or as appropriate for the scenario).

The blood is drained from a major artery; therefore, the first bite causes the loss of 10 Wound Boxes, but the victim suffers no continual Stamina drain (the vampire treats the wound itself to keep the character—its supply of blood—alive). The character doesn't lose any more Wound Boxes from subsequent bites, unless he has healed back to within 10 boxes of full recovery. Any time he is bitten, the PC immediately loses enough boxes to take him back to 10 Wound Boxes lost.

For example, a character with 35 boxes, who has previously taken 6 wounds (and thus has 29 boxes left), is bitten by a vampire. He drops to 19 boxes. Assuming he has time to heal up to 28 boxes, he is bitten again. This bite drops him down to 25 boxes, 10 less than his fully healed total of 35. If he only had 25 or fewer boxes left when bitten the second time, he would have taken no additional damage.

A character who dies from a vampire bite becomes a vampire 1D10 weeks after burial.

Vampires suffer Stamina Loss from physical damage, but they ignore wounds. Vampires nearing zero (0) Current Stamina for any reason usually change to mist or fog and flee to their grave; vampires actually forced to zero (0) Current Stamina automatically turn to mist or fog and flee to their grave. There they regenerate all lost Stamina within 24 hours.

Vampires have the following additional characteristics and limitations:

1) The vampire casts no reflection in a mirror and cannot be photographed (or filmed or videotaped). The common vampire becomes violently upset in the presence of a mirror and attempts to break it.

2) During daylight hours, the vampire must rest in a bed of earth from its native land (usually soil from its grave) in a place totally void of sunlight typically in a tomb or coffin.

Once characters have found a vampire, their troubles are usually just beginning. Still there are several effective measures they can use, should they be unfortunate enough to encounter an angry vampire spoiling for a fight:

1) The common vampire can be turned aside by garlic, wolvesbane, or any form of cross. The vampire must make a General Willpower Check when it confronts these items. If it fail, it flees; if it succeeds, it tries to move around the item.

2) Characters can neutralize a vampire by driving a wooden stake through its heart.

If characters are clever and lucky enough to corner or neutralize a vampire, they can destroy it by one of the following methods:

2a) The vampire is destroyed if exposed to sunlight for 1 minute or more. During this time of exposure the creature can do nothing except assume its fog/mist form and try to flee.

2b) Once a vampire is immobilized, characters can destroy it by cutting off its head and stuffing its mouth with garlic or holy wafers.

2c) An immobilized vampire can be destroyed when placed under running water for 1 minute or more.

Vampires as Player Characters:

Although they make cunning and powerful SAVE operatives, Vampires have many well-known weaknesses that make them particularly vulnerable to attack. If a Vampire can avoid these pitfalls, and keep its appetite for blood sated, it can be a truly effective operative, sleeping by day and hunting RAX's minions by night.

Werewolf

AGL: (70 + 2D10) or 85; *
DEX: (15 + 2D10) or 30; *
PCN :(70 + 2D10) or 85; *
PER: N/A; *
STA: (55 + 2D10) or 70; *
STR: (70 + 2D10) or 85; *
WPR: (40 + 2D10) or 55

EWS: (80 + 2D10) or 95
Attack: 3; (70 + 2D10) or 85; *
Strike Rank: 4
Wound Boxes: N/A or *
Sense/Fear: -40
Movement: 225' (L) or *
Type: Mercenary
State: Corporeal
Disciplines:
    Automatic Change Self
*As a character when in human form.

The werewolf is a creature of the Unknown that appears in human form by choice most of the time but can instantly change from human to wolf (or back again) at will. Werewolves can be attacked normally while in human form.

All werewolves attack each round by raking twice with their claws and biting. Treat these attacks as armed combat. The werewolf must taste human blood at least 3 times per month, and most werewolves in wolf form can be destroyed if shot with a silver bullet regardless of the seriousness of the wound.

While in wolf form, the werewolf appears faintly human; the face resembles that of a man or woman, but the eyes glow a bloody red. The werewolf has a Dexterity Score of about 30; it can grasp objects in its hand-like forepaws.

Werewolves as Player Characters:

The werewolf has become the ubiquitous SAVE envoy of late. The process of "creating" werewolf agents was one of the first such projects to attain success, so many Werewolves now populate the ranks of strike teams across the world. When being used as a Player Character, the Player will have to generate a standard character to use while the werewolf is in human form, using the above listed statistics only when in wolf form.

Zombies and Animated Corpses

AGL: (15 + 2D10) or 30
DEX: (15 + 2D10) or 30
PCN: (2D10) or 15
PER: N/A
STA: (60 + 2D10) or 75
STR: (60 + 2D10) or 75
WPR: N/A
EWS: N/A
Attacks: 1; (40 + 2D10) or 55
Strike Rank: 1 or as per weapon
Wound Boxes: N/A
Sense/Fear: -40

Movement: 45' (L); 10' (W)
Type: Servitor
State: Corporeal
Disciplines: None

Zombies are corpses, animated to serve a user of the Way. There are two known varieties of zombies: simple animated corpses and true zombies.

Animated corpses and true zombies both look exactly like the corpses from which they are created and will be in whatever state the corpse was at the time of animation.

All attacks by zombies of both types are unarmed attacks (Strike Rank: 1), unless, of course, the zombies carry weapons. They can use melee weapons of any type but cannot use missile weapons. They always lose Initiative to characters in any combat. All attacks are made at their Attack Score.

Animated Corpse.

The simple animated corpse is called forth by means of the Way Discipline Animation of the Dead. The actions of the animated corpse are very limited, requiring constant direction from the creature animating it.

Any type of bullet put squarely through the front of an animated corpse's forehead destroys the creature, regardless of its Current Stamina. (This can only be done by a Called Shot; a shotgun will not do the trick.) Otherwise, animated corpses suffer Stamina Loss from attacks of all types but never suffer wounds. Animated corpses reduced to zero (0) Current Stamina spend 1D10 rounds regenerating Stamina then begin full activity again with Current Stamina equal to their original Stamina.

Animated corpses may be torn or cut apart, but each part of the animated corpse will continue to attack and move as a separate creature. Each will have a Stamina equal to the Current Stamina of the fully animated corpse immediately before the limb or part was torn from the body. Individual parts do not lose Current Stamina and will not stop attacking until a bullet is put through the head of the corpse.

Zombie

True zombies are animated corpses, that can do a single complex task and then return to the being that animated them. True zombies can travel great distances, seek out their victim, perform the task (usually murder), and return taking pains not to be followed.

True zombies are also different from animated corpses in two other ways:

1) A true zombie's pieces do not continue to attack separately.

2) A true zombie can be destroyed only by filling its mouth with salt and sewing shut the lips or by turning the zombie to face an ocean or sea within clear visibility. In such cases, the zombie is destroyed immediately, regardless of Current Stamina.

Animal Zombie (Tupilaq)

NOTE: See description for explanation of statistics.
   AGL: -30
   DEX: -30
   PCN: -15
   PER: N/A
   STA: +15
   STR: +15
   WPR: N/A
   EWS: N/A
   Attacks: 1; -15*
   Strike Rank: *
   Wound Boxes: N/A
   Sense/Fear: -25
   Movement: -30' (L); -50' (A); -15' (W)
   Type: Servitor
   State: Corporeal
   Disciplines: None
   * as animal from which it is formed.

The tupilaq is the corpse of an animal that has been animated to serve a user of the Way. Like the human zombie, there are two varieties of tupilaq: the common and the true tupilaq.

Both forms of tupilaq appear to be the rotting remains of the animals they are created from. The statistics for tupilaqs are related to the statistics of the animals in life. The statistics are determined depending on the parts of the creature used: STR = arms or forelegs; DEX = paws, claws, or hands; AGL = hind legs; PCN = head; STA = torso. Note that the statistics for this creature are presented as modifiers; add or subtract the appropriate number from the animals' normal statistics. However, no Ability Score can be higher than 100 or lower than 5.

Tupilaqs do not automatically lose Initiative to PCs. They never take wounds but do lose Stamina normally; 1D10 rounds after Current Stamina reaches zero (0), tupilaqs recover all Stamina and continue to attack.

Tupilaqs resemble zombies in all other respects.

Common Tupilaq

Any creature that has the Animation of the Dead Discipline can create a common tupilaq. The creator of the common tupilaq must provide constant direction for it by maintaining visual contact. Even then,

the common tupilaq can perform only simple actions, like those of an animated corpse.

A common tupilaq may be destroyed by any character making a successful Called Shot to its head with a gun or bow.

True Tupilaq

The true tupilaq can only be created by a zombie master. It is often a combination of the parts of different animals. For example, the greater zombie master delights in sewing the wings of a raven onto a small monkey's back. The true tupilaq possess the attributes and abilities of the parts of the animals it possesses. No tupilaq can possess attributes which allow it to move on land, water, and in the air; it might move in two of these elements but never all three.

The true tupilaq can perform complex actions that its creator can express in 25 words or less. When not in service to its Master, it "grazes" in the nearby countryside mindlessly attacking lone people. The true tupilaq never grazes further than 100 miles away from its Master.

True tupilaqs can be destroyed by filling their mouths with salt and wiring their jaws shut.

Zombie Master [Druj Nasu]

AGL: (2D10) or 15
DEX: (2D10) or 15
PCN: (50 + 2D10) or 65
PER: (50 + 2D10) or 65
STA: (115 + 2D10) or 130
STR: (70 + 2D10) or 85
WPR: (70 + 2D10) or 85
EWS: (120 + 2D10) or 135
Attacks: 1; (35 + 2D10) or 50
Strike Rank: 1
Wound Boxes: N/A
Sense/Fear: -25
Movement: 15' (L); 225' (A)
Type: Master
State: Corporeal
Disciplines:
   81/96/116 Summon, Swarm, Telepathy
   103/118/138 Animation of the Dead, Deadly
     Remains
     Automatic Change Self

In life, a druj nasu was a person who sought power for the sheer joy of ordering others about. Without exception, those around the zombie master thought of it as a petty tyrant, and no one willingly associated with it.

The zombie master appears as a headless, handless, decaying corpse. It is seldom found in a graveyard; rather, the corpse turns up in a lake, under a bridge, alongside a deserted country lane, or in some other place where a murderer might abandon his victim.

After the local authorities take the druj nasu's body to the morgue or cemetery, it uses its Animation of the Dead Discipline to animate as many of the other corpses in the place as it can. It then leads its dead minions to a place of seclusion from where it wages a campaign of death and destruction. As its servants murder more victims, the druj nasu animates those corpses, thereby continuing to build an army of dead followers to satisfy its desire for power.

Because it must keep its servants in sight on their missions of destruction, the druj nasu always accompanies them in the form of a large fly. When its animated dead enter combat, the druj nasu uses its Swarm Discipline to create a swarm of flies. The purpose of the swarm is two-fold: to confuse and distract the victims and to disguise the presence of the druj nasu in fly form. Although the swarm is vulnerable to pesticides, the druj nasu itself is immune to these chemical poisons.

A zombie master rarely attacks those who wander near its stronghold, fearing that doing so would call attention to its secret base. Instead, it attempts to discourage the visitors by summoning as many rats as possible. If the visitors persist, it uses Swarm to attack them with a number of biting flies. Visitors braving both flies and rats find themselves thinking that nothing here is interesting enough to brave dealing with the carrion and rats; of course, the zombie master is using Telepathic Sending to make them believe that their lack of interest is their own idea. Visitors who still persist are rewarded by finding a mound of corpses at the bottom of which is the zombie master himself.

The zombie master animates these corpses as soon as it appears the visitors have let down their guard. Because it has no hands or head, the zombie master avoids making physical attacks. Instead, it lies still, hoping to pass for a corpse. If anyone touches it, the druj nasu causes a swarm of flies to issue from its body and attack. If attacked, it fights back by kicking and by beating with its arms.

Clever explorers may find the lack of odor about the zombie master curious since its body so closely resembles a decaying corpse. It is impossible to inflict a wound on this creature. Like normal zombies, it regenerates all Stamina 1D10 rounds after being reduced to a Current Stamina of zero (0). The only way to destroy the druj nasu is to find its head and hands, place them with the body and burn the remains. Otherwise, a druj nasu that has been reduced to zero (0) Current Stamina "plays dead," waiting until its tormentors are out of sight before rebuilding its dominion.

Equipment

In the endless fight against the Unknown, SAVE envoys use a wide variety of specialized weapons and other equipment. This section provides details regarding some more common items your Beast Within character may acquire, including all relevant game rules.

Equipment Availability

Each piece of equipment has an Availability Code assigned to it. This code determines how difficult it is for SAVE envoys to acquire certain equipment, both in terms of cost and scarcity.

Common items are generally available to all people. Examples include flashlights, canned food, pocket knives, rope, and spraypaint. Some common items are not readily purchasable but can be made from scratch fairly easily, such as spears and lassos.

Uncommon items are either expensive or are difficult to obtain. Most firearms are included in this category because of the permits and delays associated with their acquisition. Examples of Uncommon items include revolvers, economy cars, video cameras, and swords.

Rare items are very difficult to get, usually because of their prohibitive cost. Some rare items are restricted military issue or are cutting-edge new technology. This makes them nearly impossible to gain legally. Examples of Rare pieces of equipment include explosives, assault rifles, luxury cars, aircraft, and laser weapons.

Standard SAVE Equipment Pack, circa 1990

When equipment and funds were more available (but by no means princely), SAVE issued its envoys a standard equipment pack. All of the items listed below came packed together in a handy carrying case the size of a small suitcase, weighing about 50 pounds.

Items marked with an asterisk (*) are currently in short supply, so the Gamemaster may decide to delete them from equipment packs issued to envoys on contemporary missions. Note that although the GM may choose not to include these items in the standard pack, characters may still acquire them as part of their allotment of Rare or Uncommon items (see following page).

First aid kit with bandages, tape, and antiseptic

Heavy-duty halogen flashlight also useable as a club (SR: 3)

One box of six silver .45-caliber bullets*

One 35mm self-focusing camera with automatic light adjustments

Two rolls super-fast 1000 speed 35mm color film (36 exposures each)

One flash attachment for camera

One mini-cassette tape recorder

Two blank cassette tapes

One ball-point pen & one pencil

One pad note paper

20 sheets stationery and envelopes

One set of walkie-talkies

One tiny, long-range 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 can also include the following items. These must be carried separately, however:

One cane, walking stick, or umbrella

Standard professional reference works, for those with Skills to understand them

Medical bag for medical doctors

Electronics kit for those skilled in its use*

Many of these items are further explained below in the Equipment List.

Initial Equipment Acquisition

Aside from a standard equipment pack (see above), beginning characters start with essentially unlimited access to Common equipment (subject to GM approval). In addition, each character can start with either one Rare item or his choice of three Uncommon items. Characters can also gain extra items by purchasing the Equipment Edge (see Edges, p. 38).

The Equipment List

Each item is listed with its Availability Code and a brief description of its game use. Weapons are listed with their Strike Rank (SR), and missile weapons also include Normal Range (Range), Rate of Fire (ROF), Reloading time (RL), and Ammunition capacity (Ammo). Weight in pounds is given for throwing weapons. For more details on these terms, and weapons in general, see the Combat section, starting on p. 86.
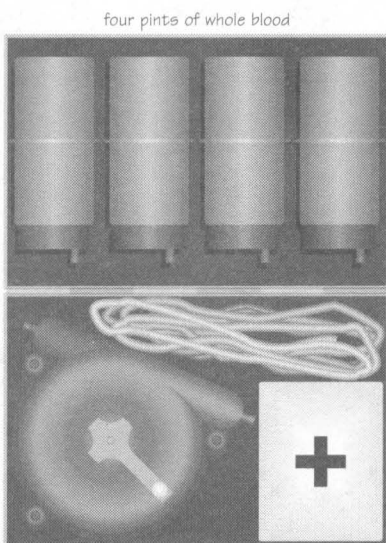
Field Transfusion Kit

If used promptly, this piece of equipment can save an envoy who has been infected by certain creatures of the Unknown (such as vampires and werewolves).

Only envoys with the Surgery or Medical Fields Skills may use the kit effectively. Such use requires a Specific Skill Check; The result level necessary for success is based on the time that has passed since initial infection:

up to 15 minutes	L result
15 to 30 minutes	M result
30 to 60 minutes	H result
1 to 6 hours	C result

four pints of whole blood

two 3' lengths of surgical tubing

First Aid Kit :

gauzes	suture kit
plastic strips	suture scissors
aspirin	prep pads
tweezers	bandage scissors
peroxide	scalpel blade and handle
antiseptic ointment	2 Kelly forceps
2 IV needles	pen light

hand operated siphon pump

Axe
Common
SR: 5

This represents a large axe with a heavy head and a three-foot long handle.

Blackjack
Common
SR: 2

Essentially a small club, the blackjack is a small leather sack filled with heavy shot or sand, used for hitting people on the back of the head to knock them out (see Blackjack/Club/Mace Skill, p. 25).

Bola
Uncommon
SR: 4
Range: 30
ROF: 1
Weight: 2 lbs.

A bola consists of three pieces of rope, tied at a common point. Three weights are fastened to the ends of these lines. The caster grasps the bola at the connecting point, whirls the weighted lines around in a circle above his head, and releases it toward the target. The twirling of the weights causes the three lines to spread out and entangle the opponent (see Entangler Weapons, p. 90).

Boomerang
Uncommon
SR: 4
Range: 60
ROF: 1
Weight: 1 lb.

In the hands of a skilled user, the boomerang will return to the thrower if it misses its target, allowing another throw in the following round. Note that the boomerang needs considerable space to turn around; the returning ability only works in the outdoors or very large indoor areas like sports arenas.

Brass Knuckles
Uncommon
SR: +1

Brass knuckles may be used with the Boxing Skill or unskilled punching. Brass knuckles are illegal in many places, which explains their Availability Code of Uncommon.

Club
Common
SR: 3

The Strike Rank for clubs can be used for any medium-sized blunt object used in melee combat, including baseball bats and pool cues.

Dagger
Uncommon
SR: 3
Range: 15
ROF: 1
Weight: 1 lb.

This includes any bladed weapon of short length but larger than a knife. Daggers have blades ranging from 6 to 14 inches.

Garrote
Common
SR: N/A

The garrote is a short length of thin rope or wire used strangle a target. When a character is being strangled (see Strangling, p. 89) by a character using a garrote, his General Stamina Check is made with an additional penalty of -10.

Hatchet
Common
SR: 3

This axe is small but not balanced for throwing. It has a 20-inch handle. For a throwing axe, see Tomahawk below.

Javelin
Uncommon
SR: 4
Range: 50
ROF: 1
Weight: 2 lbs.

The javelin is a light, flexible spear specifically designed for long-distance throwing.

Knife

Common
SR: 2
Range: 20
ROF: 1
Weight: 1/2 lb.

Any small blades, including pocket knives, are covered here.

Lasso

Common
SR: N/A
Range: 15 (no modifiers apply)

A lasso is a rope which has a loop on the thrown end which settles about the target and tightens when pulled. The result is entanglement (see Entangler Weapons, p. 90).

Mace

Uncommon
SR: 4

The mace consists of a medium-length wooden shaft topped with a heavy metal ball often covered with studs or spikes.

Machete

Common
SR: 4

The machete is a heavy, medium-length blade useful for clearing underbrush.

Nunchaku

Common
SR: 4

The nunchaku consists of two short staves connected by a chain or thong. When wielded by a martial artist, the whirling staves can cause grievous injury and even break bones.

Polearm

Uncommon
SR: 6

This includes any weapon consisting of a long pole (5 feet or more) topped by a blade, spike, or other nasty implement.

Rapier

Uncommon
SR: 4

A thin-bladed duelling sword.

Shuriken

Uncommon
SR: 2
Range: 15
ROF: 1
Weight: 1/10 lb.

Shuriken are small star-shaped blades thrown with great effectiveness by martial artists.

Spear

Common
SR: 5
Range: 25
ROF: 1
Weight: 4 lbs.

The spear consists of a long pole (4 to 6 feet) tipped with a sharp point.

Sword, Broad

Uncommon
SR: 5

This type of sword represents any heavy-bladed sword wielded in one hand such as the broad sword, long sword, and scimitar.

Sword, Two-Handed

Uncommon
SR: 6

This applies to any large, heavy sword used in two hands, including the bastard sword and claymore.

Tomahawk

Uncommon
SR: 2
Range: 15
ROF: 1
Weight: 4 lbs.

The Tomahawk is a small axe balanced for throwing.

Whip

Uncommon
SR: 4

A whip can be used as a normal melee weapon or can be used to entangle. The latter use is a Called Shot (see Entangler Weapons, p. 90).

Bow, Long
Uncommon
SR: 5
Range: 120
ROF: 1
RL: 5 (see Bow Reloading, p. 90)

The modern long bow is a high-tech marvel of pulleys designed to get maximum pull for minimum effort.

Bow, Short
Common
SR: 4
Range: 60
ROF: 1
RL: 5 (see Bow Reloading, p. 90)

This weapon represents any small bow, including primitive bows used by natives, etc.

Crossbow
Uncommon
SR: 5
Range: 120
ROF: 1
RL: 8 (see Bow Reloading, p. 90)

The crossbow is more convenient to fire than a standard bow but takes much longer to load due to its powerful pull.

Machinegun, Light
Rare
SR: 9
Range: 350
ROF: 4 (or Burst Fire)
RL: 2
Ammo: 50

The light machinegun can only be fired accurately if it is braced with a bipod or similar device. If a character fires this weapon from the shoulder in burst mode, he must gain an H or C result on a Specific STR Check or take a shoulder wound (1D10 STA plus 1 Wound) and fall to the ground. If the weapon is fired single-shot, any success will avoid the damage.

Pistol, Automatic
Uncommon
SR: 7
Range: 35
ROF: 4
RL: 1
Ammo: 8

Contrary to its name, the automatic pistol cannot fire bursts. It is actually a clip-fed pistol popular for its large ammunition supply.

Pistol, Holy Water

trigger

CO_2 cartridge

16 oz. shatter-proof container

Holy Water Pistol
SR: Special
Range: 5
ROF: 2
RL: 3
Ammo: 2

Based on the common Mace canister, this compact and durable weapon fires a jet of blessed fluid rather than a chemical irritant. When used against those creatures of the Unknown that suffer from the touch of holy objects (such as vampires), the holy water pistol has a Strike Rank of 6.

Pistol, Revolver

Uncommon
SR: 7
Range: 75
ROF: 4
RL: 2
Ammo: 6

The revolver is the standard-issue firearm for most police forces. Its reliability and effectiveness have also made it a home-protection standby.

Pistol, Submachine Gun

Uncommon
SR: 7
Range: 50
ROF: 1 (or Burst Fire)
RL: 1
Ammo: 5

The submachine gun's compact size and high reliability make it ideal for both government agents and terrorists. In order to accurately fire the submachine gun in burst mode, a character must have both the Pistol Skill and the Automatic Weapons Skill.

Pistol, Taser

Uncommon
SR: 8 (see below)
Range: 20
ROF: 1
RL: 2
Ammo: 1

The taser fires a small dart connected to a wire. The wire leads back to the taser, which discharges a powerful shock through the wire to the target. This weapon does STA damage only; it causes no loss of Wounds in the target.

Pistol, Zip Gun

Common
SR: 5
Range: 30
ROF: 1
RL: 2
Ammo: 1

A "zip gun" is an improvised pistol made with a short length of pipe. Zip guns are not very reliable or accurate; any attacks with them are made at an additional modifier of -10.

Rifle, Assault

Rare
SR: 7
Range: 440
ROF: 4 (or Burst Fire)
RL: 1
Ammo: 40

The assault rifle is the standard military weapon of choice for any well-equipped army. Its improved effectiveness is due to its design efficiency.

Rifle, Automatic

Uncommon
SR: 8
Range: 360
ROF: 4 (or Burst Fire)
RL: 1
Ammo: 20

This weapon is the light-duty military weapon of armies worldwide. It fires medium-caliber rounds in both single-shot and burst modes.

Rifle, Carbine

Uncommon
SR: 8
Range: 360
ROF: 4
RL: 1
Ammo: 9

Although not a true automatic weapon, the carbine rifle can fire rapidly in the hands of a skilled gunman.

Rifle, Elephant Gun

Rare
SR: 10
Range: 550
ROF: 2
RL: 2
Ammo: 2

The elephant gun is a massive double-barreled rifle designed to bring down big game in one shot. The recoil generated by this weapon is so great that any character that fires both barrels in one round must immediately pass a General STR Check or fall to the ground, taking 1D5 STA damage.

Rifle, Laser

Rare
SR: 9
Range: 200
ROF: 4
RL: 2
Ammo: 10

This experimental laser weapon is only available to military personnel (although a few have escaped to the black market). It is a bulky item that needs a large backpack-sized battery to hold the necessary energy for 10 shots. The laser's many drawbacks are balanced by its remarkable accuracy. All shots from this weapon are at a modifier of +10, and every attack "spent" aiming adds another +10 (instead of the normal +5), to a maximum of +40 (instead of +20).

Rifle, Micro-Rocket

Rare
SR: 11
Range: 750
ROF: 1
RL: 2
Ammo: 5

The micro-rocket rifle is an experimental weapon that fires .75 caliber spin-stabilized rockets. It is effectively recoilless, but the rockets start slowly and do less damage close to the muzzle.

Lower the rocket's SR by 1 for attacks in Point-Blank Range.

Rifle, Sniper

Rare
SR: 11
Range: 700
ROF: 1
RL: 2
Ammo: 12

The sniper rifle is a special long-range weapon that uses .50 caliber machine gun ammunition to deadly effectiveness. The recoil generated by this weapon is so great that any character that fires it without some kind of bracing (like a bipod) must immediately pass a General STR Check or fall to the ground, taking 1D5 STA damage.

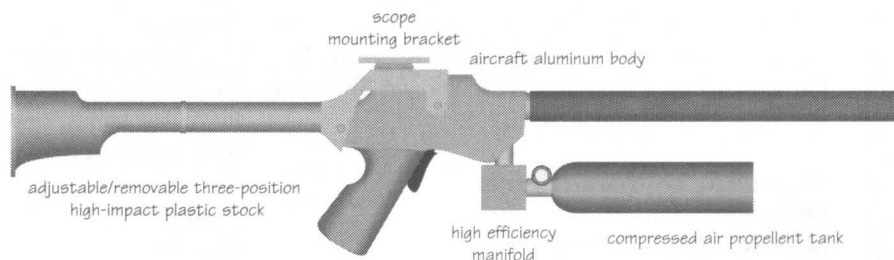### Rifle, Sporting

Uncommon
SR: 8
Range: 360
ROF: 1
RL: 1
Ammo: 5

The sporting rifle is a medium-caliber single-shot rifle in common use all over the world for hunting and rural self-defense.

Rifle, Stake Gun

scope
mounting bracket
aircraft aluminum body
adjustable/removable three-position high-impact plastic stock
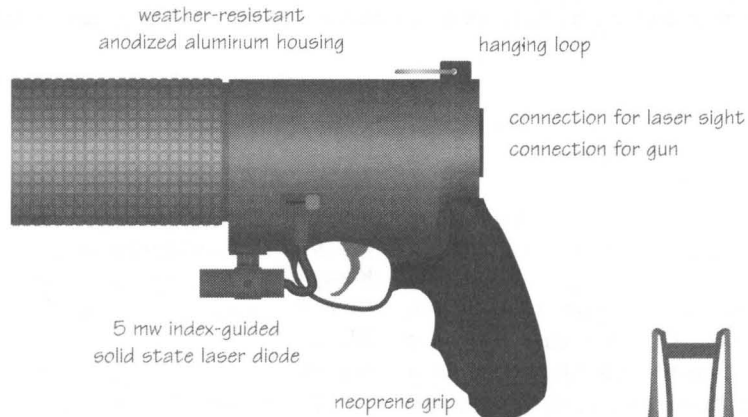high efficiency manifold
compressed air propellent tank

Stake Gun
SR: 5
Range: 50
ROF: 1
RL: 2
Ammo: 1

This weapon is a relatively simple conversion from a harpoon gun. Normally inferior to standard handguns, the stake gun is best used against vampires. A successful Called Shot to the heart will "neutralize" a vampire, making it vulnerable to destruction (see Vampire, page 143). As an added bonus, the stake gun can support a wide variety of makeshift ammunition, such as chair legs, mop handles, etc.

Pistol, Sun Gun

weather-resistant
anodized aluminum housing

hanging loop

connection for laser sight
connection for gun

5 mw index-guided
solid state laser diode

neoprene grip

loop hook

main batteries
(linked)

laser sight battery
(at small of back)

3' coiled cord
to gun

4' straight cord
to laser sight

Sun Gun
SR: Special
Range: 1000
ROF: 1/3 rounds
RL: Special
Ammo: 10

- INCEDIBLE 1MILE RANGE
- 16 MILLOIN CANDLEPOWER
- SAME WAVELENGTH AS NATURAL SUNLIGHT
- DESTROYS UNDEAD WITH LETHAL UV RADIATION

This extremely sophisticated and fragile weapon is only rumored to exist. It is powered by a bulky battery harness that takes 20 hours to recharge when empty. The sun gun hits those creatures of the Unknown adversely affected by sunlight (such as vampires) with a Strike Rank of 10, and will actually cause Wounds to those creatures. Although the light is visible for a mile, the damaging effect of the gun dissipates quickly, losing 1 SR for every 20 feet to the target.

Shotgun, Assault
Rare
SR: 8 (variable with range)
Range: 75
ROF: 4 (or Burst Fire)
RL: 1
Ammo: 10

The assault shotgun is a recent development that fires bursts of fire from a drum magazine. See the sections on Automatic Weapons and Shotguns in the Combat section, p.90.

Shotgun, Double-Barrel
Uncommon
SR: 7 (variable with range)
Range: 75
ROF: 2
RL: 1
Ammo: 2

The double-barrel shotgun fires a spray of tiny pellets instead of a single projectile, making it deadly at close range but less effective at long range (see Shotguns, p. 90).

Shotgun, Pump Action
Uncommon
SR: 7 (variable with range)
Range: 75
ROF: 4
RL: 2
Ammo: 5

The pump-action shotgun is the shotgun equivalent of the carbine rifle. It can fire rapidly but only in skilled hands. See also the Shotguns section in the Combat section, p. 90.

Slingshot
Common
SR: 3
Range: 40
ROF: 1
RL: 2

This slingshot represents a modern "wrist-rocket" made from surgical tubing and using small rocks (or marbles) for ammunition. Such weapons can be easily improvised in the field.

Assault Cannon

Rare
SR:12
Range: 600
ROF: 1
RL: 1
Ammo: 10

This weapon is a recent military development, designed to give special forces infantry long-range anti-vehicular firepower with a repeat-fire capability not found with LAWs and other such weapons. The assault cannon is essentially an enormous rifle that fires high-speed explosive projectiles.

Flamethrower

Rare
SR: 10
Range: 20
ROF: 1
RL: 30 min.
Ammo: 15

The flamethrower is used to set targets on fire. An L or M result will only cause normal damage based on SR, but an H or C result will also set the target on fire. As long as the target continues to burn, he will take 1D10 Wounds at the end of each round. Unless the target is somehow extinguished, it will continue to burn until dead or destroyed (note that simply rolling on the ground will not extinguish a fire caused by a flamethrower). If the target is particularly flammable (like a Mummy) any hit will also set it on fire. However, if the target is protected from burning (fireproof suit, soaking wet, etc.), it will only be set on fire on a C result and will only burn for 1D5 rounds.

The flamethrower is fuelled by a backpack-like tank of fuel, which can be targeted by a Called Shot. A hit will cause the tank to explode, causing the wearer and anyone within 10 feet to suffer an attack with a SR equal to the number of shots left in the tank times 2 and will set them all on fire (see above).

Grenade Launcher

Uncommon
Range: 175
ROF: 1
RL: 4
Ammo: 12

The grenade launcher allows grenades to be fired over a much greater distance and with greater accuracy than if they were thrown. Grenade launchers are often used by police departments to fire smoke and tear gas grenades although they can be loaded with any type grenade (see Explosives, p. 158).

Light Anti-tank Weapon (LAW)

Rare
SR: 13
Range: 180
ROF: 1
RL: N/A
Ammo: 1

The LAW is a single-shot anti-tank missile designed for infantry. It is normally only available to the military. The LAW is armor piercing so ignores all armor worn by its target.

Machinegun, Heavy

Rare
SR: 10
Range: 380
ROF: 4 (or Burst Fire)
RL: 3
Ammo: 200

The heavy machinegun is designed to be fired from a vehicle mount, tripod, or bipod. If a character fires it without such mounting, he must make a Specific STR Check. No ill effects are suffered from a C result. An H or M effect will result in a shoulder wound (1D10 STA plus 1 Wound) and a fall to the ground. An L result or failure means that the shot went wild (automatic miss), and the firer suffers a serious shoulder wound probably broken ribs (2D10 STA plus 2 Wound) and, of course, a fall.

Ammunition, Armor-Piercing
Rare
SR: -1

Armor-piercing ammunition allows any firearm to bypass the reduction of SR by ballistic armor, but it is difficult to obtain and reduces the overall effectiveness of the weapon. Choice of this Rare item will grant a character a full "box" of ammunition equal to the weapon's Ammo rating times 10.

Ammunition, Explosive
Rare
SR: +1

Explosive ammunition makes any weapon more effective, but a misfire can be dangerous any roll of "01" when firing a gun loaded with explosive ammo will result in the entire clip exploding, causing 1D5 STA plus 1 Wound per bullet left in the clip to the firer's hand. Choice of this Rare item will gain a character a full "box" of ammunition equal to the weapon's Ammo rating times 10.

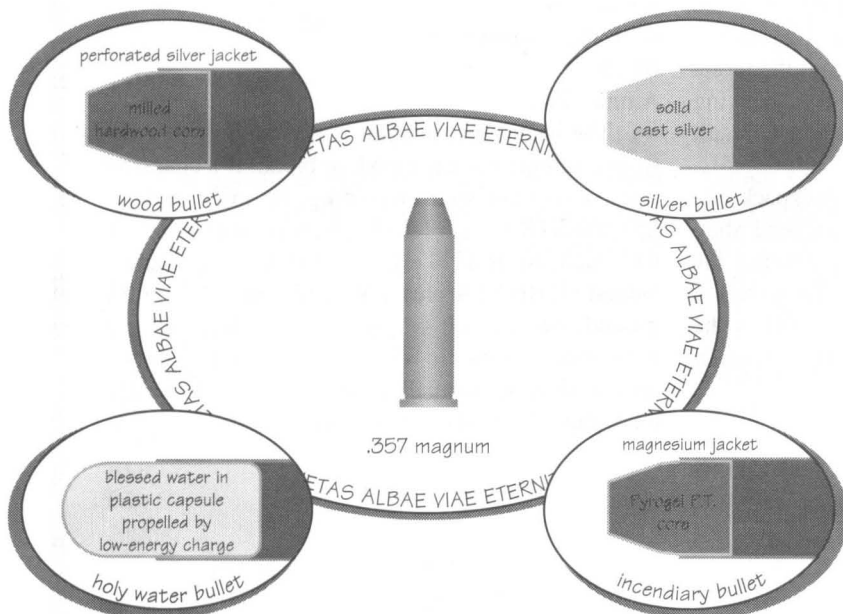### Ammunition, Flechette
Rare
SR: see below
Range: x 1/2

A flechette round fires a hail of needle-like projectiles instead of a normal bullet. Treat shots from flechette rounds like shotgun fire (see p. 90). In addition, ballistic armor is particularly effective against flechettes; any attacks against armored targets suffer an additional SR reduction of -1. Choice of this Rare item will grant a character a full "box" of ammunition equal to the weapon's Ammo rating times 10.

Ammunition, Standard
Uncommon

When a character obtains a weapon, it is assumed to come with a box of ammunition (consider it 10 loads for that weapon). Additional boxes of ammo can be obtained as Uncommon pieces of equipment.

These special ammunitions are usually created in the field to combat a specific threat. Each type of ammo will add +2 to the Strike Rank of a firearm when used against a creature that is vulnerable to its effects.

perforated silver jacket
milled hardwood core
wood bullet

solid cast silver
silver bullet

VERITAS ALBAE VIAE ETERNA

.357 magnum

blessed water in plastic capsule propelled by low-energy charge
holy water bullet

magnesium jacket
Pyrogel P.T. core
incendiary bullet

Bipod
Uncommon

A bipod is a two-legged brace for a rifle or machinegun. It allows accurate firing of these weapons in burst mode and also confers a Modifier of +5 to the Target#. In order to use a bipod, however, the firer must be lying prone on the ground.

Grenade Launcher (Under-Barrel)
Uncommon
Range: 150
ROF:1
RL:1
Ammo:1

The grenade launcher can be mounted under the barrel of any rifle, allowing grenades to be fired over a much greater distance and with greater accuracy than if they were thrown. Rifle Skill is used to fire the grenade launcher, and it can be loaded with any type grenade (see Explosives, p. 158).

Sight, Laser
Uncommon
Range: 120

Mounting a laser sight on any bow or firearm will grant a Target# Modifier of +10 but will not work in fog, smoke, or extremely bright light.

Sight, Telescopic
Uncommon

A telescopic sight will reduce the Modifier for Far shots to -5 and the Modifier for Extreme shots to -10. However, in order to be effective the firer must spend at least one "attack" aiming (see p. 89) to line-up the sights.
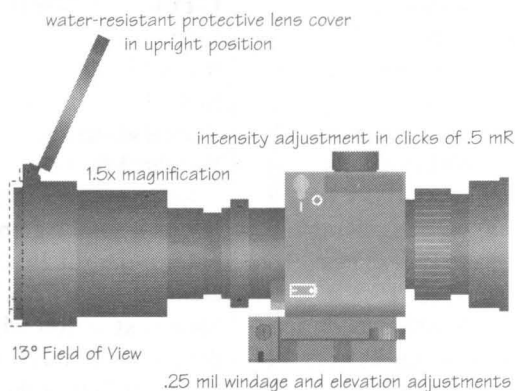
Silencer
Uncommon
SR: -1
Range: -5

The silencer muffles the sound of a firearm by reducing the speed of the bullet (and supersonic gasses produced by the shot) to subsonic speeds. Although this significantly reduces the noise made by the weapon, it also reduces its effectiveness. Silencers are only available for pistols and submachineguns and are only effective for one "clip" worth of firings (the weapon's Ammo rating) before they are ruined and must be replaced.

Normally, anyone in the vicinity can hear a firearm being discharged. The addition of a silencer requires a Specific Perception Check with a M result or better to hear the gun fire, although any characters in the same room (or 50 feet) will still hear the silenced weapon fire.

Sight, Save

SAVE Sight
This special sight combines thermal imaging and a UV scope to identify creatures of the Unknown by their characteristic heat signatures. After holding the sight on the target(s) for 2 rounds, the sight will compare the images it collects with its on-board library of creatures. It will then tag each target with an icon establishing exactly what type of creature it is, or if it is actually human, with an 82% degree of accuracy. The SAVE sight also functions as a standard telescopic sight (see above).

water-resistant protective lens cover in upright position

intensity adjustment in clicks of .5 mR

1.5x magnification

13° Field of View

.25 mil windage and elevation adjustments

- Armored housing is waterproof and has been tested to an underwater depth of 25 feet for 3 hours.
- Operates in -50 to +50 °C, relative humidity of 95%.
- 200 to 800 meter ballistic compensation
- Mil-spec fully-coated lenses
- Powered by 3 "AA" batteries

Tripod
Uncommon

The tripod is a more sophisticated, but bulkier, version of the bipod (see above). It functions identically, but the firer can stand while firing.

Explosives come in a wide variety, but all share some common characteristics. All have the potential to cause Catastrophic Damage (see p. 92). Each type of explosive is listed with the Target# of the catastrophe caused by its explosion, as well as its Strike Rank and Blast Radius in feet. (see also Explosives Skill, p.28).

Dynamite
Rare
SR: 10
Range: 15
ROF: 1
Target#: 125
Blast Radius: see below
Weight: 1/2 lb.

Dynamite is used for all forms of demolition, although is can be used as a crude weapon. If a stick of dynamite is lit and thrown, it has a blast radius of 20 feet. Dynamite is used most effectively when it is set up by a character with Explosives Skill. When properly prepared, the character can decide what blast radius and special effects he wants (subject to logic and GM approval). A Specific Explosives Skill Check will determine how close he comes to the desired effect (see Explosives Skill, p. 28). A beginning character who selects this item receives four sticks of dynamite plus blasting caps and a remote detonator with a range of 1,000 feet.

Grenade, Defensive
Rare
SR: 8
Range: 40
ROF: 1
Target#: 80
Blast Radius: 15
Weight: 1.5 lbs.

The defensive grenade is designed to be used in comparatively close quarters such as indoors. For this reason, it has a smaller blast radius than the offensive grenade (see below). These grenades can be thrown, or they can be fired from grenade launchers. When a beginning player character selects this item, he gets a half-dozen (6) grenades.

Grenade, Offensive
Rare
SR: 9
Range: 40
ROF: 1
Target#: 100
Blast Radius: 30
Weight: 1.5 lbs.

This is the standard military-issue hand grenade. It generates a powerful explosion in a large blast radius. It can be thrown or fired from a grenade launcher. When a beginning player character selects this item, he gets a half-dozen (6) grenades.

Grenade, Smoke
Uncommon
Range: 40
ROF: 1
Blast Radius: 40
Weight: 1 lb.

The smoke grenade generates a cloud of billowing white (or colored) smoke that obscures normal vision. Any characters attempting to shoot or see through smoke do so with a -30 Modifier to the Target# (or Perception). Note that some creatures may be able to see through smoke (GM's option). The cloud disperses in 12 rounds or 3 in windy conditions.

Grenade, Tear Gas
Uncommon
Range: 40
ROF: 1
Blast Radius: 30
Weight: 1 lb.

The tear gas grenade releases a cloud of smoke just as a smoke grenade (see above), but any characters caught in the blast radius must pass a General STA Check or take 1D5 STA and lose their next action while they choke, gasp, and rub their eyes in pain. The effect continues until the character leaves the cloud and then makes a successful STA Check. The cloud disperses in 12 rounds or 3 in windy conditions.

Combat Armor
Rare
SR: -4/-3

This item is currently in limited deployment with the military. Combat armor consists of a full-body suit of Kevlar, reinforced with strategically-placed plates made of advanced composite materials. Any ballistic attacks against the wearer have their Strike Ranks reduced by 4, while all other attacks are reduced by 3 Strike Ranks. The suit also includes a helmet and faceplate, providing full coverage (Called Shots will only reduce protection to -3 Strike Ranks). The suit is so bulky that the wearer's AGL is reduced by 15 while wearing it. The Combat armor is equipped with a built-in micro-communicator (see p. 160).

Flak Jacket
Uncommon
SR: -3

This item is bulkier than a bulletproof vest but offers better ballistic protection. The flak jacket lowers attacks by 3 Strike Ranks and decreases the wearer's AGL by 5. Flak jackets only affect ballistic weapons (firearms, grenades, and so on). A Called Shot can be used to avoid the jacket entirely.

Kevlar Vest
Uncommon
SR: -2

The kevlar vest is a lightweight "bulletproof" vest. It lowers attacks against it by 2 Strike Ranks but only affects ballistic weapons (firearms, grenades, and so on). A Called Shot can be used to avoid the vest entirely.

Plate Vest
Uncommon
SR: -3/-2

The plate vest is an exceptionally heavy piece of modern armor used by police who expect heavy opposition. Although the wearer's AGL is lowered by 10, the vest lowers ballistic attacks by 3 Strike Ranks and lowers all other attacks by 2 Strike Ranks. A Called Shot can be used to avoid the vest.

Camera, 35mm
Common

The camera included in SAVE equipment packs is a color 35mm model, fully self-adjusting. The camera takes pictures as fast as any character can snap them and advances the film itself. Each camera is assumed to initially come with two rolls of color film each with 36 exposures.

Cassette Recorder
Common

The mini-cassette tape recorder included in SAVE equipment packs is a standard, commercially available model with a built-in microphone. A tape can continuously record for up to 90 minutes on each side. Each recorder is assumed to initially come with two blank tapes.

Cellular Phone
Uncommon

This is a portable telephone the size of a small walkie-talkie, connected to the normal phone lines through a global satellite network.

Electronics Kit
Uncommon

The electronics kit comes packed in a small, sturdy carrying case about 15 inches wide, 12 inches deep, and 10 inches 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 jury-rigged repairs to most common electronic devices.

Gas Mask
Uncommon

The gas mask will protect the user from harmful gasses and airborne poisons including tear gas.

Homing Device & Receiver
Rare

The SAVE 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 distance of the homing device. The homing device transmits for 2 weeks, and the signal has a range of 20 miles.

The homing device is magnetic, so it can be easily attached to most metal surfaces. Of course, it can also be planted directly on a person, in his pocket or elsewhere.

Infrared Goggles
Rare

These goggles enable a character to see heat or infrared light; he can see as far at night as in daytime, but shapes are often less distinct. In fact, when a nighttime shape is within Normal Range anyway, it is more clearly seen without the goggles than with them. Note that the goggles are still affected by fog and by the Disciplines such as Blur Vision and Darken.

Listening Device & Receiver
Rare

This listening device is about the size and shape of an ice-cream cone. A character can plant and activate the device by hand; once placed, the listening device picks up and transmits all sounds within a 60-foot radius. The device comes with a receiver, which automatically filters the signals, 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 listening device also comes with an adapter to plug it into a standard cassette recorder.

The receiver must be within 1/4 mile of the listening device in order to pick up its signal. The life span of the listening device is 4 weeks; after this time, the device runs out of power.

Micro-Communicator
Uncommon

The micro-communicator is a hands-free headset that can transmit and receive audio signals from other communicators and standard walkie-talkies. The small size of the communicator limits its effective range to about 1 mile.

Video Camera
Uncommon

This camera is a standard-format record and playback unit. Each video recorder is assumed to initially come with two blank 6-hour tapes.
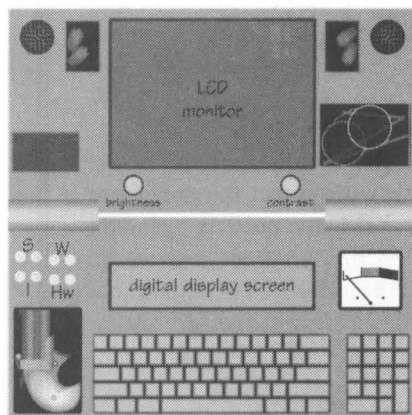
Walkie-Talkies (pair)
Common

The walkie-talkies are small handset radios with an effective range of about 2 miles.

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bio-feedback pads
(in holding niche)

thermometer pads
(in holding niche)

high frequency speakers

LCD monitor

pupil/iris/cornea examination gear
(in holding niche)

brightness   contrast

monitor in upright position

digital display screen

Geiger counter

.45 caliber derringer
(w/ specialized ammunition)

The Vindicator

The Vindicator

In the hands of a trained operator (none exist), this device can, through a complex series of electronic and verbal tests, determine if an individual is human or a creature of the Unknown in disguise. Although the actual employment of the vindicator is impractical to say the least, many SAVE groups are now equipped with dummy vindicator-like briefcases. In theory, a creature confronted with the possibility of interrogation will reveal its true nature when it attempts to flee. These "dummy" vindicators are often equipped with large firearms for just such instances.

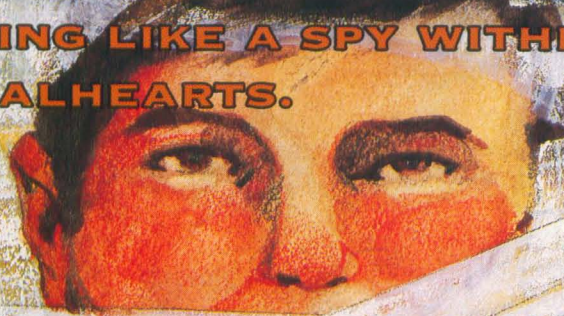Meet RAX and all his evil friends in this new roleplaying game that lets you play creatures of the Unknown.

The Beast Within features a revised adaptation of the Chill game system that incorporates years of playtesting and development.

Tired of playing vampires and werewolves? Give a Bat Lord, Doll Master or Mechanical Entity a try!

WALLS QUAKING DOWN — QUESTIONS UNVEALED! RED RAX, RAX THEUNFILTHED, RAX OF THE CLAW AND STICKY SPOONTONGUE! THE FRIGHT OF RAX UNVEILED! ELSEWAYS, THAT HUMANKIND IS BETERRORED BY MYSELF AND MY BEASTFELLOWS IS EVER AMUSING. FAR MORE DANGEROUS IS THE CRAWLY-CREEPER LURKING LIKE A SPY WITHIN EACH AND ALL MORTALHEARTS.

— RAX

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