

Darkness

A dark, atmospheric illustration of a creature, possibly a dinosaur or alien, wearing a flight helmet and oxygen mask. The creature is positioned in the lower-left foreground, looking towards a large, glowing rectangular screen. The screen displays the text "Standby for incoming transmission" in a monospaced, digital font. The background is dark and filled with mechanical details of a cockpit, including various pipes, wires, and control panels. The overall mood is mysterious and suspenseful.

Standby for
incoming transmission

**Supernatural
Creatures**

**every
when**

Incoming Transmissions: a set of expansions for the Everywhen roleplaying game, each building on the basic rule set with extra player templates, optional rules, NPCs and terrifying creatures.

Darkness: Supernatural Creatures explores the shadowy beings inhabiting traditional folklore and iconic literature. Seven new templates are provided for players to use to build their characters: Vampires, Werewolves, Demons, Ghosts, Revenants, The Revived and The Constructed, plus stats for rabble, tough and rival-level NPCs for each creature type. All templates can be used at the start from character creation and some can be acquired during play if appropriate circumstances occur.

So, you're a supernatural creature now. Will you step forward into the light, or remain... in the darkness?



Darkness: **Supernatural Creatures** *an **Everywhen** RPG expansion*

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Supernatural Creatures

This *Everywhen* supplement provides a number of supernatural templates for players to use on their characters. All templates can be used at the start from character creation and some can be acquired during play if appropriate circumstances occur.

The creatures are not explicitly defined as they may vary from setting to setting. However their name should indicate the type of creature they are, with their boons and flaws augmenting this information.

Generally (unless noted otherwise) all the supernatural creatures have a net zero sum of boons and flaws, so shouldn't give an unfair advantage over normal characters.

Throughout the text the term *human* is used. This term is used to describe the normal sentient race(s) in the setting being used. Should your setting have a different sentient race or a number of sentient races (i.e. elves, dwarves, etc.) then assume that the term *human* encompasses all these races.

This supplement assumes that the *Everywhen* Fear rules and *resolve* are being used. It is up to the GM what other rules are included, including Powers. Just because some creatures might have specific Powers (i.e. the telekinesis of the Ghost) that doesn't mean that Psionics is generally available. As always, your GM has final say on what is allowed and what is not.

The following rules give mechanics for player character and NPC supernatural creatures. Note that the NPC versions are built according to the *Everywhen* entity creation rules rather than these player character creation rules.

Also, the ability values for the NPCs are for typical versions of them – feel free to adjust as necessary, referring to NPC creation in the core book.

The term *mundane* is used in this supplement to describe normal, non-supernatural, non-magic, non-psionic, etc.

The supernatural boons and flaws listed under each creature may have the same name for a number of creatures, however there may be slight differences, so check that you use the correct ones.

Demons

Demons are beings of spirit and exist bodiless in inhuman realms ("hell"). However if operating in the mortal world, and to fully interact with it, they typically possess humans by choice.

Demons come as *rabble*-, *tough*- and *rival*-level characters. Even if creating a player character demon they will start as *rabble*-level, but will be assumed to have already possessed a *rival*-level human.

Lifeblood and resolve

Demons do not have *lifeblood*, but all types of demon do have *resolve*. A *rabble*-level demon's has a *resolve* of 3 (normally *rabble* don't have *resolve*, but demons are an exception), a *tough*-level demon's is 5 + *mind*, and a *rival*-level demon's is 10 + *mind*.

A demon is immortal and cannot die (apart from GM plot devices!). It can however be sent back to its hellish realm (whereupon a player character demon would revert to a normal human NPC). If the host dies due to damage exceeding its *lifeblood*, then the demon will wish to vacate the body.

Creating Demons

A demon has no *strength* (and therefore no *lifeblood*) and starting (*rabble*-level) demons have zero in all other attributes and combat abilities and has no careers. When a demon possesses a human, it will use abilities as follows:

Attributes

- It will always use its own *mind*, as it has smothered the *mind* of the host

- It will use the *strength* and *agility* of the host (but the scale of these might be increased)
- It can use either its own or its host's *appeal*

Combat Abilities

- It will use its own *initiative*
- For the rest of the combat abilities, it can use either its own or the host's

Careers

- It can use either its own careers (once known) or its host's

In its normal form, the demon is non-corporeal and may be identified by onlookers as an opaque grey smoke cloud. Whilst in its natural form, it has all the following demonic (supernatural) boons and flaws:

- *Non-Corporeal (demon)*
- *Flight*
- *Formless*
- *Demonic Possession*
- *Demonic Vulnerability (exorcism)*
- *Demonic Vulnerability (holy water)*
- *Demonic Vulnerability (holy ground)*
- *Demonic Vulnerability (holy faith)*
- *Demonic Vulnerability (salt)*
- *Demonic Vulnerability (iron)*

Whilst a demon still has all its vulnerabilities in its natural form, it is hard to locate and/or follow, due to its non-corporeal form. A demon's best defence when encountered by

those who recognise it for what it is (in its natural state), is to flee until it can find a new unsuspecting host.

When possessing a human, the demon has all the following demonic boons and flaws (it can gain more demonic boons through advancement):

- *Demonic Unnatural Ability (strength)*
- *Demonic Unliving*
- *Demonic Vulnerability (exorcism)*
- *Demonic Vulnerability (holy water)*
- *Demonic Vulnerability (holy ground)*
- *Demonic Vulnerability (holy faith)*
- *Demonic Vulnerability (salt)*
- *Demonic Vulnerability (iron)*

Demonic boons

Demonic Unnatural Ability (strength) – The demon can impart supernatural strength to the host, increasing its *strength* to scale 2.

Demonic Possession – A demon is able to possess a human by coming into contact with and winning an opposed *mind* roll with the prospective host. Characters with boons that affect *resolve* (in a positive way) can roll with a bonus die. Characters with ranks in *Priest* can add their *Priest* rank to the roll.

The possession takes one round, and it then takes a further round for the demon to fully integrate itself with the host, during which time it can't directly control the host.

During the possession, the host is still present (although unable to act), but will take *resolve* damage (determined by the GM) based on the length of the possession.

Flight – In its natural form, the demon can fly at the same speed a human can run.

Non-Corporeal (demon) – When in its natural form, the demon has no physical body, and cannot be attacked by mundane means.

Formless – When in its natural form, the demon is not restricted by shape and can get into or out of any (mundane) restricting or confining spaces.

Demonic Unliving – While possessed, the host requires no food, water, or sleep.

Demonic flaws

Demonic Vulnerability (salt) – A demon cannot cross a line of salt. Salt in contact with the skin of a demon's host causes that skin to blister and burn. Whilst the damage to the host is minor, the pain caused is felt by the demon and causes 1d3 fatigue *resolve* damage per combat round.

Demonic Vulnerability (iron) – Iron touched against the skin of a demon's host causes that skin to blister and burn. Whilst the damage to the host is minor, the pain caused is felt by the demon and causes 1d3 fatigue *resolve* damage per combat round.

Demonic Vulnerability (exorcism) – An exorcism is one of the few ways to send a demon back to hell, fortunately for the demon, he doesn't have to hang around for its completion. When an exorcism is conducted on the host, the demon can flee before it's finished unless somehow restrained within the host.

Should the exorcism rite be successfully carried out to its conclusion, the demon will be caused to forcibly vacate the body and head straight to hell (and become an NPC).

If the demon manages to flee before the conclusion of the rite, the demon in its natural form will be subject to disorientation

(taking a penalty die on any roll) for a number of rounds (one for a normal success, two for a Mighty Success and three for a Legendary Success).

The state of the body left behind will depend on how long the demon had been possessing it and what torments had been conducted on it.

Demonic Vulnerability (holy water) – The host takes d6L *lifeblood* damage from contact with holy water.

Demonic Vulnerability (holy ground) – The host cannot enter holy ground without taking d6L *lifeblood* damage per round (this flaw can be bought off).

Demonic Vulnerability (holy symbol) – If a demon is confronted by a symbol of faith held aloft by a character with ranks in *Priest*, it takes fatigue *resolve* damage equal to d3 + the bearer's *Priest* rank. Note that the symbol does not have to be related to the vampire's belief system to be effective.

Advancement

Demons advance using the core *Everywhen* rules, with the following exceptions:

- They cannot advance *strength*.
- They can additionally choose from the *Advancement: demonic boons* given below.

Advancement: demonic boons

Increased Unnatural Ability (strength)

– The demon can impart supernatural *strength* to the host, increasing the scale of its *strength*. This boon can be taken multiple times.

Demonic Telekinesis – The demon can manipulate the physical world, treat as the regular Telekinesis boon. It has an effective

Psionic career rank of 1 and has Psionic Points equal to *mind* + *Psionic* rank + 10.

Demonic Psionic Control – Can only be taken once *Demonic Telekinesis* has been taken. Increase *Psionic* career rank by one. Can be taken a number of times.

Demonic Fear – The demon possesses the ability to cause instant fear amongst onlookers. The onlooker must make an immediate roll, with the fear level of the demon as a negative modifier – failure causes the onlooker to take 1d6 normal *resolve* damage. This power can be taken multiple times to increase the fear level (starting from 1).

Sorcery – The demon can cast spells and has 10 AP + *mind* and an *Arcanist* career rank of 2.

Demonic Regeneration – The demon can regenerate a point of *lifeblood* damage to its host every round and can also remove the effects suffered from a Precision Strike (see p.25 in the core *Everywhen* rules) in two rounds.

Demonic Unnatural Metabolism – The host's metabolism is enhanced by the demon, *lifeblood* is increased in scale by 1. Note that *rabble*-level demons with this power will therefore also suffer reduced effects from the Rabble Slayer effect (p.25 *Everywhen*) as the rabble-slaying damage will be scaled down.



NPCs

The following NPCs are all demons possessing a human host. If the demon vacates its host, it reverts to the boons and flaws in its natural form (see above).

Demon Underling (rabble-level)

Attributes	Combat	Careers
Strength 0(2)	Initiative 0	(Any)
Agility 1	Melee 1	1 pt.
Mind 0	Ranged 0	
Appeal 1	Defence 1	
Lifeblood 3(2)	Attack d3 (2)	
Resolve 3	Protection none	
Boons <i>Demonic Unliving, Human Form</i>		
Flaws <i>Demonic Vulnerability (exorcism, holy water, holy ground, holy faith, salt, iron)</i>		

Minor Demon (tough-level)

Attributes	Combat	Careers
Strength 0(2)	Initiative 2	(Any)
Agility 2	Melee 0	2 pts.
Mind 0	Ranged 0	
Appeal 0	Defence 0	
Lifeblood 5(2)	Attack d6L (2)	
Resolve 5	Protection none	
Boons <i>Demonic Unliving, Human Form</i>		
Flaws <i>Demonic Vulnerability (exorcism, holy water, holy ground, holy faith, salt, iron)</i>		

Lesser Demon (rival-level)

Attributes	Combat	Careers
Strength 1(3)	Initiative 2	(Any)
Agility 2	Melee 0	2 pts.
Mind 1	Ranged 0	Psionic 1
Appeal 0	Defence 2	
Lifeblood 11(2)	Attack d6+1 (2)	
Resolve 11	Protection none	
Psionic Points 12		
Hero Points 5		
Boons <i>Demonic Unliving, Human Form, Demonic Telekinesis, Demonic Fear, Demonic Regeneration</i>		
Flaws <i>Demonic Vulnerability (exorcism, holy water, holy ground, holy faith, salt, iron)</i>		

Greater Demon (rival-level)

Attributes	Combat	Careers
Strength 1(3)	Initiative 2	(Any)
Agility 2	Melee 0	2 pts.
Mind 1(2)	Ranged 0	Psionic 2
Appeal 0	Defence 2	
Lifeblood 11(2)	Attack d6+1 (2)	
Resolve 11	Protection none	
Psionic Pts. 13(2)		
Hero Points 5		
Boons <i>Demonic Unliving, Human Form, Demonic Telekinesis, Demonic Fear, Demonic Regeneration, Demonic Psionic Control</i>		
Flaws <i>Demonic Vulnerability (exorcism, holy water, holy ground, holy faith, salt, iron)</i>		

Ghosts

When a character dies in violent circumstances or with important unfinished business, they might not travel to the afterlife, but instead remain in the mortal world as a ghost, anchored to a particular meaningful location, object, person, or its own mortal remains, as determined by the GM.

When a character becomes a ghost, they no longer possess *strength* or have any *lifeblood*. If the GM allows a player to start a campaign as a ghost, it's suggested that to avoid any metagaming (or accusations of it), they only have 3 points to distribute between attributes (*agility*, *mind* and *appeal*), with normal minimum and maximum limitations applying.

Lifeblood and resolve

When a ghost takes damage to its *resolve* critical track (or a *rabble* or *tough* ghost takes damage in excess of its *resolve*) the ghost immediately dissipates and returns to the object(s) / location that is tying it to the mortal world. It will remain non-corporal until its *resolve* has returned to normal (and is replenished in full at midnight).



Creating Ghosts

Unlike other supernatural creatures, a ghost does not start with a zero sum of supernatural boons and flaws, but instead starts with more flaws than boons. However, as the ghost gains in power (advances though XP), it takes more supernatural boons, suffers a loss in humanity, but gains no more supernatural flaws.

As well as having the option to take the *Fear* supernatural boon, the ghost can also cause fear through its actions (see the *Non-Corporeal (ghost)* supernatural boon below).

The *Ghostly Fear* supernatural boon (see below) works whenever the ghost wishes to use it as an action, whereas fear caused by the ongoing actions of the ghost takes time.

The GM should generally call for a fear roll through the ongoing actions of the ghost, once per hour of active "ghostly actions".

Ghostly boons

The ghost start with the following ghostly (supernatural) boons:

Non-Corporeal (ghost) – The ghost has no physical body, cannot usually be harmed through normal physical means (but see flaws below), and is not constrained by physical walls / structures in the material world. Unless it acquires the *Materialise* boon, at best it can be seen by onlookers as a shimmer / slight opaque interference. The ghost can cause small disturbances in the material world, like slight breezes causing candles to flicker or extinguish, a local rise of fall in temperature, or writing in condensation on glass / mirrors.

When attacking a non-corporeal ghost, a penalty die is taken on the attack roll due to the difficulty in locating the ghost.

Controlled Electromagnetic Interference

– As an action the ghost can interfere with

the operation of a specific type of electrical / electronic item of equipment in its immediate area, e.g. all mobile phones, radios, televisions, etc.

One boon from the *Advancement: ghostly boons* list (see page 11).

Ghostly flaws

The ghost starts with the following supernatural flaws:

Ghostly Vulnerability (salt) – A ghost cannot cross a line of salt. If salt is thrown at a ghost and hits (via a successful ranged attack), the ghost takes 1d6L damage to its *resolve*. Salt may also be packed into homemade shotgun shells – these would do 1d6H damage to the ghost's *resolve* on a successful hit.

Ghostly Vulnerability (iron) – An iron object swung through a ghost (via a successful melee attack) causes 1d6L damage to its *resolve*.

Ghostly Vulnerability (mortal remains) – If an appropriate ritual (as determined by the GM) is conducted at the location or on the objects (usually its bones) that are tying the ghost to the mortal world, the ghost is permanently put to rest.

Ghostly Vulnerability (holy ground) – A ghost cannot enter holy ground, if it does it immediately passes on to the afterlife, leaving the mortal world behind forever.

Uncontrolled Electromagnetic Interference – Electrical / electronic items of equipment will operate sporadically or fail altogether, possibly indicating the ghost's presence.

Obsession (ghost) – The ghost is obsessed with the situation that caused it to become a ghost.

Advancement

Once a player character has turned into a ghost, it no longer advances like a regular character and cannot spend XP on improving abilities (attributes, combat abilities or careers). Instead it can only buy advancement boons from the list below. Each time a ghost acquires a new ghostly boon, it loses 1 from any of its careers (down to a minimum of 0) as it moves further away from its original humanity. Should a player character ghost reach a point where all careers are zero, the ghost no longer retains any vestige of humanity and becomes an NPC.

Advancement: ghostly boons

Manifest – The ghost can appear in the form it had before its death, and can choose whether this includes the wounds that led to its death or not. Whilst manifesting itself, the ghost still has no substance and cannot physically interact with objects, as it is a semi-translucent image of its former self. Whilst manifest, the ghost can communicate normally with those around it, albeit in a faint whisper. Coupled with telekinesis (see below), the ghost can indirectly interact with objects in the material world.

Ghostly Telekinesis – The ghost can manipulate the physical world (treat as the regular *Telekinesis* boon), and has an effective *Psionic* career rank of 1 (this does not count towards its humanity and cannot be lost through advancement) and has Psionic Points equal to *mind* + *Psionic* career + 10 (if taken in addition to *Ghostly Telepathy*, *Psionic* career rank and Psionic Points remain unchanged).

Ghostly Telepathy – The ghost can touch the minds of others (treat as the regular *Telepathy* boon) and has an effective *Psionic* career rank of 1 (this does not count towards its humanity and cannot be lost through advancement) and has Psionic Points equal to *mind* + *Psionic* career + 10 (if taken in addition to *Ghostly Telekinesis*, *Psionic* career rank and Psionic Points remain unchanged)

Ghostly Psionic Control – Can only be taken once *Ghostly Telekinesis* or *Telepathy* has been taken. Increase *Psionic* career rank by one. Can be taken multiple times.

Teleport – The ghost can teleport between locations it knows, including rapidly teleporting around a room. If the ghost has materialised, it can blink in and out of existence, deciding how far it moves each time it reappears. When rapidly teleporting within a room, but staying within range of an opponent, an attack on the ghost suffers a penalty die, which stacks with the penalty die for being incorporeal (if applicable).

Ghostly Fear

– The ghost possesses the ability to cause instant fear amongst onlookers. The onlooker must make an immediate roll, with the fear level of the ghost as a negative modifier – failure causes the onlooker to take 1d6 normal *resolve* damage. This power can be taken multiple times to increase the fear level (starting from 1).

Ghostly Possession (prerequisite: three other advancement ghostly boons) –

The ghost is able to possess a human host. The ghost must succeed an opposed *mind* roll with the potential host, or the host can agree to the possession. When ghosts possess a character, they have access to all the character's memories and can choose to use either the host's combat abilities or careers or their own. The ghost will always use the host's *strength*, *agility* and *appeal*, and its own *mind*.

NPCs

Poltergeist (tough-level)

Attributes		Combat		Careers	
Strength	-	Initiative	0	(Any)	
Agility	1	Melee	0	2 pts.	
Mind	1	Ranged	0		
Appeal	0	Defence	2		
Lifeblood	-	Attack		none	
Resolve	6	Protection		none	
Boons					
<i>Non-Corporeal (ghost), Controlled Electromagnetic Interference, Ghostly Telekinesis, Ghostly Psionic Control, Ghostly Fear</i>					
Flaws					
<i>Ghostly Vulnerability (iron, mortal remains, salt), Uncontrolled Electromagnetic Interference</i>					

Wraith (rival-level)

Attributes		Combat		Careers	
Strength	-	Initiative	1	(Any)	
Agility	0	Melee	1	2 pts.	
Mind	2	Ranged	1		
Appeal	1	Defence	1		
Lifeblood	-	Attack		none	
Resolve	12	Protection		none	
Hero Points	5				
Boons					
<i>Non-Corporeal (ghost), Controlled Electromagnetic Interference, Ghostly Telekinesis, Ghostly Psionic Control, Ghostly Fear(2), Manifest</i>					
Flaws					
<i>Ghostly Vulnerability (iron, mortal remains, salt), Uncontrolled Electromagnetic Interference</i>					

Monsters [aka The Constructed]

The Monster is created in the laboratory of a mad professor, stitched together from the body parts of the recently dead, and charged into life in the midst of a violent electrical storm.

The Monster's body parts were selected for strength, as experiments indicated that the revivication does not easily enhance the suppleness and dexterity of dead body parts. Whilst the brain was selected for a specific career, its memories are hazy at best.

Once brought to life, the Monster has all the requirements and desires of a normal human body. GMs should consider whether in their setting a Monster is actually a living creature or constitutes some form of undead being.

The Monster is no less intelligent due to its second hand brain and despite its outward appearance is capable of thoughtful and eloquent expression. The GM should use this to his advantage, portraying a *rival*-level Monster as clumsy and stupid, when in fact they might be articulate and scheming.

Lifeblood and resolve

The Monster follows normal rules for both *lifeblood* and *resolve*.

Monster creation

When creating a player character Monster, follow the normal creation rules, noting the *Borrowed Brain* flaw below. The character also gains all the monstrous (supernatural) boons and flaws listed below.



Monstrous boons

Monstrous Unnatural Ability (*strength*)

– A Monster's body parts have been selected for brute force, making its *strength* scale 3.

Monstrous Unnatural Metabolism – The Monster’s metabolism works differently to normal creatures, so its *lifeblood* is scale 2.

Monstrous Hide – The preservation process has left the Monster’s skin tough and leathery. This provides defence against physical attacks, i.e. protection at d6–2.

Hard as Nails – The Monster feels no pain and is extremely tough. Add +3 *lifeblood* to its total.

Monstrous flaws

Monstrous Vulnerability (electricity) – Brought to painful life through the violent power of lightning, it can just as easily return it to death. The Monster fears thunderstorms and arcing electricity (the GM may assign a penalty die on rolls when applicable). Electrical damage is scale 2.

Uncoordinated – The stitched-together nervous system of the Monster makes it clumsy and uncoordinated. It takes a penalty die when picking locks, firing a ranged weapon, or other fine manipulation.

Patchwork – The Monster’s body parts are mismatched with prominent scarring by the joins. It takes a penalty die in situations where its looks are important.

Temper – Frustrations at the Monster’s physical and mental differences to others causes it to easily lose its temper, taking a penalty die to rolls when trying to be calm.

Borrowed Brain – The Monster’s brain belonged to another, with only partial memories, so it only has two points to distribute amongst its four careers (two at 1 and two at 0).

Advancement

The Monster advances as per normal characters.

NPCs

Constructed Henchman (tough-level)

Attributes		Combat		Careers
Strength	2(2)	Initiative	0	Worker 1
Agility	0	Melee	2	
Mind	0	Ranged	0	
Appeal	0	Defence	0	
Lifeblood	7(2)	Attack	d6L+2 (2)	
Resolve	5	Protection	none	
Boons				
-				
Flaws				
Monstrous Vulnerability (electricity)				

The Monster (rival-level)

Attributes		Combat		Careers
Strength	2(3)	Initiative	1	(Any) 1 pt.
Agility	0	Melee	2	
Mind	1	Ranged	0	
Appeal	1	Defence	1	
Lifeblood	15(2)	Attack	d6+2 (3)	
Resolve	10	Protection	d6-2	
Hero Pts.	5			
Boons				
Monstrous Hide, Hard as Nails, Monstrous Human Form				
Flaws				
Monstrous Vulnerability (electricity), Uncoordinated, Patchwork, Temper				

NPC monstrous boons

Monstrous Human Form – The Monster can appear as a normal human if time is taken to cover up prominent scarring.

Revenants

A revenant is similar to a ghost, in that it has died in violent circumstances. The difference is that its desire for vengeance is so great, it allows the ghost to possess and resurrect its original body, with the sole purpose of wreaking revenge on its killer.

Due to its limited (expected) lifespan, a revenant player character does not make a very good starting character. However it can be an interesting solution for a player whose character has been killed by one of the campaign's rivals.

Lifeblood and resolve

The revenant can only heal (both *lifeblood* and *resolve*) when it rests in its grave. For every 24 hours it goes without resting, it takes 1 lasting *lifeblood* and *resolve* damage. When resting in its grave for a full period of daylight, it heals 1d6H lasting damage to both its *lifeblood* and *resolve*.

The revenant does not fall unconscious when it takes damage on its *lifeblood* critical track and is still able to function. However, due to the excessive damage taken to its body, all physical actions incur a penalty die. Should the revenant take maximum damage to its *lifeblood* critical track, it is too damaged to function and the most it can do is drag itself along the ground. Any further physical damage received is taken on its *resolve* tracks (which function normally).

If at any time the revenant takes damage on its *resolve* critical track, it has lost the will to continue its mission of vengeance. The body falls to the ground and the ghost continues on to the afterlife, its revenge unfulfilled.

Revenant creation

A revenant player character receives all the following supernatural boons and flaws:

Revenant boons

Revenant Unnatural Ability (*strength*) – The revenant's inner rage fuels its physique, and its *strength* ability is scale 2.

Revenant Unnatural Metabolism – The revenant's metabolism works differently to normal creatures, so its *lifeblood* scale is increased by 1.

Rending Talons – The power that animates the revenant also transforms its nails into bitingly cold rending talons. Its unarmed *melee* damage is increased in scale by 1.

Revenant Fear – The revenant possesses the ability to cause instant fear amongst onlookers. The onlooker must make an immediate roll, with the fear level of the revenant as a negative modifier – failure causes the onlooker to take 1d/6 normal *resolve* damage.

Revenant Unliving – The revenant requires no food, water, or sleep.

Revenant flaws

Revenant Vulnerability (grave) – If the revenant's grave is found and filled in or destroyed, the revenant cannot heal and will slowly and ultimately rot to (true) death.

Obsession (vengeance) – The revenant desires only one thing, vengeance on its killer. Any action that is not related to this suffers a penalty die.

Revenant Vulnerability (day) – The heavy presence of the sun overhead saps the physical and mental capabilities of the revenant. It takes a penalty die to all actions during daylight hours.

Revenant Vulnerability (salt) – A revenant cannot cross a line of salt. If salt is thrown at a revenant and hits (via a successful *ranged* attack), the revenant takes 1d6L *resolve* damage. Salt may also be packed into homemade shotgun shells – these would do 1d6H (2) damage to the revenant's *lifeblood* on a successful hit.

Decaying Flesh – The revenant is dead and looks and smells as such. It takes a penalty die in all social encounters, and either provides a bonus die to be detected or takes a penalty die to be stealthy due to its smell.

Advancement

It's unlikely that a revenant will be around long enough to take advantage of spending XP. However if it does, it follows the normal advancement rules, with the exception that it cannot advance careers.

NPC5

Revenant (rival-level)

Attributes	Combat	Careers
Strength 1(2)	Initiative 1	(Any)
Agility 0	Melee 2	2 pts.
Mind 2	Ranged 0	
Appeal 1	Defence 1	
Lifeblood 11(2)	Attack d6+1 (3)	
Resolve 10	Protection none	
Hero Pts 5		
Boons		
<i>Rending Talons, Revenant Fear (2), Revenant Unliving, Revenant Human Form</i>		
Flaws		
<i>Decaying Flesh, Obsession (vengeance), Revenant Vulnerability (day, grave, salt)</i>		

NPC revenant boons

(Where different to or in addition to above)

Revenant Human Form – The revenant appears as human (noting its supernatural flaws) and will have a career at rank 2.

The Revived

When a character is about to die due to physical violence (that is, the *lifeblood* critical track is full) a demonic *shade* might be attracted to the dying body. The level of the shade is reflected in the level of the character that is about to die – that is, a *rabble* would attract a *shade critter*, a *tough* a *minor shade* and a *rival* a *lesser shade*.



The shade has no interest in those dying or becoming comatose from mental trauma (*resolve* critical track full) as the soul whose health the shade relies on, would be seriously damaged. The immaterial shade can enter the material world through the body at the point the body dies, but while the soul is still alive. It needs the soul alive to provide both sustenance and health – in effect, the shade becomes a symbiotic parasite until it gains full control of the host.

Whilst the shade needs to fully dominate the human soul before it becomes truly in control, it is in no rush, as it realises that it's only a matter of time before it beats the host's soul into submission and takes full control of the body. Also during this time of riding the host, it takes satisfaction in the mischief it causes while the character's soul is still (mostly) in control of its body. Once it is in control, it truly becomes a *Revived*.

Whilst the Revived host is possessed, the shade provides it with an unholy energy, helping to heal it should it become damaged. The only wound it can't heal is the wound that originally took the host to death. This wound will continue to fester and weep, so should likely be covered up if it wants to avoid undue attention.

If psionics are used in the setting, the psychic will realise that something is amiss the first time it tries to use any power on a Revived. The shade will assist the Revived in resisting the roll, however if the Revived actively encourages the psychic, the demon will take the opportunity to take *Shade Control*.

The Revived are unaffected by holy water, consecrated ground and holy symbols.

Lifeblood and resolve

A Revived has normal *lifeblood* and *resolve*, but see *Shade Healing* below.

Whilst the shade aids its host in physical healing and keeping the body alive, the health of the Revived's *mind* (*resolve*) is left alone by the demon. In fact any reduction in the character's *resolve* is an invitation to the shade to attempt to take control (see the flaw *Shade Control* below)!

Revived creation

A Revived can be created as a starting character (and follows normal character generation or can be created when a character is about to die. Either way it takes Revived (supernatural) boons and flaws as detailed below.

Revived boons

All Revived have the following boon:

Shade Healing – The Revived cannot truly die unless its head is destroyed / detached from its body, as the shade will always be able to heal it. The Revived also feels no pain.

The Revived can remain active even with damage on its critical *lifeblood* track, but takes a penalty die on all actions, as control and coordination of the body stretches the shade to its limits.

Once the *lifeblood* critical track is full, the Revived is damaged beyond being able to function, but is still "alive" unless its head is detached/destroyed.

To fuel the repair of the host's body, the shade needs *meat*. For each pound / half kilo of meat eaten, the Revived heals 1 point of *lifeblood*. The meat can be fresh or carrion – the shade doesn't care.

*The Revived can choose **two** of the following boons:*

Revived Enhanced Weaponry – The shade either gives the Revived some natural weaponry, such as claws, or increased skill at using normal weapons. Increase the scale of either the *melee* or *ranged* attack by 1.

Revived Fear – The shade gives the Revived the ability to cause instant fear amongst onlookers. The onlooker must make an immediate roll, with the fear level of the Revived as a negative modifier – failure causes the onlooker to take 1d6 normal *resolve* damage.

Revived Armour – The shade causes the Revived to have bony plates, spines, thick hide, or other defences that provide protection against physical attacks. Protection is d6–2.

Revived Unnatural Ability – Any ability can be taken at scale 2. See *Scale* on page 31 of *Everywhen* to see which abilities this can be used on.

Revived flaws

All Revived have the following flaws:

Festering Wound – The wound (that would have killed the Revived if the shade hadn't intervened) festers and weeps and will not heal. The sight of this wound causes disgust from onlookers, and even when covered, its coverings must be regularly changed or they will become soiled and stinking. Take a step to the left on the social interaction track (stacks with *Deathly Pallor* for two steps), unless the player can convince the GM that effort has been made to clean and cover the wound and the flaw can be ignored.

Deathly Pallor – The Revived is dead and its appearance reflects that! Whilst the shade can keep the body functioning the finer details of appearance and odour are not at the top of its priorities.

Take a step to the left on the social interaction track (stacks with *Festering Wound* for two steps). Make-up and scent can hide this affliction, but time needs to be taken every day to conduct the cover-up and the character must hope he doesn't get caught in a downpour!

Shade Control – Every now and then the shade will flex its mental muscles and attempt to take control of the host. It may do this to cause mischief and mayhem (from which it takes satisfaction), or to test its control over the host.

When the time is ripe, the GM will ask for the Revived to make a control roll (*mind* + highest career (reflecting the Revived's grounding in reality)). If the roll is failed then the GM can describe the scene as if the character had just taken a Calamitous Failure, however no hero point is gained!

If the Revived has any *resolve* damage (of whatever type), the Revived takes half the damage as a negative modifier to this roll. This roll can be automatically passed if the revived spends a Hero Point.

If the shade attempts to take control while the Revived has *resolve* damage on its critical track and the Revived fails the control roll, the shade has taken full control and the revived is now an NPC.

Advancement

The Revived follow normal advancement rules. They cannot take any additional revived supernatural boons.

NPCs

Revived (tough-level)

Attributes	Combat	Careers
Strength 1	Initiative 1	(Any)
Agility 1(2)	Melee 1	2 pts.
Mind 0	Ranged 0	
Appeal 2	Defence 0(2)	
Lifeblood 6	Attack (claws)	
Resolve 5	d6L+1 (2)	
	Protection none	
Boons		
<i>Revived Enhanced Weaponry (claws), Revived Human Form</i>		
Flaws		
<i>Deathly Pallor, Festering Wound</i>		

Revived (rival-level)

Attributes	Combat	Careers
Strength 0(2)	Initiative 2	(Any)
Agility 1	Melee 1	2 pts.
Mind 2	Ranged 0	
Appeal 1	Defence 1	
Lifeblood 10	Attack d6 (2)	
Resolve 12	Protection none	
Hero Pts. 5		
Boons		
<i>Revived Fear, Revived Human Form, Shade Healing</i>		
Flaws		
<i>Deathly Pallor, Festering Wound</i>		

NPC revived boons

(Where different to or in addition to above)

Revived Human Form – The Revived appears as human (noting its supernatural flaws) and will have a career at rank 2.

Vampires

Vampirism

When inflicted with vampirism, the vampire feels an overwhelming desire to feed on the blood (and life essence) of living humans and no longer desires normal food. Normal food will no longer provide the nourishment that it once did, and for the vampire to realise its full potential, it must feed on the blood (and life essence) of a living human (see *Vampiric Sustenance* below).

If the vampire forgoes feeding (*abstinence*), then the following applies:

- It no longer receives the benefit of *Vampiric Unnatural Metabolism*
- Due to weakness, it takes a penalty die on **all** rolls
- The smell or sight of blood causes the vampire to roll to see if it *Submits to the Beast*

The penalty die due to weakness can be nullified if the vampire instead

- Feeds on the blood of a medium sized animal (and taking it to death through the process), or
- Feeds on a litre of human blood, taken from a blood bank (or similar), or
- Eats at least 5 kg of raw meat

The above must be conducted daily whilst the vampire is in abstinence for the weakness penalty die not to apply.

Vampiric Sustenance

If a vampire submits to the desire to feed off a human, each round of feeding causes the victim 1d6L normal *lifeblood* and 1d6L normal *resolve* damage. (Remember that rabble take *resolve* damage as *lifeblood* damage.) Each point of damage taken (up to its maximum *lifeblood* and/or *resolve*) by a victim equals one point of *vampiric sustenance*.

Each point of *sustenance* is the number of days that the vampire can go without further feeding. During the feeding, should the vampire kill the victim (by taking *lifeblood* to zero) or render him mentally incapacitated (by taking *resolve* to zero), the number of *sustenance* points gained during the feeding is doubled.

Example: A vampire feeds on a rabble with 2 lifeblood (no resolve for rabble), for a round. It gets a 1 on the lifeblood damage roll and a 4 on the resolve damage roll. This counts as 5 damage to the rabble's lifeblood. The rabble needs only 2 damage to be killed, therefore the vampire gains 2 sustenance doubled to 4, as it killed the rabble.

If the victim were a tough, with 6 lifeblood and 5 resolve, after one round of feeding the tough would still be alive with 1 damage to lifeblood and 4 damage to resolve, and the vampire would have gained 5 sustenance. If the vampire were to feed for another round, he would likely kill the tough (taking resolve to zero) and obtain double the sustenance from that victim.

Submit to the Beast

If a vampire is in *abstinence* and is in the presence of fresh blood, it must make a *mind* roll (no career added) to remain in control. If the vampire fails the roll, it *Submits to the Beast* and must immediately feed on a nearby human.

A Vampire Thrall makes this roll with a penalty die, a Minor Vampire makes a normal roll, a Lesser Vampire gains a bonus die and a Greater Vampire gains two bonus dice.

Vampire creation and advancement

Vampire Thralls

If a character is fed on by a **Lesser** or **Greater Vampire**, and the vampire chooses to pass on its vampiric essence (and the victim manages to survive the experience!), the character is inflicted with vampirism, the character becomes a Vampire Thrall and gains the following supernatural boons and flaws:

- *Submit to the Beast I*
- *Vampiric Unnatural Metabolism*
- *Vampiric Vulnerability – Sunlight*
- *Vampire Sire*

The vampire that passed on its essence is known as the *sire* of the newly created thrall.

Minor Vampires

A Vampire Thrall can advance to a Minor Vampire in one of two ways:

- Being fed on by its sire a second time with the sire passing on more of its vampiric essence.
- Feeding on a vampire of a higher level than itself (Minor, Lesser or Greater Vampire) and taking them to death through feeding.

If a player character becomes a Lesser Vampire, they gain the following boons and flaws (in addition to those previously gained):

- *Submit to the Beast II (instead of Submit to the Beast I)*
- *Vampiric Unnatural Ability (strength)*
- *Vampiric Unnatural Ability (agility)*
- *Vampiric vulnerability – Sunlight*
- *Vampiric vulnerability – Garlic*
- *Vampiric vulnerability – Holy Faith*

Lesser Vampires

A Minor Vampire can advance to a Lesser Vampire in one of two ways:

- Being feed on by its sire a third time with the sire passing on more of its vampiric essence
- Feeding on a vampire of a higher level than itself (Lesser or Greater Vampire) and taking them to death through feeding

Player characters becoming Minor Vampires gain the following boons and flaws:

- *Offspring*
- *Unsettling*

Greater Vampires

A Lesser Vampire can advance to a Greater Vampire by feeding on a Greater Vampire and taking them to death through feeding.

If a player character becomes a Greater Vampire, they gain the following supernatural boons and flaws:

- *Vampiric Unnatural Ability (agility)* (stacks with previous)
- *Vampiric Regeneration*
- *Seductive*
- *Vampiric Fear*

Vampiric boons and flaws

Vampiric boons

Vampiric Fear – The vampire possesses the ability to cause instant fear amongst onlookers (including Lesser Vampires and below). The onlooker must make an immediate roll with the fear level of the vampire (1) as a negative modifier – failure causes the onlooker to take d6 normal *resolve* damage. Whilst listed as a boon, it can be very disadvantageous for a player character vampire to have this boon

Vampiric Human Form – The vampire can take the shape of a human, but if injured or provoked to fight, will normally morph back into its original form – dark red eyes, fangs, deathly pale skin.

Offspring – A Lesser or Greater Vampire can produce up to 1d6 Vampire Thralls every week. The vampire must feed by taking its victim to near death and then make a conscious effort to pass on some of its vampiric essence to produce a Thrall. If

the vampire feeds on the Thrall a second time, passing on more of its vampiric essence, the Thrall advances to become a Minor Vampire. Extra effort is required to produce a Minor Vampire, and the Lesser or Greater Vampire must rest for a month before he can create any more offspring.

Should a Greater Vampire feed on a Minor Vampire for a third time, again making a conscious effort to pass on a greater part of its vampiric essence, the Minor Vampire advances to a Lesser Vampire. This process is very taxing on the Greater Vampire and it cannot create any more offspring for six months.

Vampiric Regeneration – The vampire can regenerate a point of *lifeblood* damage every round, and can also remove the effects suffered from a Precision Strike (see p.25 in the core rules) in two rounds.

Seductive – The vampire has scale 2 *appeal* and can immediately make d6+6 *rabble* (humans or vampires) or 1d3+1 *toughs* (humans or vampires) obey its orders to the letter. It can also attempt to seduce heroes or *rivals* (who must make a *mind*-based roll (against the scale 2 *appeal*) or become pliant to the vampire's requests). Characters can pay a Hero Point to briefly overcome this influence for one combat round.

Submit to the Beast I – When the vampire submits to its hidden nature, its eyes turn bloodshot and its nails extend into hard claws. Unarmed combat damage is 1d3 + *strength*.

Submit to the Beast II – When the vampire submits to its hidden nature, its eyes turn red and its nails extend into hard razor sharp claws. Unarmed combat damage is 1d6L (2) + *strength*.

Vampiric Unnatural Ability – The listed ability is taken at scale 2. See *Scale* on page 31 of the core *Everywhen* rules to see how the listed ability effect other abilities.

Vampiric Unnatural Metabolism – The vampire's metabolism works differently to that of normal creatures. *Lifeblood* is scale 2.

Vampiric flaws

Vampire Sire – A Lesser Vampire sire that passed on its vampiric essence gains the *Seductive* boon over the new vampire (this is applicable to NPC Vampire Thralls as well, but isn't listed as they are GM controlled). A Greater Vampire (whether the sire of the grand sire) causes the new vampire to roll *mind* checks to resist seduction with a penalty die.

Vampiric Vulnerability (sunlight) – Whilst in sunlight (or UV light), the vampire takes d6 normal *lifeblood* damage per turn.

Vampiric Vulnerability (garlic) – If injected (by a weapon or hypodermic) or ingested, treat as a scale 1 poison, difficulty Tough (-2) resisted by *strength*. If the vampire fails the roll, it immediately takes d6 damage (scale 1) to *lifeblood*. No reoccurring effects occur, as the vampire's metabolism quickly neutralises the poison.

Vampiric Vulnerability (holy faith) –

- Holy symbol – if a vampire is confronted by a symbol of faith held aloft by a hero with ranks in *Priest*, it takes *resolve* fatigue damage equal to d3 + the bearer's *Priest* rank.
- Holy ground – The vampire takes d6 *lifeblood* damage per round it stays on holy ground.
- Holy water – The vampire takes d6 *lifeblood* damage from contact with holy water.

Dhampyr (Half Vampire)

A dhampyr is the result of the union of a vampire male and a human female. By breeding with a human, the vampire has assured its offspring of not being afflicted by the typical vulnerabilities of a vampire. However, the number of the vampire supernatural boons the offspring gains depends on its upbringing and relationship with its parents (it will have chosen one over the other).

For each of the following vampire supernatural boons the character takes (up to four), he or she must take one dhampyric supernatural flaw:

- Unnatural ability (*strength*)
- Unnatural ability (*agility*) (can be taken twice)
- Vampiric Unnatural metabolism
- Vampiric Regeneration
- Vampiric Fear
- Seductive

Dhampyric flaws

Dhampyr Vulnerability (sunlight) – The dhampyr is uncomfortable in the light of day and takes a penalty die on actions conducted outside in all but the most overcast of days, unless heavily clothed and wearing hats large enough to cover the face (which is likely to raise suspicion).

Bounty (vampire or human faction) – As a dhampyr, you have chosen sides, either vampire or human, and in the process a bounty has been placed on your head by the other faction.

Roll a d6 whenever you enter a new populated location: city, port, etc. On a 1, bounty hunters will spot you and make your life unpleasant.

Enemy (vampire or human faction) – As a dhampyr you have chosen sides, either vampire or human, and in the process you have made an enemy of a rival-level NPC (Social Interaction level of 'enemy') from the other faction.

Hatred of vampires (or humans) – As a dhampyr, you have chosen sides, either vampire or human. When faced with the other faction in combat, you must assume an aggressive combat stance (+2 *melee* attack, -2 *defence*) (*Everywhen* p.39). In social interactions with the other faction, shift one step to the left on the Social Interaction track.

Feeding

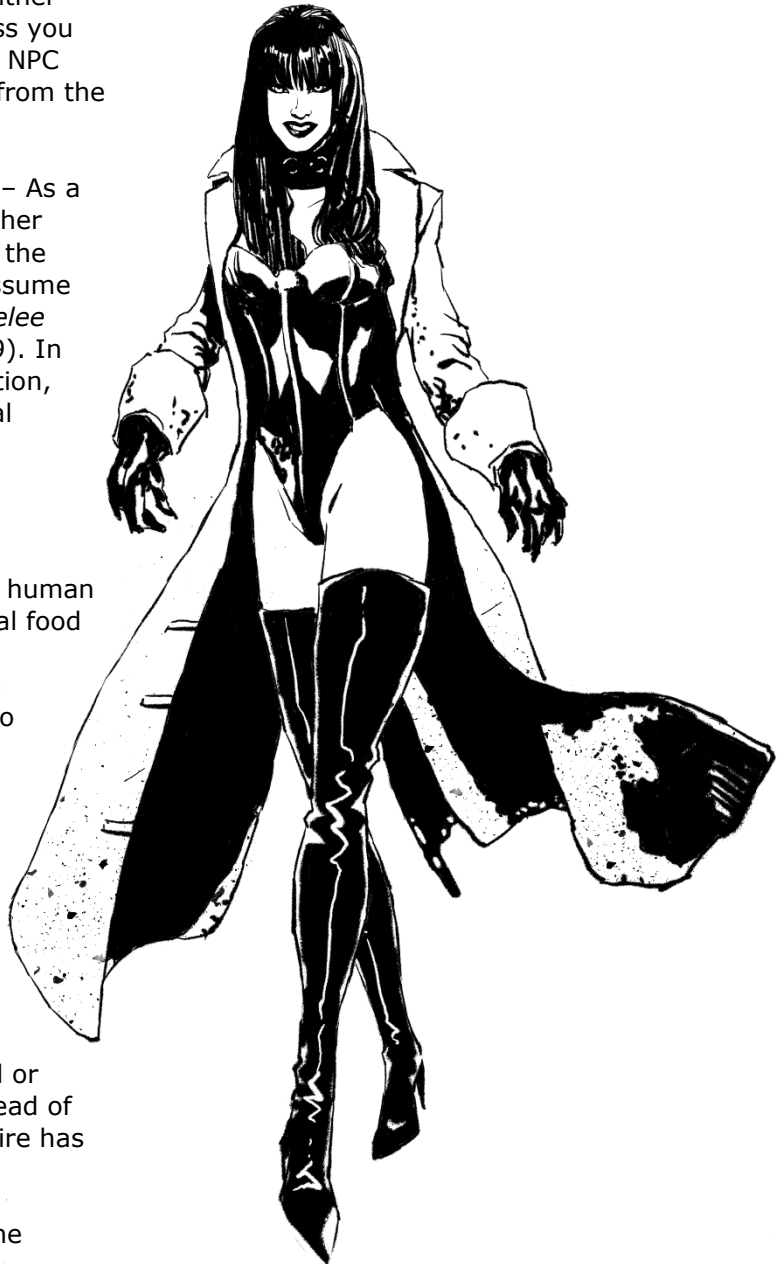
A dhampyr does not need to feed on human blood and can survive through normal food consumption.

However, should a dhampyr decide to feed on human blood, then it gains a temporary vampiric supernatural boon (always the same one) for a number of days equal to the sustenance gained from the feeding.

Vampire Clans

Vampire clans tend to be matriarchal or patriarchal organisations, with the head of the clan being centuries old. A vampire has the protection of its clan and any attack on it is considered an attack on the clan head. Therefore the relationships between clans tends to be an uneasy truce or all-out war.

Clanless vampires are considered vermin and are fair game by all.



NPCs

Vampire Thrall (rabble-level)

Vampire Thralls are the expendable masses of the vampire clans. They are treated as *rabble*-level NPCs but are much more resilient due to their scale 2 *lifeblood*.

Attributes	Combat	Careers
Strength 1	Initiative 0	(Any)
Agility 1	Melee 0	1 or 2 pts.
Mind 0	Ranged 0	
Appeal 0	Defence 1	
Lifeblood 3(2)	Attack (claws) d3	
	Protection (thick hide) d6-2 (2)	
Boons <i>Vampiric Human Form</i>		
Flaws <i>Vampiric Vulnerability (sunlight)</i>		

Minor Vampire (tough-level)

Minor Vampires are the foot soldiers of the vampire clans. They are treated as *tough*-level NPCs.

Attributes	Combat	Careers
Strength 1(2)	Initiative 0	(Any)
Agility 1(2)	Melee 1	2 pts.
Mind 0	Ranged 0	
Appeal 0	Defence 1(2)	
Lifeblood 6(2)	Attack (claws) d6L+1 (2)	
Resolve 5	Protection none	
Boons <i>Vampiric Human Form</i>		
Flaws <i>Vampiric Vulnerability (garlic, holy faith, sunlight)</i>		

Lesser Vampire (rival-level)

Lesser Vampires are the lieutenants of the vampire clans, responsible for the running of the clan and directly reporting to the clan head. They are treated as *rival*-level NPCs.

Attributes	Combat	Careers
Strength 1(2)	Initiative 1	(Any)
Agility 1(2)	Melee 2	2 pts.
Mind 0	Ranged -1	
Appeal 2	Defence 2(2)	
Lifeblood 11(2)	Attack (claws) d6+1 (2)	
Resolve 10	Protection none	
Hero Pts. 5		
Boons <i>Vampiric Human Form, Offspring</i>		
Flaws <i>Vampiric Vulnerability (garlic, holy faith, sunlight)</i>		

Greater Vampire (rival-level)

Greater Vampires are the heads of the vampire clans. They are treated as *rival*-level NPCs.

Attributes	Combat	Careers
Strength 1(2)	Initiative 1	(Any)
Agility 1(3)	Melee 2	2 pts.
Mind 0	Ranged -1	
Appeal 2(2)	Defence 2(3)	
Lifeblood 11(2)	Attack (claws) d6H+1 (2)	
Resolve 10	Protection none	
Hero Pts. 5		
Boons <i>Vampiric Fear, Vampiric Human Form, Offspring, Vampiric Regeneration, Seductive</i>		
Flaws <i>Vampiric Vulnerability (garlic, holy faith, sunlight)</i>		

Werereatures

Werereatures (typified in folklore by the werewolf) are beings afflicted by the disease/curse of lycanthropy, which causes the uncontrolled transformation into a bestial form on the night of a full moon. In this *Everywhen* supplement, lycanthropy is expanded to include any creature that the GM agrees to.

When a character is bitten by a werereature and manages to survive the encounter (whether by chance or design), at the next full moon they will transform into a werereature of the same type.

The first time they transform, on the night of the next full moon, they will not be able to roll to resist, unless they have knowledge of the oncoming transformation. Once transformed, the werereature will gain all its supernatural boons and flaws as detailed below.

Whenever the werereature transforms back to its human form, it loses all supernatural boons except *Werereature Regeneration* and *Werereature Unnatural Metabolism*. However, all its supernatural flaws will always be in effect.

Lifeblood and resolve

A werereature has normal *lifeblood* and *resolve*.

Werereature creation

All the following supernatural boons and flaws are taken by the werereature.

Werereature boons

Controlled Transformation – The werereature can change at will (1 combat round) if he makes a Tough (–2) *mind* roll (no career), otherwise the change takes 1d3+1 rounds. While the werereature is changing, it can take no other actions or use its *defence* rating.

When transformed, the werereature has fangs and claws that do d6 normal *lifeblood* damage + *strength* (scale equal to the scale of the werereature's *strength*).

Werereature Unnatural Ability (attribute) – When a werereature transforms, one of its attributes increases to scale 2. This will depend on the animal the werereature has as its bestial form. For wolves this attribute will be ferocious *strength*, for rats their cunning *mind*, etc.

Werereature Regeneration – The werereature can regenerate a point of *lifeblood* damage every round, and can remove the effects suffered from a Precision Strike (p.25 in *Everywhen* rules) in two rounds.

Werereature Unnatural Metabolism – The werereature's metabolism works differently to normal creatures, *lifeblood* is scale 2.

Werereature flaws

Uncontrolled Transformation – If the werereature desires to transform, it can (see Controlled Transformation), but at certain times during the lunar cycle, the werereature may inadvertently transform at midnight.

For the five-day period around a full moon, the werecreature is liable to transform, so to remain in human form it must successfully pass a moderate *mind* roll (no career):

- Two days before and after, resistance to transform is rolled with a bonus die.
- One day before and after, resistance to transform is a normal roll.
- On the actual day of the full moon, resistance to transform is rolled with a penalty die.

Each time a werecreature transforms (and feasts) during the full moon period, it can if it wishes add a bonus dice (cumulative) to resist subsequent transformations during that period.

When a werecreature transforms during the full moon period, it must feast on a medium-sized animal, unless physically restrained from doing so. Should a werecreature go without feasting during a full moon period, it becomes weakened (take a penalty die on all rolls) until it does feast.

When transformed, the werecreature has fangs and claws that do d6 normal damage + *strength* (scale equal to the scale of the werecreature's *strength*).

Werecreature Vulnerability (silver) – Weapons or ammunition made from silver are stepped up a scale.

Werecreature Vulnerability (wolfsbane, rat poison, etc.) – If injected (by a weapon or hypodermic) or ingested, treat as a scale 1 poison, difficulty Tough (-2) resisted by *strength*. If the werecreature fails the roll, it immediately takes d6 damage (scale 1) to *lifeblood*. Whether the werecreature passes or fails the roll, it suffers a penalty die on all rolls for 8 hours whilst it suffers from the effects of the poison.

Unsettling – When in human form, onlookers subconsciously recognise the beast in you, and animals fully realise the predator that you are. Take a penalty die in social situations, or when dealing with animals.

Advancement

A werecreature advances normally. However, there is also the opportunity to become an *Alpha Werecreature* (see below)

Alpha Werecreature

A werecreature can transcend to an alpha werecreature by feasting on five human hearts over the course of five (not necessarily consecutive) full moons. On eating the last heart, the werecreature gains the following alpha werecreature supernatural boons (the GM might decide that the alpha werecreature supernatural flaw is gained at any point during the ascendance to alpha werecreature, but is definitely gained after the five hearts have been eaten).

Alpha Werecreature boons

Unnatural Ability (attribute) – When the werecreature transforms into an alpha, one of its attributes increases to scale 2. This is generally a different attribute but can be the same with the GMs permission. The actual attribute selected will be appropriate to the base animal form for the werecreature. For both wolves and rats, it will likely be *agility*.

Werecreature Enhanced Weaponry

– The werecreature possesses savage claws and tearing teeth. Its melee damage when transformed is increased in scale by 1.



Alpha Werewolf flaws

Bounty – During your ascension to alpha status, you have aroused the interest of a group of Hunters of the Supernatural, who are now on your trail. Roll a d6 whenever you enter a new populated location: city, port, etc. On a 1, the Hunters will spot you and make your life unpleasant.

Enemy – There is only room for one alpha in this town! Either a rival alpha or an alpha-to-be has his sights on you and is determined to take you down by whatever means. You have made an enemy of a werewolf or alpha werewolf (social interaction level of 'enemy').

NPCs

Werewolf (rival-level)

Attributes	Combat	Careers
Strength 2(2)	Initiative 0	(Any)
Agility 2	Melee 3	2 pts.
Mind 0	Ranged -1	
Appeal 0	Defence 1	
Lifeblood 12(2)	Attack wereform	
Resolve 10	(claws) d6+2 (2)	
Hero Pts. 5	Protection none	
Boons		
<i>Werewolf Human Form, Werewolf Regeneration</i>		
Flaws		
<i>Werewolf Vulnerability (silver, wolfsbane)</i>		

Wererat (rival-level)

Attributes	Combat	Careers
Strength 0	Initiative 2	(Any)
Agility 2	Melee 0	2 pts.
Mind 2(2)	Ranged -1	
Appeal 0	Defence 2	
Lifeblood 10(2)	Attack wereform	
Resolve 12	(claws) d6 (2)	
Hero Pts. 5	Protection none	
Boons		
<i>Wererat Human Form, Wererat Regeneration</i>		
Flaws		
<i>Wererat Vulnerability (silver, rat poison)</i>		

Alpha Werewolf (rival-level)

Attributes	Combat	Careers
Strength 2(2)	Initiative 0	(Any)
Agility 2(2)	Melee 3	2 pts.
Mind 0	Ranged -1	
Appeal 0	Defence 1(2)	
Lifeblood 12(2)	Attack wereform	
Resolve 10	(claws) d6+2(3)	
Hero Pts. 5	Protection (thick hide)	
	d6-2 (2)	
Boons <i>Werecreature Armour, Werecreature Enhanced Weaponry (claws), Werecreature Regeneration, Werecreature Werecreature Human Form</i>		
Flaws <i>Werecreature Vulnerability (silver, wolfsbane)</i>		

Alpha Wererat (rival-level)

Attributes	Combat	Careers
Strength 0	Initiative 2	(Any)
Agility 2(2)	Melee 0	2 pts.
Mind 2(2)	Ranged -1	
Appeal 0	Defence 2(2)	
Lifeblood 10	Attack wereform	
Resolve 12	(claws) d6 (2)	
Hero Pts. 5	Protection (thick hide)	
	d6-2 (2)	
Boons <i>Werecreature Armour, Werecreature Enhanced Weaponry (claws), Werecreature Regeneration, Werecreature Human Form</i>		
Flaws <i>Werecreature Vulnerability (silver, rat poison)</i>		

NPC werecreature boons

(Where different to or in addition to above.)

Werecreature Armour – The alpha werecreature's thick hide provides protection of d6-2 (2) against physical attacks.

Werecreature Human Form – The werecreature is normally human and has a career at rank 2. In human form they have the same abilities, but all at scale 1 and no supernatural boons. During a full moon, the werewolf changes every night (taking 1 combat round) unless she makes a Tough (-2) *mind* roll to resist the change. The werewolf can change at will (1 combat round) if she makes a Tough (-2) *mind* roll, otherwise the change takes 1d3+1 rounds. While the werewolf is changing, it can take no other actions or use its *defence* rating.