

# SOMETHING *Strange*



*Strange*



MODERN HORROR SETTING





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# INTRODUCTION

There. Did you see it? Was it just a trick of the light or a play of the shadow? Or was it something *else*?

There are beings that live in between the cracks of our reality. They hide either because we fear them, or they fear us. Many are predators that choose to strike from the shadows. Others fear what will happen when we learn they exist.

There were many creatures that used to walk openly among us that learned a hard lesson. Dragons, fairies, and wizards once shared the Earth with us, but as humans gained mastery over the natural world, anything that threatened their reign became a target. Others, like vampires and werewolves, knew that their survival always depended on staying out of sight.

Secret wars wage in the shadows. There are forces that fight enemies they believe are embodiments of evil while these creatures simply fight for their right to exist.

The average accountant or homemaker has no idea of the things that lurk just beyond reach, but they know to fear the dark. They know not to go down that alley alone. They know not to stop by the side of the road to pick up the stranger walking by themselves in the woods.

## THEMES

*Something Strange* is a modern horror setting for the Genesys Role-playing Game and is about the monsters that are feared or revered. *Something Strange* lets a Game Master and a group of players explore those monsters either by hunting them or becoming them. What would you do if you discovered the supernatural were natural? How would your life change if you woke up to find you are now a creature of the night?

The modern horror genre brings with it several recurring ideas. The most prominent are “what is evil?” and “humans are the real monsters”. Depending on the types of creatures GMs wish to include they may use themes such as “how long can love last?”, “can passion be dangerous?”, or even “power is a curse”. Using themes can greatly enhance a role-playing game story, but GMs should make sure to do it subtly.

The core of modern horror is, of course, horror. Horror in movies is achieved in many ways through visual and sound effects. Doing horror in a role-playing game is much more difficult. The monsters themselves in this setting are not going to be scary to players. They will frequently just consider them a pile of numbers. It is up to you as a GM to present them in such a way as to make the players take caution. Portraying hor-



ror in an RPG is more about describing the scene and what you do not reveal about the creature they are up against. Additionally, directly fighting a monster is usually the last part of a monster movie. It should be the last part of an RPG story. GMs should build up their adversary over time; leave clues about how it has affected the world in ways that are unsettling.

## TROPES

Modern horror has been done so many times in so many ways that there are things people expect to see.

### MONSTER OF THE WEEK

Imagination is the limit to the variety of creatures that the players can come across. Anything even remotely considered supernatural is fair game to throw into a *Something Strange* story. GMs are encouraged to use this freedom to keep the players guessing at the true nature of something they come across, but are cautioned not forget to throw them an old tried-and-true monster occasionally.

### VAMPIRES

The cursed, immortal undead walk the Earth to feed on the blood of humans. Their centuries long feuds and conspiracies serve to entertain them in an increasingly boring un-life. Vampire weakness and powers (detailed in the Talents section) are fairly typical of what is found in most movies, TV, and other fiction.

## ITS A STRANGE WORLD

The world of *Something Strange* is home to many supernatural creatures, monsters, and beings that wield powerful forces beyond that of normal humans.

### VAMPIRES

The immortal undead have stalked the world since antiquity. As long as there have been humans, the vampires have been there to feed on them. Vampires do not frequently come together in large groups; there is not enough of them in the world to form their own culture. They frequently stay near their bloodline; master and progeny. Vampires are very careful not to spawn too much. Their effect on a local populace is typically found quickly, should they create too many of their own kind. Most vampires are comfortable

### WEREWOLVES

Shapechangers capable of becoming a half-human and half-wolf monster. Whereas most fiction will portray werewolves as having been cursed (some may think of it that way) the werewolves of *Something Strange* gain their nature through genetics. Not all decedents of a werewolf are guaranteed to become a werewolf. The gene is recessive, but does not play by the same rules of the normal Punnett square. Even someone that has all the right DNA may not have their wolf awaken until bitten by another werewolf or they experience some other supernatural event.

### MAGIC

*Something Strange* uses the *Genesys Core Rulebook* magic rules as-is. This means individuals can wield great and terrible power that the world should not see. Those that practice magic do their best to hide their gifts (as do vampires and werewolves) as the world would not understand and would be dangerously jealous of such power.

### HUNTERS

Whether chosen by the powers-that-be or on a quest for revenge, there are always those that dedicate their life to the investigation and/or elimination of anything that is not deemed normal. Players as hunters is the easiest type of story to start out with.

quietly building support networks of humans over generations. Should two vampires' area of influence overlap, they may wage silent proxy wars of social maneuvering and only very rarely have it come to violence. They will even more rarely directly engage in conflict with one another.

Most vampires can trace their lineage back several generations. Very few can trace beyond eight or nine ancestors reliably. After that, the fog of history is far too dense. No living vampire can trace to the first vampire. There is not even a consensus on if there was a single first vampire. Given how vampires legends arose independently across the world some believe that there must be a way to become one outside of being turned. Others will say there must have been a single vampire that traveled the world. In either case, the true answer is lost to time.



## WEREWOLVES

Vukodlak is the oldest term they know themselves by. Some groups will call themselves rougarou, loup garou, lycans, or simply just werewolves. History has judged them harshly for many reasons, some accurate, most not. Just as wolves keep populations of their prey in check, werewolves serve as population control for the supernatural world. If a werewolf feeds on the flesh of a supernatural creature at least once per full moon, they have a much easier time of controlling their bestial nature. When a werewolf is not able to feed properly they are in danger of losing control, attacking and eating any thing in their way. There are werewolves that choose to subsist on the flesh of other werewolves. They are considered the lowest and most evil by other werewolves. When a werewolf eats the flesh of another werewolf, their mind becomes twisted and they seek to eat werewolf flesh even more each time.

Due to the genetic nature of how lycanthropy is passed many believe that must mean werewolves have a single origin. Those same people then go so far as saying that since wolves come from Europe that lycanthropy must descend from European ancestry. This is absurd since werewolves exist in all parts of the world. This leads the more scientific minded to conclude that werewolves have always existed with mankind, or that the lycanthropic curse was bestowed upon many families. One can then reason that perhaps werewolves are not half wolf at all, but that is simply the closest creature that resembles the monster they are able to become.



## MAGICIANS

Talented humans have discovered the Weave of the universe can be altered with the right intention through chant, hand movements, and other ritual. There are many schools of thought as to where Magic comes from; a god, nature, or sheer force of will. It ultimately does not matter, but one's belief will shape how their Magic manifests.

Many secret academies, colleges, and other schools exist throughout the world to gather and pass on the knowledge of the arcane arts. These institutions focus almost exclusively with the teaching of Arcane magic.

Divine magic is learned through a variety of ways and is typically dependent on one's local culture. Churches or temples have ways of identifying those members that display gifts for channeling the will of their deities or ideals.

Primal magic is practiced by those traditionally called witches. Witch magic has a flavor and texture that is closely tied to Nature. This art is passed from individual to individual with the teacher and student relationship being intimate. Though close, these relationships are infrequently romantic.



# CHARACTER CREATION

Something Strange is just like our modern world but with a splash of *weird*. Your character can come from any walk of life you can think of that exists today in our world. The archetypes and careers avail-

able should let you reflect your character's strengths and weaknesses within the Genesys rules. The character creation process follows the standard character creation rules detailed in the Genesys Core Rulebook.

## ARCHETYPES


Archetypes represent the various types of people in the world. The Genesys Core Rulebook supplies four basic human archetypes. Something Strange adds three additional archetypes to give players more options.

### ATHLETE

The Athlete represents a character who has a background where their ability to move quickly and nimbly was of utmost importance. You should choose this archetype if you're going to make a character that focuses on moving their body fast and accurately or is steady with their hands.



### ARCHETYPE ABILITIES

- ▶ **Starting Wound Threshold:** 8 + Brawn
- ▶ **Starting Strain Threshold:** 12 + Willpower
- ▶ **Starting Experience:** 95
- ▶ **Starting Skills:** An Athlete starts with one rank in Coordination during character creation. They obtain this rank before spending experience points, and may not increase Coordination above rank 2 during character creation.
- ▶ **Evasion:** Once per session, your character may spend a Story Point as an out-of-turn incidental when they are the target of a Combat check. If they do so, they may add  equal to their ranks in Coordination to the roll. This may be spent before or after the Combat check is made.



## DEDICATED

The Dedicated is a character that has a strong sense of their self and keeps themselves disciplined in all aspects of their life. A player should choose this archetype if they wish to play a character with a strong personality or is especially faithful.



### ARCHETYPE ABILITIES

- **Starting Wound Threshold:** 9 + Brawn
- **Starting Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100
- **Starting Skills:** A Dedicated character starts with one rank in Discipline during character creation. They obtain this rank before spending experience points, and may not increase Discipline above rank 2 during character creation.
- **Focus:** Once per session, your character may spend a Story Point as an incidental. If they do so, they heal a number of strain equal to their ranks in Willpower.

## SAVVY

The Savvy are characters that think quickly out side of the box. They can see the paths around and through far before others can.



### ARCHETYPE ABILITIES

- **Starting Wound Threshold:** 10 + Brawn
- **Starting Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100
- **Starting Skills:** A Savvy character starts with one rank in Perception during character creation. They obtain this rank before spending experience points, and may not increase Perception above rank 2 during character creation.
- **Insight:** Once per session, your character may spend a Story Point as an incidental. If they do so, they learn the Fear, Strength, Flaw, or Desire (GM choice) from a target within Short range

## CAREERS

The careers detailed here are used instead of the careers that are available in the Genesys Core Rulebook. These should represent a wide array of skill sets.

### DRIVER

If it has a seat and some mechanical way of moving it, then the Driver can make it move. The master of all means of transportation. The Driver understands how to make machines do the impossible and maintain their cool while doing it.

The Driver counts the following skills as career skills: **Cool, Coordination, Driving, Mechanics, Operating, Piloting, Ranged (Light), and Vigilance.** Before spending experience during character creation, a Driver may choose four of their career skills and gain one rank in each of them.

**Starting Gear:** Driver characters start with \$300 and the following items:

- A sport sedan
- A leather jacket
- A .22 pistol

### DOCTOR

The Doctor has focused their life on the healing arts. They have become adroit at keeping focus in the most extreme situations in order to make sure everyone comes out alive. Not all that follow the Doctor path use their knowledge of medicine for good; some may use it for twisted experimentation in name of the "greater good."

The Doctor counts the following skills as career skills: **Cool, Discipline, Knowledge (Science), Medicine, Melee, Resilience, Survival, and Vigilance.** Before spending experience during character creation, a Doctor may choose four of their career skills and gain one rank in each of them.

**Starting Gear:** Doctor characters start with \$500 and the following items:

- Medical kit
- A pocket knife



## ENTERTAINER

The Entertainer relishes the limelight. No matter how they express themselves, be it music, dance, or acting, Entertainers are most comfortable when they are the center of attention.

The Entertainer counts the following skills as career skills: **Charm, Coordination, Deception, Discipline, Leadership, Melee, Skulduggery, and Stealth.** Before spending experience during character creation, an Entertainer may choose four of their career skills and gain one rank in each of them.

**Starting Gear:** Entertainer characters start with \$400 and the following items:

- A musical instrument
- A leather jacket
- A boot knife

## EX-CON

Through questionable decisions, poor upbringing, or just bad luck the Ex-con has been through some extraordinary circumstances that put them on the wrong side of the law. The street has taught them how to survive in the most hostile situations.

The Ex-con counts the following skills as career skills: **Athletics, Brawl, Coercion, Cool, Deception, Ranged (Light), Skulduggery, and Streetwise.** Before spending experience during character creation, an Ex-con may choose four of their career skills and gain one rank in each of them.

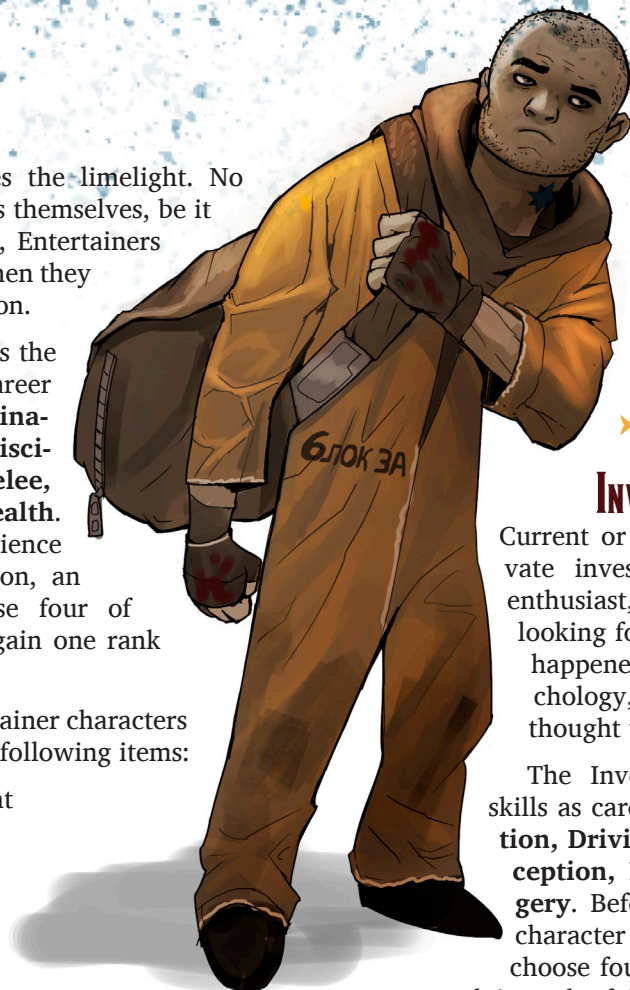
**Starting Gear:** Ex-con characters start with \$100 and the following items:

- Brass knuckles
- A .45 pistol

## EXPLORER

Explorers are the ones to beat a new path through ground never traveled before. They call the outdoors their home and hone their skills to increase their ability to survive in the wild.

The Explorer counts the following skills as career skills: **Athletics, Brawl, Coordination, Deception, Perception, Ranged (Heavy), Stealth, and Survival.** Before spending experience during character creation,



an Explorer may choose four of their career skills and gain one rank in each of them.

**Starting Gear:** Explorer characters start with \$400 and the following items:

- Camping gear (tent, backpack, fishing rod, sleeping bag)
- Shotgun or hunting rifle

## INVESTIGATOR

Current or previous law enforcement, private investigator, or amateur sleuthing enthusiast, the Investigator is the person looking for clues to build a scene of what happened. Part science and part psychology, they find the tracks that people thought they had covered up.

The Investigator counts the following skills as career skills: **Charm, Cool, Deception, Driving, Knowledge (Science), Perception, Ranged (Light), and Skulduggery.** Before spending experience during character creation, an Investigator may choose four of their career skills and gain one rank in each of them.

**Starting Gear:** Investigator characters start with \$500 and the following items:

- Crime scene kit
- A .45 pistol

## HOLY PERSON

Not just your run-of-mill person that believes in a higher power and works for a religious organization. A true Holy Person has dedicated their life to their Power and that Power has granted them insight and abilities beyond those of normal folk.

The Holy Person counts the following skills as career skills: **Cool, Deception, Divine, Discipline, Knowledge (Religion), Leadership, Melee, and Resilience.** Before spending experience during character creation, a Holy Person may choose four of their career skills and gain one rank in each of them.

**Starting Gear:** Holy Person characters start with \$500 and the following items:

- Simple clothing
- Casting focus
- A book detailing the intricacies of their belief system, lightly used.



## LEADER

Leaders command, cajole, and direct their friends and allies to accomplish tasks they did not know they were capable of alone. Leaders incite teamwork either through calling on someone's better nature, stern ordering, or careful manipulation. Most Leaders will use a combination of it all.

The Leader counts the following skills as career skills: **Charm, Coercion, Cool, Discipline, Leadership, Melee, Negotiation, and Perception**. Before spending experience during character creation, a Leader may choose four of their career skills and gain one rank in each of them.

**Starting Gear:** Leader characters start with \$500 and the following items:

- Collection of fine clothing
- Stun gun

## MAGICIAN

Trained by a secret order of other Magicians, your character has learned a very safely guarded art. Very few have the discipline or the elastic view of reality to alter the weave of existence.

The Magician counts the following skills as career skills: **Arcana, Coercion, Cool, Discipline, Knowledge (Magic), Knowledge (Occult), Perception, and Vigilance**. Before spending experience during character creation, a Magician may choose four of their career skills and gain one rank in each of them.

**Starting Gear:** Magician characters start with \$500 and the following items:

- Paper and pencil/pen
- Casting focus

## SCIENTIST

The acquisition of knowledge and the pursuit of truth are the goals of every Scientist. Logic guides discovery for the Scientist. The world is filled with clues to unearth the secret inner workings of the universe.

The Scientist counts the following skills as career skills: **Computers, Discipline, Knowledge (Science), Knowledge (Occult), Mechanics, Operating, Perception,**

and **Negotiation**. Before spending experience during character creation, a Scientist may choose four of their career skills and gain one rank in each of them.

**Starting Gear:** Scientist characters start with \$600 and the following items:

- Measuring equipment
- Laptop computer

## SECURITY SPECIALIST

A master of the theatre of security, the Security Specialist knows how every deterrence is just a way to keep honest people honest and make people feel safe. They have learned how delicate applications of the right kinds of force can open doors literally and figuratively.

The Security Specialist counts the following skills as career skills: **Charm, Computers, Cool, Deception, Melee, Skulduggery, Stealth, and Streetwise**. Before spending experience during character creation, a Security Specialist may choose four of their career skills and gain one rank in each of them.

**Starting Gear:** Security Specialist characters start with \$600 and the following items:

- Lock pick set
- Laptop computer
- Pocket knife

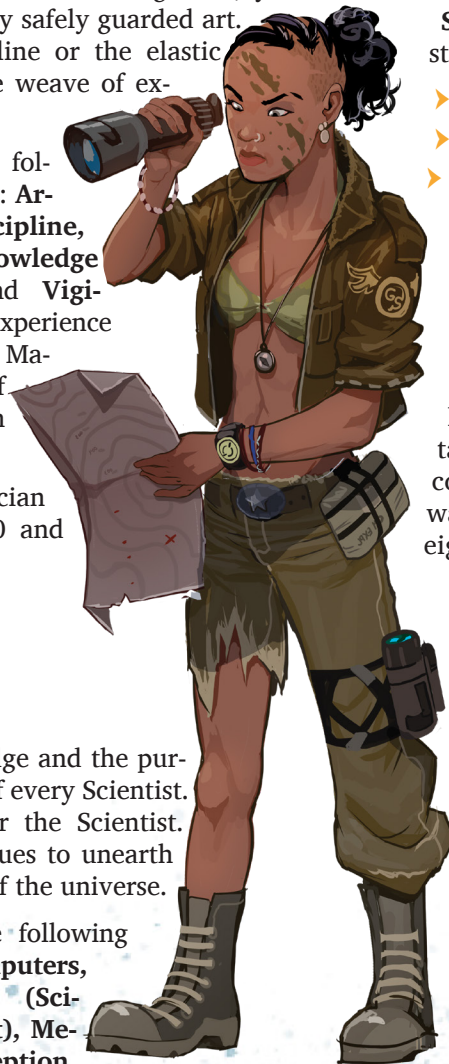
## SOLDIER

Soldiers are the ones that have dedicated their life to combat in all its forms. They have studied and practiced all the ways to kill another person. This dedication may have left its fair share of physical and mental scars. Your Soldier could have served their country in the Army or Marines, or learned warfare while defending their home from foreign governments.

The Soldier counts the following skills as career skills: **Athletics, Brawl, Coercion, Melee, Perception, Ranged (Heavy), Survival, and Vigilance**. Before spending experience during character creation, a Soldier may choose four of their career skills and gain one rank in each of them.

**Starting Gear:** Soldier characters start with \$300 and the following items:

- Flak vest
- Assault rifle or hunting rifle
- A 9mm pistol





## SOCIALITE

Socialites are the ones that can work a room to the best benefit possible. They know everyone and their secrets. Though the Socialite may excel at manipulation, they do not necessarily use this skill maliciously.

The Socialite counts the following skills as career skills: **Charm, Cool, Deception, Knowledge, Negotiation, Perception, Streetwise, and Vigilance.** Before spending experience during character creation, a Socialite may choose four of their career skills and gain one rank in each of them.

You may pick any one of the available Knowledge skills to be your character's career skill.

**Starting Gear:** Socialite characters start with \$700 and the following items:

- Stylish clothing befitting their scene
- Cell phone

## TRADESPERSON

The Tradesperson is someone that has learned a skill or many skills that require the use of one's hands and a set of tools. They could be a blacksmith, a plumber, auto mechanic, or a carpenter. The Tradesperson knows that hard work is its own reward.

The Tradesperson counts the following skills as career skills: **Athletics, Discipline, Mechanics, Melee, Negotiation, Perception, Resilience, and Street-**

**wise.** Before spending experience during character creation, a Tradesperson may choose four of their career skills and gain one rank in each of them.

**Starting Gear:** Tradesperson characters start with \$500 and the following items:

- Tool set, including multi-tool with belt pouch
- A leather jacket
- A large wrench

## WITCH

Witches have a special connection with the primal powers of the natural world. They may be individuals who live in the wilderness, or regular people who have a particular affinity for life and nature. Witches can tap into the primal power of life to summon magic and perform fantastical feats.

The Witch counts the following skills as career skills: **Charm, Knowledge (Occult), Melee, Primal, Perception, Resilience, Survival, and Vigilance.** Before spending experience during character creation, a Witch may choose four of their career skills and gain one rank in each of them.

**Starting Gear:** Witch characters start with \$300 and the following items:

- Random assortment of crystals, icons, cards, animal bones, and jewelry with no monetary value.
- Casting focus

## ALTERNATIVE CAREERS

If none of these options fit the character concept you are trying to play, then with the permission of your GM, create a custom career following these guidelines.

Choose eight skills that will be considered careers skills. Choose four of those from the General Skills. The remaining four must abide by these rules:

- At least 1 Social or Combat skill
- No more than 3 Combat Skills
- No more than 3 Social Skills
- No more than 3 Knowledge Skills
- No more than 2 General Skills

Then choose four of any the career skills and gain one rank in each of them. Your character then starts with \$500 with which to purchase starting gear. Any money left over is available as pocket money.





# NEW SKILLS AND RULES

This section introduces new skills for the *Something Strange* setting. Table 1 includes these new skills as well as the applicable skills from the

*Genesys Core Rulebook* that are used in the *Something Strange* setting.

## KNOWLEDGE SKILLS

### KNOWLEDGE (MAGIC)

Magic is more than just learning the symbols, words, and hand movements that can be used to alter reality. An understanding of how and why magic works at all allows a Magician to realize the full potential of casting spells. This skill represents your character's theoretical knowledge of magic; how it is used and applied. This is the Knowledge skill linked to the casing of Arcane magic and is used with the Arcana magic skill.

#### ***YOUR CHARACTER SHOULD USE THIS SKILL IF...***

- Your character wants to know what a set of ritual items is attempting to accomplish.
- Your character wants to know if an item is capable of being used for magic.
- Your character wants to know what kind of magic (Arcane, Divine, or Primal) was just used by another person casting a spell

#### ***YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...***

- Your characters want to cast a spell. That would be the Arcana skill instead.
- Your character wants to know if something is magical. That would be the Arcana skill.
- Your character wants to know if a creature is magical. That would be Knowledge (Occult).

### KNOWLEDGE (RELIGION)

This skill represents your character's knowledge of the religions of the world as well as the beings those religions revere. This skill also gives insight into how the practice of Divine magic operates and is the linked skill for Divine magic casters.

#### ***YOUR CHARACTER SHOULD USE THIS SKILL IF...***

- Your character wants to know if a religious ceremony is capable of magic or if it is simple worship.
- Your character wants to know the beliefs of a religion.
- Your character wants to know what religion uses a set of items for worship

#### ***YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...***

- Your characters want to cast a spell. That would require the Divine skill.
- Your character wants to know about any other kind of magic besides Divine. That would be Knowledge (Magic).
- Your character wants to know what kind of magic was just used. That would be Knowledge (Magic).

### KNOWLEDGE (OCCULT)

This represents your character's knowledge of all things that hide from normal surface society. This is your character's general grasp of the supernatural and all the things that surround it.

#### ***YOUR CHARACTER SHOULD USE THIS SKILL IF...***

- Your character wants to identify a creature or being they saw or heard described.
- Your character wants to know what kind of creature or being is capable of an effect they witnessed or heard described.
- Your character wants to know what effect a set of items may produce with the Primal magical skill.

#### ***YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...***

- Your characters want to cast a spell. Use the Primal skill instead.
- Your character wants to know about any other kind of magic besides Primal. That would be Knowledge (Magic).
- Your character wants to know what kind of magic a person just used. That would be Knowledge (Magic).

### KNOWLEDGE (SCIENCE)

This represents your character's overarching knowledge of all sciences. If your character wishes to specialize in a particular branch, it is recommended that be a separate Knowledge skill.

#### ***YOUR CHARACTER SHOULD USE THIS SKILL IF...***

- Your character wants to calculate if their vehicles



is capable of making a jump a cross a gap.

- Your character wants to identify a substance.
- Your character wants to identify the remains of a natural animal or plant.

***YOUR CHARACTER SHOULD NOT USE THIS SKILL IF...***

- Your characters want to invent something. That

may require the Mechanics skill. Knowledge (Science) could be used to know if a particular idea is possible however.

- Your character wants to fix a machine. That would require the Mechanics skill.
- Your character wants to investigate a crime scene. That would be Perception or Vigilance.

## NEW RULES

### SUPERNATURAL TRAIT

The Supernatural trait is an identifier for those characters that are partially or completely a part of the supernatural world. This trait is used to identify characters and creatures that have otherworldly origins or do not fit into the normal ecosystem of nature as we know it. Some talents, abilities, or effects may only affect or only be affected by supernatural characters and creatures. The Supernatural trait is typically bestowed by a talent, such as Werewolf or Vampire.

### MAGICAL KNOWLEDGE SKILLS

When using any magic skill and a spell effect refers to the Knowledge skill instead use Knowledge (Magic) for Arcana effects, Knowledge (Religion) for Divine effects, and Knowledge (Occult) for Primal effects.

### WEAPON NOISE

All ranged weapons are considered to make noise which can be heard up to Extreme range. The Items section introduces new Item Qualities which can affect this new rule. This is important to utilize in-game. Most *Something Strange* games will take place in an urban environment and weapon noise will attract unwanted attention from nearby enemies or the police. Players should need to balance the need for the increased fire power against the need to remain unnoticed.

### FEAR RULES

*Something Strange* makes use of the optional fear rules on page 243 of the *Genesys Core Rulebook*. While you can run your game however you see fit, it is highly recommended that you utilize these rules to the best benefit. Players do not often fully understand the intense situations their characters get into and maintain a detached observation of those events. The fear rules reminds them that the things their characters face are, in fact, quite terrifying.

Additionally, you may find the separate Genesys Foundry offering *Expanded Fear Guidelines* to be useful. It is written by the same author of *Something Strange*. It provides more help with using fear in Genesys and includes a table for recommendations on spending dice results on fear checks that are not covered by the *Genesys Core Rulebook*.





# TABLE 1: SKILLS FOR THE SOMETHING STRANGE SETTING

SKILL	CHAR	TYPE	SOURCE
Arcana	Intellect	Magic	Genesys Core Rulebook (page 70)
Athletics	Brawn	General	Genesys Core Rulebook (page 58)
Brawl	Brawn	Combat	Genesys Core Rulebook (page 67)
Charm	Presence	Social	Genesys Core Rulebook (page 54)
Coercion	Willpower	Social	Genesys Core Rulebook (page 55)
Computers	Intellect	General	Genesys Core Rulebook (page 58)
Cool	Presence	General	Genesys Core Rulebook (page 59)
Coordination	Agility	General	Genesys Core Rulebook (page 59)
Deception	Cunning	Social	Genesys Core Rulebook (page 60)
Discipline	Willpower	General	Genesys Core Rulebook (page 58)
Divine	Willpower	Magic	Genesys Core Rulebook (page 70)
Driving	Agility	General	Genesys Core Rulebook (page 60)
Gunnery	Agility	Combat	Genesys Core Rulebook (page 69)
Knowledge (Magic)	Intellect	Knowledge	Something Strange
Knowledge (Religion)	Intellect	Knowledge	Something Strange
Knowledge (Occult)	Intellect	Knowledge	Something Strange
Knowledge (Science)	Intellect	Knowledge	Something Strange
Leadership	Presence	Social	Genesys Core Rulebook (page 56)
Mechanics	Intellect	General	Genesys Core Rulebook (page 60)
Medicine	Intellect	General	Genesys Core Rulebook (page 61)
Melee	Brawn	Combat	Genesys Core Rulebook (page 67)
Negotiation	Presence	Social	Genesys Core Rulebook (page 56)
Operating	Intellect	General	Genesys Core Rulebook (page 62)
Perception	Cunning	General	Genesys Core Rulebook (page 62)
Piloting	Agility	General	Genesys Core Rulebook (page 62)
Primal	Cunning	Magic	Genesys Core Rulebook (page 70)
Ranged (Light)	Agility	Combat	Genesys Core Rulebook (page 68)
Ranged (Heavy)	Agility	Combat	Genesys Core Rulebook (page 69)
Resilience	Brawn	General	Genesys Core Rulebook (page 63)
Skulduggery	Cunning	General	Genesys Core Rulebook (page 64)
Stealth	Agility	General	Genesys Core Rulebook (page 64)
Streetwise	Cunning	General	Genesys Core Rulebook (page 65)
Survival	Cunning	General	Genesys Core Rulebook (page 65)
Vigilance	Willpower	General	Genesys Core Rulebook (page 65)



# NEW TALENTS

## TIER 1

### BEAST CONTROL

**Tier:** 1

**Activation:** Passive

**Ranked:** No

*Your character must have purchased the Werewolf talent to benefit from this talent. Your character no longer receives a -1 to Intellect when shifting into hybrid form.*

### BLOOD POTENCY

**Tier:** 1

**Activation:** Action (Maneuver)

**Ranked:** No

*Your character must have purchased the Vampire talent to benefit from this talent. Once per encounter, as a maneuver your character may suffer 2 strain to raise Brawn or Agility by 1 point to a maximum of 5 until the end of the encounter.*

### CHARM SCHOOL

**Tier:** 1

**Activation:** Passive

**Ranked:** No

*When your character takes this talent, choose two social skills. Those skills are now a career skills for your character.*

### CONTROLLED SHIFT

**Tier:** 1

**Activation:** Passive

**Ranked:** No

*Your character must have purchased the Werewolf talent to benefit from this talent. The difficulty for shifting into hybrid form or back to human form is now Average (◆◆).*

### DANGEROUS CASTING

**Tier:** 1

**Activation:** Incidental

**Ranked:** No

*Your character may use this talent to reduce the difficulty of casting a spell by a number of ◆, up to their ranks in the appropriate Knowledge skill for the magic skill used, to a minimum of Easy(◆). For each level of difficulty reduced in this manner, upgrade the difficulty of the check once.*

### DARK VISION

**Tier:** 1

**Activation:** Passive

**Ranked:** No

*Your character must have the Supernatural trait to benefit from this talent. Your character has excellent night vision. When making skill checks, it removes up to ■■■ imposed due to darkness.*

### FEAR THE BEAST

**Tier:** 1

**Activation:** Passive

**Ranked:** No

*Your character must have purchased the Werewolf talent to benefit from this talent. Your character may automatically add ☆▲ to any Coercion checks made while in human form. Your character may automatically add ⚙ to any Coercion checks while in hybrid form. Note that to even make a Coercion check in hybrid form means the target is accustomed to seeing werewolves or succeeded on their fear check.*





## TABLE 2: GENESYS TALENTS FOR THE SOMETHING STRANGE SETTING

TALENT	RANKED	SOURCE
<b>TIER 1</b>		
Beast Control	No	Page 13
Blood Potency	No	Page 13
Bought Info	No	Genesys Core Rulebook (p 72)
Charm School	No	Page 13
Clever Retort	No	Genesys Core Rulebook (p73)
Controlled Shift	No	Page 13
Dangerous Casting	No	Page 13
Dark Vision	No	Page 13
Desperate Recovery	No	Genesys Core Rulebook (p73)
Duelist	No	Genesys Core Rulebook (p73)
Durable	Yes	Genesys Core Rulebook (p73)
Fear the Beast	No	Page 13
Forager	No	Genesys Core Rulebook (p73)
Lunacy Control	No	Page 16
Grit	Yes	Genesys Core Rulebook (p73)
Hamstring Shot	No	Genesys Core Rulebook (p73)
Moonskin	No	Page 16
Jump Up	No	Genesys Core Rulebook (p73)
Knack for It	Yes	Genesys Core Rulebook (p73)
Know Somebody	Yes	Genesys Core Rulebook (p74)
Let's Ride	No	Genesys Core Rulebook (p74)
One With Nature	No	Genesys Core Rulebook (p74)
Parry	Yes	Genesys Core Rulebook (p74)
Proper Upbringing	Yes	Genesys Core Rulebook (p74)
Poisonous Blood	No	Page 16
Punch Parry	Yes	Page 16
Quick Draw	No	Genesys Core Rulebook (p74)
Quick Strike	Yes	Genesys Core Rulebook (p74)
Rapid Reaction	Yes	Genesys Core Rulebook (p74)
Rending Strike	No	Page 16
Ring Fighter	No	Page 16
Second Wind	Yes	Genesys Core Rulebook (p74)
Surgeon	Yes	Genesys Core Rulebook (p74)
Sweep the Leg	No	Page 16
Swift	No	Genesys Core Rulebook (p75)
Toughened	Yes	Genesys Core Rulebook (p75)

TALENT	RANKED	SOURCE
Unremarkable	No	Genesys Core Rulebook (p75)
Vampire	No	Page 17
Werewolf	No	Page 17
<b>TIER 2</b>		
Berserk	No	Genesys Core Rulebook (p75)
Beast Control	No	Page 18
Beyond The Natural	Yes	Page 18
Blood Potency (Improved)	No	Page 18
Bow Hunter	No	Page 18
Bring Down the Prey	Yes	Page 18
Coordinated Assault	Yes	Genesys Core Rulebook (p75)
Counteroffer	No	Genesys Core Rulebook (p75)
Daring Aviator	Yes	Genesys Core Rulebook (p75)
Defensive Stance	Yes	Genesys Core Rulebook (p75)
Detect Supernatural	No	Page 18
Entranced	No	Page 18
Fast Attack	No	Page 19
Flurry	No	Page 19
Heightened Awareness	No	Genesys Core Rulebook (p76)
Heightened Senses	Yes	Page 18
Holy Quest	No	Page 18
Inspiring Rhetoric	No	Genesys Core Rulebook (p76)
Inventor	Yes	Genesys Core Rulebook (p76)
Knee Strike	No	Page 18
Koukutsu Stance	No	Page 18
Learning the Craft	No	Page 19
Lunacy Control (Improved)	No	Page 19
Lucky Strike	No	Genesys Core Rulebook (p76)
Magical Discipline	Yes	Page 19
Magical Training	No	Page 20
Nerves of Steel	No	Page 20
On Your Feet!	Yes	Page 20
Precise Attack	No	Page 20
Project Thoughts	No	Page 20
Scathing Tirade	No	Genesys Core Rulebook (p76)
Side Step	Yes	Genesys Core Rulebook (p77)



## TABLE 2: GENESYS TALENTS FOR THE SOMETHING STRANGE SETTING (CONT.)

TALENT	RANKED	SOURCE
Vampiric Speed	No	Page 20
Warning Howl	No	Page 120
Wolf Form	No	Page 20
<b>TIER 3</b>		
Animal Companion	Yes	Genesys Core Rulebook (p77)
Bat Form	No	Page 21
Blur	No	Page 21
Dodge	Yes	Genesys Core Rulebook (p78)
Eagle Eyes	No	Genesys Core Rulebook (p78)
Entranced (Improved)	No	Page 21
Field Commander	No	Genesys Core Rulebook (p78)
Forgot to Count?	No	Genesys Core Rulebook (p78)
Full Throttle	No	Genesys Core Rulebook (p78)
Get Down!	No	Page 21
Grenadier	No	Genesys Core Rulebook (p78)
Hard Boiled	No	Shadow of the Beanstalk (p 50)
Heroic Will	No	Genesys Core Rulebook (p79)
Inspiring Rhetoric (Improved)	No	Genesys Core Rulebook (p78)
Natural	No	Genesys Core Rulebook (p79)
Nerve Pinch	No	Page 21
Painkiller Specialization	Yes	Genesys Core Rulebook (p79)
Pack Tactics	No	Page 21
Parry (Improved)	No	Genesys Core Rulebook (p79)
Project Thoughts (Improved)	No	Page 21
Read Thoughts	No	Page 21
Scathing Tirade (Improved)	No	Genesys Core Rulebook (p79)
Shadow Shroud	No	Page 21
Suggestion	No	Page 22
Supernatural Regeneration	No	Page 22
Vampiric Speed (Improved)	No	Page 22
<b>TIER 4</b>		
Can't We Talk About This?	No	Genesys Core Rulebook (p79)
Deadeye	No	Genesys Core Rulebook (p79)
Defensive	No	Genesys Core Rulebook (p80)

TALENT	RANKED	SOURCE
Defensive Driving	Yes	Genesys Core Rulebook (p80)
Dominate	No	Page 22
Elementary	No	Genesys Core Rulebook (p80)
Enduring	No	Genesys Core Rulebook (p80)
Expert Tracker	No	Page 23
Field Commander (Improved)	No	Genesys Core Rulebook (p80)
How Convenient!	No	Genesys Core Rulebook (p 80)
Inspiring Rhetoric (Supreme)	No	Genesys Core Rulebook (p 80)
Invisibility	No	Page 23
Majesty	No	Page 23
Overcharge	No	Genesys Core Rulebook (p 80)
Quip	No	Page 23
Read Thoughts (Improved)	No	Page 23
Remove Memory	No	Page 23
Scathing Tirade (Supreme)	No	Genesys Core Rulebook (p 81)
<b>TIER 5</b>		
Additional Dedication	Yes	Page 23
Dedication	Yes	Genesys Core Rulebook (p 81)
Extra Action	No	Page 23
Indomitable	No	Genesys Core Rulebook (p 81)
Invisibility (Improved)	No	Page 23
Master	No	Genesys Core Rulebook (p 81)
Overcharge (Improved)	No	Genesys Core Rulebook (p 81)
Ruinous Repartee	No	Genesys Core Rulebook (p 81)





## LUNACY CONTROL

**Tier:** 1

**Activation:** Passive

**Ranked:** No

*Your character must have purchased the Werewolf talent to benefit from this talent.* When Lunacy triggers, your character may make a **Hard (◆◆◆) Discipline** check to gain control immediately after the forced shift. If they fail this check, the check to regain control is a **Hard (◆◆◆) Discipline** check.

## MOONSKIN

**Tier:** 1

**Activation:** Passive

**Ranked:** No

*Your character must have purchased the Werewolf talent to benefit from this talent.* Every full moon your character may select a number of items equal to their strain threshold that will be mystically absorbed when changing from human to any shapeshifted form. When changing back to human form the items will be available again. The items chosen will only be absorbed if they are being carried or worn when your character shapeshifts.

## POISONOUS BLOOD

**Tier:** 1

**Activation:** Passive

**Ranked:** No

*Your character cannot purchase this talent if they have the Vampire talent.* Once your character purchases this talent they cannot purchase the Vampire talent. A vampire does not regain strain when drinking your character's blood. Instead, for every dice result that would normally cause a vampire to regain strain, they instead will suffer strain.

## PUNCH PARRY

**Tier:** 1

**Activation:** Active (Incidental, Out of Turn)

**Ranked:** Yes

When your character suffers a hit from a unarmed combat check, after damage is calculated but before soak is applied (so immediately after Step 3 of Perform a Combat check, page 102), your character may suffer 3 strain to use this talent to reduce the damage of the hit by two plus their ranks in Punch Parry. This talent can only be used once per hit, and your character must have their hands free.

## RENDING STRIKE

**Tier:** 1

**Activation:** Passive

**Ranked:** No

*Your character must have purchased the Werewolf talent to benefit from this talent.* Claw attacks made while in hybrid form have their Critical Rating reduced by 1.

## RING FIGHTER

**Tier:** 1

**Activation:** Passive

**Ranked:** No

Your character adds ■ to their unarmed combat checks while engaged with a single opponent. Your character adds ■ to their unarmed combat checks while engaged with three or more opponents.

## SWEEP THE LEG

**Tier:** 1

**Activation:** Active (Action)

**Ranked:** No

Once per round, your character may use this talent to perform an unarmed combat check against one non-vehicle target they are engaged with. If the check is successful, halve the damage inflicted by the attack (before reducing damage by the target's soak). The target is immobilized until the end of its next turn.





## VAMPIRE

**Tier:** 1

**Activation:** Passive

**Ranked:** No

Through a complex and taxing ritual, your character has been turned by a vampire to be another member of the immortal undead.

- ▶ **Undead:** They are now undead and are no longer living. They do not need to eat, sleep, or breathe, is unaffected by toxins and poisons, and no longer age.
- ▶ **Bite:** They gain a Bite attack (Brawl; Damage +1; Critical 4; Range [Engaged], Pierce 2, Vicious 1).
- ▶ **Weakness to Sunlight:** While they are exposed to sunlight, reduce all characteristics by 2 and halve their Wound Threshold and Strain Threshold and will suffer one wound per round. If wounds caused by sunlight cause the character to exceed their wound threshold they immediately suffer the Critical Injury of Dead and turn to ash.
- ▶ **Stake Through the Heart:** If an opponent makes a called shot to your character's heart with a wooden melee weapon or a ranged weapon that fires ammunition made of wood, that weapon gains Vicious 5.
- ▶ **Blood Hunger:** Your character does not regain strain normally, such as through rest or at the end of an encounter. For every wound caused to a living being with their bite attack your character regains 1 strain. Any **A** rolled on this attack may be spent to restore 2 strain each. Wounds inflicted with this attack cannot be healed with painkillers or a Medicine check. Abilities that restore strain work normally. Outside of combat, any blood that is reasonably fresh can be drunk to regain strain. The specific amount necessary is up to the GM, but completely draining a human should restore all strain if your character is at their strain threshold.
- ▶ **Progeny:** When interacting with the vampire that turned your character, upgrade the difficulty of all social checks. When interacting with vampires your character turned, upgrade the ability of all social checks.
- ▶ **Supernatural:** Your character now has the supernatural trait.

You cannot take this talent if your character already has the supernatural trait. This talent can only be taken if there is a narrative reason and the GM approves. This talent is almost entirely negative. This is because it is the first step to unlock a host of much more powerful talents and reflects that new vampires are very weak.

## WEREWOLF

**Tier:** 1

**Activation:** Passive, Active (Incidental)

**Ranked:** No

Your character has recently awoken their lycanthropic heritage. The spirit of the Wolf can now manifest through their body causing them to change into a terrifying hulk of fur, teeth, and claws. When purchasing this talent they gain the following abilities:

- ▶ **Shapechange:** As an incidental your character may make a **Hard (◆◆◆) Discipline** check and change into half-person half-wolf form. In this form your character gains +1 Brawn and +1 Agility to a maximum of 5. Intellect and Willpower are each lowered by 1 to a minimum of 1. They may voluntarily shift back into human form by making a **Hard (◆◆◆) Discipline** check. If your character falls unconscious from suffering too much strain while in the hybrid form they revert to their human form. Clothes that cannot fit over the new form are destroyed. Any carried gear is dropped on the ground.
- ▶ **Claws:** While in hybrid form your character gains this attack: Claws (Brawl; Damage +2, Critical 3; Range [Engaged], Accurate 1, Pierce 1, Vicious 2)
- ▶ **Weakness to Silver:** Silver weapons (both solid silver and silver-coated) have their Crit rating reduced to 1 and have Pierce 2 and Vicious 2 against this character. In addition, while suffering from a Critical injury caused by a silver weapon, Medicine checks heal 1 wound for the first success and require two additional successes for each additional wound healed. Lastly, upgrade the difficulty of all **Medicine and Resilience checks** to recover from Critical injuries inflicted by silver.
- ▶ **Lunacy:** If during a combat encounter, they ever suffer 4 or more strain at once or exceed their strain threshold while in human form, they immediately shift into their hybrid form as an out-of-turn incidental, regain all strain, and use their actions and maneuvers to attack the nearest living being. They will continue to attack until unconscious or there are no more targets left. Every turn they may attempt a **Daunting (◆◆◆◆) Discipline check** as an incidental to regain control. Additionally, **☒** may be used during a social encounter to trigger Lunacy.
- ▶ **Supernatural Hunter:** If during the full moon, they have not eaten their fill of the flesh of a supernatural creature since the last full moon, they must make a **Daunting (◆◆◆◆) Discipline check** or they will be stuck in hybrid form and will attack any living creature until they are able to eat the flesh of a supernatural creature.



- **Fearsome:** Anyone not accustomed to seeing the hybrid form must immediately make a Hard (◆◆◆) fear check when seeing your character in hybrid form. Other supernatural characters are immune.
- **Supernatural:** This character now has the supernatural trait.

You cannot take this talent if your character already has the supernatural trait. This talent can only be taken if there is a narrative reason and the GM approves.

## WHY NOT ARCHETYPES?

The Werewolf and Vampire options are talents so that they are available after character creation. This allows for a narrative of discovery of a hidden past or the exploration of receiving a curse. They are also available at Tier 1 talents to ensure they can be purchased during character creation, if desired. Additionally, the player has more options with archetype selection allowing a more diverse group when playing games where everyone is a werewolf, vampire, or other supernatural creature.

## TIER 2

### BEAST CONTROL (IMPROVED)

**Tier:** 2

**Activation:** Passive

**Ranked:** No

*Your character must have purchased the Werewolf talent to benefit from this talent.* Your character no longer receives a -1 to Willpower when shifting into hybrid form.

### BEYOND THE NATURAL

**Tier:** 2

**Activation:** Passive

**Ranked:** Yes

*Your character must have purchased the Werewolf talent to benefit from this talent.* Any non-combat Brawn or Agility checks your character makes while in hybrid form gain a number of ■ equal to their ranks Beyond the Natural.

### BLOOD POTENCY (IMPROVED)

**Tier:** 2

**Activation:** Passive

**Ranked:** No

*Your character must have purchased the Vampire talent to benefit from this talent.* The strain cost of Blood Potency is reduced to 1.

### BOW HUNTER

**Tier:** 2

**Activation:** Passive

**Ranked:** Yes

When making an attack with a bow your character may use Survival in place of Ranged (Heavy).

### BRING DOWN THE PREY

**Tier:** 2

**Activation:** Passive

**Ranked:** Yes

*Your character must have purchased the Werewolf talent to benefit from this talent.* Your character's Claw attack in hybrid or wolf form gain a rank of Ensnare for each rank of Bring Down the Prey.

### DETECT SUPERNATURAL

**Tier:** 2

**Activation:** Active (Maneuver)

**Ranked:** Yes

If your character has the Supernatural trait they cannot purchase this talent. Once your character purchases this talent they cannot gain any Supernatural talents. While engaged with a character, your character may use a maneuver to determine if the target has the Supernatural trait. This does not reveal the specific type of creature they are.

### ENTRANCED

**Tier:** 2

**Activation:** Active (Action)

**Ranked:** No

*Your character must have purchased the Vampire talent to benefit from this talent.* Your character may suffer 2 strain, choose a target within Short range that is visible and not hostile, and make a **Charm versus Discipline check**. If successful, the target retains their free will but will regard your character as a close friend for one day per ✨. The target will not do anything they do not want to do. Convincing them to do certain things or to reveal some information may still require some kind of check.



## FAST ATTACK

**Tier:** 2

**Activation:** Active (Incidental)

**Ranked:** No

When taking this talent you choose either Brawl or Melee. Your character may then use Agility instead of Brawn when making checks with the chosen skill. Base damage for any combat checks is still determined by Brawn.

## FLURRY

**Tier:** 2

**Activation:** Active (Maneuver)

**Ranked:** No

Once per encounter, your character may use this talent. Until the end of the encounter or until they are incapacitated, your character adds ★△△ to all unarmed combat checks they make. However, opponents add ★ to all combat checks targeting your character. While flurrying, your character cannot make ranged combat checks. At the end of the encounter (or when they are incapacitated), your character suffers 6 strain.

## HEIGHTENED SENSES

**Tier:** 2

**Activation:** Passive

**Ranked:** Yes

*Your character must have purchased the Vampire talent to benefit from this talent.* Your character gains ■ per rank of Heightened Senses on any Perception or Vigilance checks.

## HOLY QUEST

**Tier:** 2

**Activation:** Passive

**Ranked:** No

Divine and Knowledge (Religion) are now career skills for your character.

This talent can only be taken if there is a narrative reason and the GM approves. This talent cannot be purchased if your character has the Supernatural trait.

## KNEE STRIKE

**Tier:** 2

**Activation:** Active (Incidental)

**Ranked:** No

When your character inflicts a Critical Injury with an unarmed attack, until the end of the target's next turn they may use this talent to immobilize the target (in addition to the other effects of the Critical Injury).

## SUPERNATURAL MAGIC

Having magical knowledge does not make one a supernatural creature. This means that a werewolf, vampire, or other supernatural being may learn and wield magic. Historically, vampires favor Arcana and werewolves favor Primal. You can use whatever combination you wish in your game but as a GM be cautious of allowing players to take both magical skills and a supernatural talent.

## KOUKUTSU STANCE

**Tier:** 2

**Activation:** Active (Maneuver)

**Ranked:** Yes

Once per round, your character may suffer a number of strain no greater than their ranks in Koukutsu Stance to use this talent. Then, until the end of your character's next turn, upgrade the difficulty of all unarmed combat checks targeting your character a number of times equal to the strain suffered.

## LEARNING THE CRAFT

**Tier:** 2

**Activation:** Passive

**Ranked:** No

Primal and Knowledge (Occult) are now career skills for your character.

This talent can only be taken if there is a narrative reason and the GM approves.

## LUNACY CONTROL (IMPROVED)

**Tier:** 2

**Activation:** Passive

**Ranked:** No

*Your character must have purchased the Lunacy Control talent to benefit from this talent.* Reduce the **Discipline check** of Lunacy Control to **Average (◆◆)**. Your character may now make this check before Berserk triggers to cancel the Lunacy.

## MAGICAL DISCIPLINE

**Tier:** 2

**Activation:** Passive

**Ranked:** Yes

Each time this talent is purchased you may choose one spell effect. Every time your character casts a spell for which one of your chosen effects applies, that effect may be added with no increase to the difficulty.



## MAGICAL TRAINING

**Tier:** 2

**Activation:** Passive

**Ranked:** No

Arcana and Knowledge (Magic) are now career skills for your character.

This talent can only be taken if there is a narrative reason and the GM approves.

## NERVES OF STEEL

**Tier:** 2

**Activation:** Passive

**Ranked:** No

Your character may spend a Story Point to automatically succeed on a fear check.

## ON YOUR FEET!

**Tier:** 2

**Activation:** Active (Incidental)

**Ranked:** Yes

When making a Medicine check, before the dice are rolled, your character may add ✨ up to their ranks in On Your Feet! to the results. For every ✨ added in this manner, the target suffers 2 strain.

## PRECISE ATTACK

**Tier:** 2

**Activation:** Active (Incidental)

**Ranked:** No

When taking this talent you choose either Ranged (Light) or Ranged (Heavy). Your character may then use Cunning instead of Agility when making checks with the chosen skill.

## PROJECT THOUGHTS

**Tier:** 2

**Activation:** Active (Action)

**Ranked:** No

*Your character must have purchased the Vampire talent to benefit from this talent.* Your character may suffer 2 strain and use an action to cause a target they are engaged with to hear one or two sentences in their head. Only the target can hear these thoughts and will hear them in your character's voice.

## VAMPIRIC SPEED

**Tier:** 2

**Activation:** Active (Incidental)

**Ranked:** No

*Your character must have purchased the Vampire talent to benefit from this talent.* Once per round, your charac-

ter may suffer 1 strain to perform a Move maneuver as an incidental. If they use this talent they do not have to perform the Disengage maneuver to move away from an engaged opponent.

## WARNING HOWL

**Tier:** 2

**Activation:** Active (Out of Turn Incidental)

**Ranked:** No

*Your character must have purchased the Werewolf talent to benefit from this talent.* After an ally is dealt damage by an adversary, your character may spend 2 strain to cause the adversary to suffer strain equal to your character's ranks in Coercion.



## WOLF FORM

**Tier:** 2

**Activation:** Passive

**Ranked:** No

*Your character must have purchased the Werewolf talent to benefit from this talent.* Your character may now choose to shift into a full wolf form. While in wolf form, upgrade all Perception checks once and ignore difficult terrain. Also while in this form your character is unable to use items or weapons that requires hands and gains this attack: Bite (Damage +2; Critical 3; Range [Engaged]; Knockdown, Vicious 1). This attack can benefit from the Bring Down the Prey talent.



## TIER 3

### BAT FORM

**Tier:** 3

**Activation:** Active (Action)

**Ranked:** No

*Your character must have purchased the Vampire talent to benefit from this talent. Your character may suffer 2 strain to transform into a bat until the end of the encounter or they use an action to transform back. Your character's Silhouette and Brawn becomes 0 and they gain Flying. (Page 100 of the Genesys Core Rulebook). While in this form your character has no attack. Your character's carried gear, up to their Encumbrance Threshold, merges with your new form. It is unusable while within bat form but will be recovered when changing back to human form.*



### BLUR

**Tier:** 3

**Activation:** Active (Action)

**Ranked:** No

*Your character must have purchased the Werewolf talent to benefit from this talent. Any time your character moves from one range band to another they increase their Defense by 1 until the end of their next turn.*

### ENTRANCED (IMPROVED)

**Tier:** 3

**Activation:** Passive

**Ranked:** No

*Your character must have purchased the Vampire talent and the Entranced talent to benefit from this talent. Targets of the Entranced talent may be hostile.*

### GET DOWN!

**Tier:** 3

**Activation:** Active (Incidental)

**Ranked:** No

Choose one ally your character is engaged with. Until the end of your next turn upgrade all combat checks targeting that ally for each rank your character has in Athletics. If any attack misses while this talent is active, ▲▲▲ or ☹ may be spent by an adversary to hit your character instead.

### PACK TACTICS

**Tier:** 3

**Activation:** Active (Maneuver)

**Ranked:** No

*Your character must have purchased the Werewolf talent to benefit from this talent. Your character may suffer 2 strain to perform this maneuver and have themself and every ally within Short range receive ■ per your character's ranks in Leadership on all combat checks for one round.*

### PROJECT THOUGHTS (IMPROVED)

**Tier:** 3

**Activation:** Active (Action)

**Ranked:** No

*Your character must have purchased the Vampire talent and the Project Thoughts talent to benefit from this talent. Your character no longer must suffer strain to use the Project Thoughts talent and may use it with targets up to Medium range that they can see.*

### READ THOUGHTS

**Tier:** 3

**Activation:** Active (Action)

**Ranked:** No

*Your character must have purchased the Vampire talent and the Project Thoughts talent to benefit from this talent. Your character may suffer 2 strain and use an action to make an opposed **Discipline vs Discipline** check read the surface thoughts of a target they are engaged with. In addition to the narrative benefits of this, your GM may also allow up to ■■ to be added to any social skill checks against the same target.*

### SHADOW SHROUD

**Tier:** 3

**Activation:** Active (Maneuver)

**Ranked:** No

*Your character must have purchased the Vampire talent to benefit from this talent. Your character may suffer 2 strain and use a maneuver to blend in with the shadows. This will allow them to move nearly invisibly*



and silently. They automatically gain \*\* on any Stealth check until the end of the encounter. The GM may state that your character cannot use this talent if there is no shadow.

### **SUGGESTION**

**Tier:** 3

**Activation:** Active (Action)

**Ranked:** No

*Your character must have the Vampire talent to benefit from this talent.* Once per encounter, as an action, your character may suffer 4 strain, choose a target within Short range that is not hostile to them, and make an opposed **Charm versus Discipline** check. If successful, your character may give them a simple command of a single simple action to perform now or upon encountering a trigger event.

The suggestion is given aloud. The action cannot be something that would be in contradiction of the target's Strength, Flaw, Desire, or Fear nor may it cause the target to hurt themselves directly. If the trigger does not occur within one day then the target will no longer perform the action. The target will perform the action only once even if the trigger occurs multiple times.

The target will have no memory of receiving the suggestion, what the trigger is, or of performing the action.

### **SUMMONING HOWL**

**Tier:** 3

**Activation:** Active (Maneuver)

**Ranked:** No

*Your character must have purchased the Werewolf talent to benefit from this talent.* Your character unleashes a howl that can be heard up to Extreme range. Your character makes an Average (◆◆) Leadership check. If successful, all other werewolves that are not hostile toward your character and are willing to assist, will begin moving toward your character to defend them. If there are no known werewolf characters within that range, the GM will determine how many (if any) werewolves are in the area and what their stats will be.

### **SUPERNATURAL REGENERATION**

**Tier:** 3

**Activation:** Passive

**Ranked:** No

*Your character must have the Supernatural trait to benefit from this talent.* Whenever your creature heals wounds due to natural rest, they heal 1 additional wound. They do not recover 1 additional wound when receiving first aid or medical treatment. Your character can

also regrow lost limbs, which takes roughly a month before the limb is usable.

### **VAMPIRIC SPEED (IMPROVED)**

**Tier:** 3

**Activation:** Passive

**Ranked:** No

*Your character must have purchased the Vampire talent and the Vampiric Speed talent to benefit from this talent.* Your character is not required to suffer strain to gain an extra maneuver. They are still limited to two maneuvers per round.



## **TIER 4**

### **DOMINATE**

**Tier:** 4

**Activation:** Active (Action)

**Ranked:** No

*Your character must have purchased the Vampire talent and the Suggestion talent to benefit from this talent.* Once per encounter, as an action, your character may suffer 4 strain and make an opposed **Charm versus Discipline** check against one target within Short range. If successful, during the target's next turn, your character dictates what actions and maneuvers they perform, but they will not perform any action that causes them to directly hurt themselves.



## EXPERT TRACKER

**Tier:** 4

**Activation:** Passive

**Ranked:** No

*Your character must have purchased the Werewolf talent to benefit from this talent.* Once per session, your character may use this talent to make a **Hard (◆◆◆) Perception check**. If successful, they are able to know if any character or specific creature they have encountered before, or has an item that character or creature has worn or carried, has been at their location within the last 48 hours. Additionally, your character adds ★ per rank in Perception to any Survival roll to track any of those characters or creatures.

## INVISIBILITY

**Tier:** 4

**Activation:** Active (Action)

**Ranked:** No

*Your character must have purchased the Vampire talent and the Shadow Shroud talent to benefit from this talent.* Your character may suffer 4 strain and make an **Average (◆◆) Stealth check**. If successful, they will be completely invisible, but still audible, for one round per uncanceled ★. If they perform any action or maneuver they immediately become visible again. Any attempt to target your character with any attack or detect them adds ■■■■ to the pool.

## MAGICAL RESERVE

**Tier:** 4

**Activation:** Active (Action)

**Ranked:** No

Once per session your character may spend a Story Point to ignore the usual 2 strain suffered after casting a spell. This does not mitigate any strain suffered due to dice results.

## MAJESTY

**Tier:** 4

**Activation:** Passive

**Ranked:** No

*Your character must have purchased the Vampire talent and the Entranced talent to benefit from this talent.* Your character may suffer 2 additional strain to use the Entranced talent on any number of targets.

## READ THOUGHTS (IMPROVED)

**Tier:** 4

**Activation:** Active (Action)

**Ranked:** No

*Your character must have purchased the Vampire talent*

*and the Read Thoughts talent to benefit from this talent.* The strain cost for Read Thoughts is now 1 and your character may use it with targets up to Medium range that they can see.

## REMOVE MEMORY

**Tier:** 4

**Activation:** Active (Action)

**Ranked:** No

*Your character must have purchased the Vampire talent to benefit from this talent.* Your character may suffer 4 strain, choose a target within Short range, and make an opposed **Deception versus Discipline check**. If successful, the targets forgets everything that has happened for one round per uncanceled ★. ☹ may be used to cause the target to forget an entire day.

# TIER 5

## ADDITIONAL DEDICATION

**Tier:** 5

**Activation:** Passive

**Ranked:** No

*Your character must have purchased the Vampire talent to benefit from this talent.* Your character may purchase the Dedication talent as many times as they wish on a single characteristic. Each additional purchase of the talent costs an additional 5xp from the last one purchased. You must still adhere to the talent pyramid rules.

This talent is intended for high level game-play of elder vampires and GMs should carefully consider if they will allow their players to purchase it.

## EXTRA ACTION

**Tier:** 5

**Activation:** Active (Incidental)

**Ranked:** No

*Your character must have purchased the Vampire talent or the Werewolf talent to benefit from this talent.* Once per session, your character may suffer 5 strain to gain one additional action for one round.

## INVISIBILITY (IMPROVED)

**Tier:** 5

**Activation:** Active (Action)

**Ranked:** No

*Your character must have purchased the Vampire talent and the Invisibility talent to benefit from this talent.* The strain cost for Invisibility is reduced to two and the difficulty of the **Stealth check** is reduced to **Easy (◆)**. Additionally, your character may now perform actions and maneuvers while Invisibility is active.





# EQUIPMENT AND VEHICLES

Since Something Strange takes place in the modern world we know, the equipment available is anything a person can reasonably acquire. The available equipment from the Genesys Core Rulebook is listed in Tables 4, 5, 6, and 7. Table 3 gives new profiles to

many weapons found in the Genesys Core Rulebook. Though they may look similar, some aspects have been tweaked for balance in a modern setting that includes magic and other supernatural elements.

## EQUIPMENT

### RANGED WEAPONS

#### ASSAULT RIFLES

##### AR-15/AK-47

The AR-15 and AK-47 are the most common “assault rifles” in the world. Though they have many differences they are minor when working at the abstraction level of Genesys. The profile listed here is for the civilian version of these rifles that are limited to semi-automatic. Even still, they are capable of rapidly firing a staggering amount bullets in a short time.

##### COLT M4 CARBINE

A more militaristic looking version of the AR-15, the M4 Carbine sacrifices effective range for easier carrying. This is due to a slightly shortened barrel. A shorter barrel means a bullet does not benefit from as much rifling thus reducing the effective range.



# HUNTING RIFLES

## 6MM, .308/30-06, AND 7MM

The 6mm, .308, 30-06, and 7mm rifle rounds are the most common range of ammunition available for hunting rifles in sporting goods stores. Each round type has many manufacturers that make a rifle for that specific caliber. While the differences may be slight, different sportsmen will prefer different rifles depending on their game of choice and their shooting style or skill level. These longarms are so frequently purchased with optics already attached that it is assumed that they have the Telescopic Sight attachment already included. The bolt action of these rifles means a round must be manually chambered after each shot and their thin profiles keep the ammunition capacity low. This is reflected in the Prepare and Limited Ammo qualities on each.

# PISTOLS

## .22

The light weight and compact .22 is a favorite for those that conceal carry. Easy to shoot and conceal. It may not pack much of a punch, but it is better than nothing in escalated situations.

## 9MM

The 9mm is the standard caliber for sidearms of most police and militaries. It offers a good trade-off between stopping power and ammo capacity.

## .45

The .45 is the caliber of choice for those that feel larger holes are better than smaller ones. The larger rounds means fewer can fit into the magazine, but the stopping power compensates for that short coming.

# SHOTGUNS

## 20 GAUGE/12 GAUGE

Shotguns offer a way in which shooters can be more lenient in their aim. However, shotgun pellet spread is much tighter than most people believe. It is rare for someone to hit multiple targets with a shotgun, rather the damage to a single target will be more spread out. 20 gauge ammunition is smaller and lets a shotgun hold more of them at the cost of damage. 12 gauge ammunition is larger, packing a greater punch, but leaves little room in the shotgun for very many shots.

# BOWS

## SHORT BOW

Made of wood or sometime fiberglass, a short bow is rarely longer than a few feet. It is typically used by youths or those learning archery for the first time. They have the advantage of being very inexpensive and easy to carry.

## LONG BOW

Long bows are for the sportsman that prefers a more primitive experience. Long bows are frequently 6 feet or longer and made of multiple types of wood. These bows are also favored by historical enthusiasts and reenactors.





# Table 3 – Ranged Weapons

NAME	SKILL	DAMAGE	CRITICAL	RANGE	ENCUM	HP	PRICE	RARITY	SPECIAL
ASSAULT RIFLES									
AR-15/AK-47	Ranged (Heavy)	8	3	Long	4	2	3000	7	Auto-Fire
Colt M4 Carbine	Ranged (Heavy)	8	3	Medium	3	2	3000	7	Auto-Fire
HUNTING RIFLES									
6mm	Ranged (Heavy)	7	3	Long	4	2	800	4	Accurate 2, Prepare 1
.308/.30-06	Ranged (Heavy)	8	3	Long	4	2	900	4	Accurate 1, Prepare 1, Limited Ammo 4
7mm	Ranged (Heavy)	9	3	Extreme	5	2	1200	4	Accurate 1, Prepare 1, Limited Ammo 2
PISTOLS									
.22	Ranged (Light)	4	5	Short	1	1	200	3	Suppressed 1, Accurate 1
9mm	Ranged (Light)	5	4	Short	2	1	450	3	
.45	Ranged (Light)	6	3	Medium	3	2	750	3	
SHOTGUNS									
20 Gauge	Ranged (Heavy)	7	3	Short	3	1	300	3	Knockdown, Vicious 2, Limited Ammo 4
12 Gauge	Ranged (Heavy)	8	3	Short	3	1	500	3	Knockdown, Vicious 3, Limited Ammo 2
BOWS									
Short bow	Ranged (Heavy)	3	5	Short	2	1	100	3	Unwieldy 2, Suppressed 4, Prepare 1
Long bow	Ranged (Heavy)	5	5	Medium	3	1	100	3	Cumbersome 3, Suppressed 4, Unwieldy 3, Prepare 1
Compound Bow	Ranged (Heavy)	6	5	Long	4	2	500	4	Unwieldy 3, Suppressed 4, Pierce 1, Prepare 1, Vicious 2
Crossbow	Ranged (Heavy)	6	4	Medium	4	2	500	4	Suppressed 3, Accurate 1, Pierce 2, Prepare 2, Vicious 2
NON LETHAL									
Taser	Ranged (Light)	5	6	Short	1	1	375	4	Disorient 4, Limited Ammo 1 Stun 3, Stun Damage, Suppressed 2



## TABLE 4 – MELEE WEAPONS

NAME	SKILL	DAMAGE	CRITICAL	RANGE	ENCUM	PRICE	RARITY	SPECIAL
Sword	Melee	+ 3	2	Engaged	2	200	4	Defensive 1
Brass Knuckles	Brawl	+ 1	4	Engaged	1	50	4	Disorient 3
Baton/Bat/ Club	Melee	+ 2	3	Engaged	1	70	2	
Stun Baton	Melee	+ 2	5	Engaged	1	125	2	Disorient 3, Stun Damage
Stun Gun	Melee	6	5	Engaged	1	200	3	Stun 4, Stun Damage
Knife	Melee	+ 1	3	Engaged	1	20	1	

## TABLE 5 – ARMOR

TYPE	DEFENSE	SORC	ENCUMBRANCE	HP	PRICE	RARITY
Flak Vest	0	+ 2	3	2	475	5
Heavy Jacket	0	+ 1	1	1	50	1
Riot Armor	2	+ 1	5	3	675	6

## TABLE 6 – WEAPON ATTACHMENTS

ATTACHMENT	PRICE	RARITY
Balanced Hilt	1000	6
Bipod Mount	250	2
Extended Barrel	1000	4
Hair Trigger	150	3
Razor Edge	1250	6
Recurve Limbs	300	4
Serrated Edge	75	2
Superior Weapon Customization	750	7
Suppressor	500	6
Telescopic Sight	200	3
Tripod Mount	400	3
Weapon Sling	25	1

## TABLE 7 – GEAR

GEAR	ENCUM	PRICE	RARITY
Backpack	+ 4	25	2
Flashlight	1	20	2
Night vision goggles	2	1000	4
Painkillers	0	50	3
Rope	1	10	2



## Compound Bow

The compound bow is the modern answer to archery. Light weight metals, precision pulleys, and high tensile strings makes archery easier than ever. These bows are used by competition level archers, and hunters wanting the best technology.

## Crossbow

A crossbow is much easier to shoot than a traditional bow by not requiring the user to have holding strength. A shooter can focus on the target rather than their aching muscles. The trade-off is that the string must be pulled back and locked, and a bolt loaded after every shot. This slow reload time makes the crossbow much less effective in chaotic situations.

## Non Lethal

### Taser

An increasingly commonly carried piece of police gear, the taser offers a way to quickly subdue a target without lasting harm. This is accomplished by gas propelled electrode darts tethered to wires that embed into a target's skin. The user can then deliver an electric shock strong enough to seize up the target's muscles. In rare cases this can cause serious damage. However, they only fire once before a new dart cartridge must be loaded.

## New Item Qualities

### Suppressed (Passive)

Suppressed items have their noise range reduced by one band per level of Suppressed. With 1 reducing the noise to Long range and 4 reducing it to Engaged.

## New Gear

### Flashlight

A hand-held light source that uses either replaceable or rechargeable batteries. It provides light out to medium range and removes ■ added to checks due to darkness.

### Night Vision Goggles

Head mounted goggles that allow one to see in total darkness by viewing near-infrared light.

These goggles allow vision out to long range and removes ■■ added to checks due to darkness.

## Optional Addiction Rules

Dealing with addiction may or may not be an interesting topic for everyone in your group. Before implementing these rules ensure that everyone at your table is comfortable with adding this aspect into the game. If your group wishes to use these alternate rules for addiction, then whenever a character regularly uses a substance that the player and GM agree is addictive (this should include painkillers), then the character is at risk of becoming addicted. "Regular" is up to the player and GM. After an appropriate amount of use of the substance then the character must make a Hard (◆◆◆) Resilience or Discipline check. This difficulty can be altered depending on the substance.

Once addicted the character must use the substance once a day or decrease their strain threshold by half until they do so. To end the addiction the character must go without using the substance for one week or more and make another Resilience or Discipline. If they succeed they break the addiction. If they fail, they can attempt the check again in another week.

## New Attachments

### Weapon Attachments

#### Suppressor

By dissipating gases in a specific manor, a firearm with a suppressor is much quieter, but not silent.

**Use with:** This attachment can be applied to any firearm.

**Modifiers:** After installing the correct barrel, the suppressor can be attached or removed with a maneuver. When attached the weapon gains the Suppressed 3 quality and increases encumbrance by 1.

**Hard points Required:** 1

#### Shotgun Choke

Shotgun chokes alter the end of the barrel to control the exit spread of the pellets. This allows the shotgun to reach a further range and be more accurate.

**Use with:** This attachment can be applied to any shotgun

**Modifiers:** Increases the range to Medium and gains Accurate 1, but removes Knockdown.

**Hard points Required:** 1



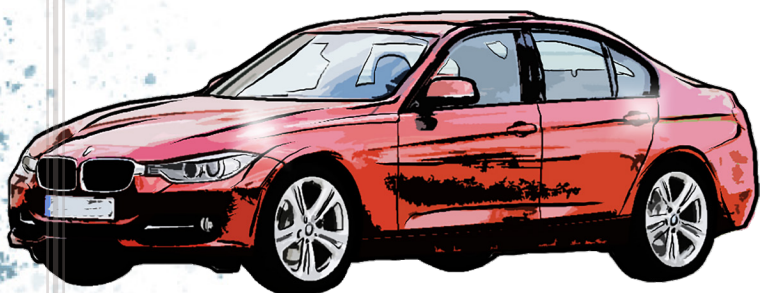
## NEW VEHICLES

### FOUR-DOOR SEDAN

The most common vehicle on modern roads. No bells or whistles, but it will get one from one place to another without difficulty.



**Control Skill:** Driving.  
**Complement:** 1 driver.  
**Passenger Capacity:** 3 (5 uncomfortably).  
**Consumables:** None.  
**Encumbrance Capacity:** 20.  
**Price/Rarity:** 2,000–50,000/3.



### HELICOPTER

This profile covers most commercial helicopters capable of taking off straight up, landing straight down, and hovering in place. Frequently used by the police of large cities, news outlets, emergency services, and adventure tourism.



**Control Skill:** Piloting.  
**Complement:** 1 driver.  
**Passenger Capacity:** 3.  
**Consumables:** None.  
**Encumbrance Capacity:** 20.  
**Price/Rarity:** 70,000–250,000/5.

### PICK-UP TRUCK

Used by laborers such as farmers, carpenters, or other tradespeople. The common pick-up truck can haul a lot of stuff.



**Control Skill:** Driving.  
**Complement:** 1 driver.  
**Passenger Capacity:** 1 (2 uncomfortably).  
**Consumables:** None.  
**Encumbrance Capacity:** 70.  
**Price/Rarity:** 2,000–50,000/3.

### SPORTS CAR

Sports cars are expensive to purchase and expensive to maintain. They are completely impractical for everyday use and are frequently just a display of wealth.



**Control Skill:** Driving.  
**Complement:** 1 driver.  
**Passenger Capacity:** 1.  
**Consumables:** None.  
**Encumbrance Capacity:** 5.  
**Price/Rarity:** 90,000–300,000/6.





## SPORT SEDAN

Sport version of a family car. Typically driven by people that think they are race car drivers but really just need to get to their office job.



**Control Skill:** Driving.  
**Complement:** 1 driver.  
**Passenger Capacity:** 3 (5 uncomfortably).  
**Consumables:** None.  
**Encumbrance Capacity:** 15.  
**Price/Rarity:** 30,000–50,000/4.

## MOTORCYCLE

Two wheels, wind, bugs, and a hair's breath from death, the motorcycle offers amazing handling and speed but one wrong move and you'll never know what that wrong move was.



# MAGIC IMPLEMENTS

Magic implements are what let magic users achieve greater feats by allowing them to focus their intent through a physical object. The *Genesys Core Rulebook* lays out a set of implements, their effects, and rules of use. In *Something Strange*, those rules apply and the same basic effects are available but they can come in all kinds of shapes and sizes that better fit a modern setting. GMs are welcome to allow the exact implements listed on page 219 of the *Genesys Core Rulebook* and, if it is available, the implements in the *Realms of Terrinoth* book. Additionally, GMs are encouraged to “reskin” those implements as something better fitting.

Available here are a set of sample implements and rules for allowing players to construct

**Control Skill:** Driving.  
**Complement:** 1 driver.  
**Passenger Capacity:** 1.  
**Consumables:** None.  
**Encumbrance Capacity:** 5.  
**Price/Rarity:** 2,000–50,000/3.

## PERSONAL USE LIGHT AIRCRAFT

Small one or two engine airplane with a flight range of about 550 miles. These are typically owed and flown by flight enthusiasts, people that want to think they are rich, and retirees.



**Control Skill:** Piloting.  
**Complement:** 1 Pilot.  
**Passenger Capacity:** 3.  
**Consumables:** None.  
**Encumbrance Capacity:** 15.  
**Price/Rarity:** 70,000–150,000/5.

their own implements that better suit their character and play style. GMs should carefully consider allowing players to have such implements. Their discovery and creation should be a story of their own.

## HOUDINI'S POCKET WATCH

This 19th century mechanical pocket watch appears to be completely mundane save for the exquisite inlaid artwork carved on its exterior. Inside is the inscription “To HH, Love B”. If this watch was ever actually owned by Houdini is unclear, but it definitely assists magic users.

When casting the Augment spell, users may add the Haste and Swift effects without increasing the difficulty.

## WALKING CANE OF DEVIDIA

This elegant accessory of a bygone era has a simple look to it. It is about three feet long, made of solid



dark oak, and sanded to a glossy finish. The head is carved from ivory in the shape of a snake's head.

When casting the Attack spell, users may add the Poisonous effect without increasing the difficulty. Additionally, the base damage for the attack is increased by four.

## NECKLACE OF BONES

A necklace made of simple twine string with the small bones of various animals, some possibly from human.

When casting the Conjure spell, users may add the Additional Summon effect without increasing the difficulty. If the summoned character is Undead then the spell lasts until the end of the encounter without having to use the Concentrate maneuver.

## POUCH OF SAGE

This tiny pouch is made of raw silk, filled with whole leaves of sage, and tied close with silk ribbon. Though easily constructed, no common witch can just slap some sage in a bag and achieve the same effect.

When casting the Heal spell, users may add Restoration effect without increasing the difficulty. Additionally, the amount of strain healed increases by two.

## CHARM BRACELET OF SHIELDING

A silver chain bracelet with an array of tiny charms in various shapes. The charms tend to be items that mean "safe" or "protection" like houses, walls, and shields.

When casting the Barrier spell, users may add the Add Defense effect without increasing the difficulty.

# CREATING CUSTOM IMPLEMENTS

To determine the cost of your implement, you need to look at the greatest total amount that a user will be able to reduce the difficulty of a single spell. For instance, if your implement allows the user to add the Fire additional effect without increasing difficulty, that is a total reduction of one difficulty, and will add 150 to the cost of the implement. If your implement allows the user to add the Deadly and Destructive additional effects without increasing difficulty, that is a total reduction of three difficulty, and will add 2400 to the cost of the implement.

If your implement offers multiple effects without increasing difficulty, but those effects can not be applied together on a single spell, the price of each effect (or group of effects that can stack) are added separately.

TABLE 8 — MAGIC IMPLEMENT COSTS

CHARACTERISTIC	ADDITIONAL COST
+ 1 - 2 Damage	100
+ 3 - 4 Damage	250
+ 5 - 6 Damage	500
Ignore 1 Difficulty	150
Ignore 2 Difficulty	600
Ignore 3 Difficulty	2400
Ignore 4 Difficulty	9600
Spell lasts until the end of the encounter without having to use the Concentrate maneuver	600



# ADVERSARIES

## CHUPACABRA (RIVAL)

Known throughout the American southwest and Mexico to goat and sheep farmers as a menace that will slaughter whole herds. The Chupacabra is a fast and relentless hunter that feeds infrequently but in great quantities. They will typically avoid fights if possible, but if backed into a corner will fight to the death.



**Skills:** Brawl 2 (●◆), Resilience 2 (●◆), Vigilance 2 (●●)

**Talents:**

- ▶ **Pounce:** Once per turn, while at short range a chupacabra may perform the move maneuver to engage a target as an incidental.

**Abilities:**

- ▶ **Supernatural.**

**Equipment:**

- ▶ **Claws and fangs:** Brawl; Damage 3; Critical 3; Range (Engaged); Pierce 2, Vicious 1.
- ▶ **Tough hide:** +1 soak.

## DETECTIVE CARTER (NEMESIS)

Detective Ashley Carter has served the local police for over fifteen years and became a detective five years ago. She has seen things that she has not been able to fully understand but has not let it interfere with her ability to perform her job.



**Motivations:** Desire (Ambition), Fear (Isolation), Strength (Patient), Flaw (Pride)

**Skills:** Charm 2 (●●), Coercion 2 (●●◆◆), Deception 1 (●●◆), Driving 2 (●●◆◆), Melee 1 (●◆), Leadership 2 (●●), Ranged (Light) 4 (●●●◆), Perception 3 (●●●), Streetwise 1 (●●◆), Vigilance 4 (●●●●), Knowledge (Science) 2 (●●◆◆), Knowledge (Occult) 1 (●◆◆◆)

**Talents:**

- ▶ **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.



#### Abilities:

- **Experienced Investigator:** Adds ★▲ to any check involved in investigating a crime.
- **Fearless:** Automatically succeeds on any fear checks.
- **Political Connections:** May spend a story point to cause a character to upgrade the difficulty of all non-combat checks involving local government for one session.

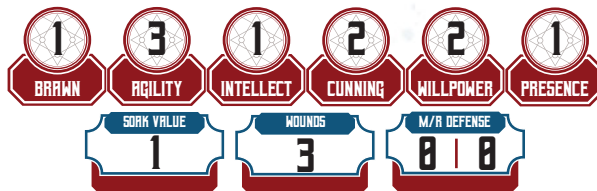
#### Equipment:

- **Heavy Pistol:** Ranged (Light); Damage 6; Critical 3; Range (Medium).
- **Taser:** Ranged (Light); Damage 4; Critical 6; Range (Short); Stun 2, Stun Damage.
- **Flak vest:** +2 soak
- Detective badge, Police radio.



### JACKALOPE (MINION)

This definitely, totally real creature resembles the cross of a jack rabbit and an antelope. Related to the desert hare, the jackalope developed antler-like protrusions to help defend against its natural predator, the hogzilla. The jackalope will typically create burrows in low desert and grassland areas. They do not roam much but will seek a new home if too many predators invade their area.



**Skills:** Brawl, Stealth, Vigilance

#### Talents:

- **Fast Attack:** May use Agility instead of Brawn when making Brawl checks.
- **Silhouette 0.**

#### Abilities:

- **Prey Sense:** Automatically add ★▲ to all initiative checks.

#### Equipment:

- **Antlers:** Brawl; Damage 2; Critical 2; Range (Engaged), Pierce 2, Vicious 1.

### MAYOR WHITE (RIVAL)

Mayor Lou White will do anything to keep from rocking the boat. He has maintained his mayoral seat by promising everything and delivering nothing. Also, as a thrall to the vampire Emmett Roebuck he is able to maintain a level of comfort and anonymity for Emmett Roebuck and his vassals.



**Motivations:** Desire (Ambition), Fear (Obscurity), Strength (Adaptable), Flaw (Laziness)

**Skills:** Charm 2 (●●●), Deception 1 (●●), Leadership 2 (●●●), Knowledge (Occult) 3 (●●●)

#### Talents:

- None.

#### Abilities:

- None.

#### Equipment:

- Paper and pen; cell phone



## MOTH MAN (NEMESIS)

Those that have seen the moth man say he is over seven feet tall with giant wings and glowing red eyes. Many who believe in the moth man will say he appears only before a tragedy or other misfortune. Whether he is the cause of it or attempting to warn others is not known. Areas of strong supernatural activity can attract the moth man and cause him to attack individuals that wield power.



**Skills:** Brawl 3 (●●◆), Cool 2 (●●◆), Resilience 2 (●●◆)

**Talents:**

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.

**Abilities:**

- **Flyer:** Can fly; see page 110 of CRB
- **Time Dilation:** May perform a second maneuver each turn without spending strain.
- **Dimensional Travel:** When reaching his strain or wound threshold, the moth man immediately disappears only to reappear in a safe place far away and is no longer involved the current encounter.
- **Light Sensitivity:** Adds ■■ to all checks while exposed to bright light.
- **Supernatural.**

**Equipment:**

- **Claws:** Brawl; Damage 4; Critical 3; Range (Engaged); Pierce 2, Vicious 1.



## PASTOR FOSTER (NEMESIS)

Pastor John Foster leads a local church where he manipulates his congregation into doing his bidding. His followers believe they are acting for the greater good when they are, in fact, helping the Pastor work his nefarious schemes.



**Motivations:** Desire (Knowledge), Fear (Death), Strength (Independent), Flaw (Intolerance)

**Skills:** Arcana 4 (●●●●), Charm 2 (●●◆◆), Deception 3 (●●●●), Cool 2 (●●◆◆), Leadership 3 (●●●●), Knowledge (Magic) 3 (●●●●), Knowledge (Religion) 3 (●●●●)

**Talents:**

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.

**Abilities:**

- **Necromancy:** When this character uses the conjure magic action, it gains the Summon Ally effect with no increase in difficulty. All creatures the character summons must be undead.

**Spells:** Pastor Foster can choose any magic action allowed for the Arcana skill, and may select additional spell effects, as normal. The spells he uses most often are the following:

- **Bones of the Past:** Choose one target at short or medium range and make an **Average (◆◆) Arcana check**. If successful, this magic attack inflicts 8 damage +1 damage per uncanceled ☆, with Critical Rating 2 and the Ensnare 3 and Vicious 3 qualities.
- **Pain:** Choose two targets within short range and make an **Average (◆◆) Arcana check**. If successful, Pastor Foster can choose one additional target for each ☆ and all targets reduce the ability of any skill checks they make by one until the end of the necromancer's next turn. If an affected character suffers strain for any reason, they suffer 1 additional strain. The necromancer can perform the concentrate maneuver to maintain all effects of this curse.
- **Wall of Bones:** Make a **Hard (◆◆◆) Arcana check**. If successful, Pastor Foster reduces the damage of all hits he suffers by 1 plus 1 for every ☆☆ beyond the first until the end of his next turn; in addition, if an attack targeting Pastor Foster generates ☆☆☆ or ☆, the attacker suffers a hit inflicting damage equal to the total damage of the



attack; Pastor Foster may perform the concentrate maneuver to maintain the effects of this barrier.

- **Undead Army:** Make an Average (◆◆) Arcana check. If successful, a zombie minion rises from the ground. ▲▲ may be spend to summon an additional zombie. This may be triggered multiple times.

#### Equipment:

- **Bone Staff:** +4 damage to magic attacks; the first Range effect added does not increase difficulty; when used to cast a spell that inflicts 1 or more wounds, caster heals 1 wound.
- **Silver Crown Circlet:** When Pastor Foster casts the conjure spell to summon a zombie, adding the Summon Ally effect does not increase its difficulty. In addition, the creature remains summoned until the end of the encounter without having to use the concentrate maneuver.
- **Leather jacket:** +1 Soak.

### OFFICER REYES (RIVAL)

Officer Luis Reyes has served the local police for the past 25 years. He is just happy to serve his community and keep his home town safer. He has seen a few odd things during his time but would never tell anyone (especially Detective Carter) what he has seen. His sister Christina once said that there was more to this world than most people saw, but she was never able to tell him more before she went missing 20 years ago.



**Motivations:** Desire (Justice), Fear (Humiliation), Strength (Courageous), Flaw (Timid)

**Skills:** Brawl 2 (◆◆◆◆), Driving 2 (◆◆◆◆), Cool 1 (◆◆◆◆), Charm 1 (◆◆◆◆), Discipline 2 (◆◆◆◆), Melee 2 (◆◆◆◆◆◆), Ranged (Light) 3 (◆◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆◆)

#### Talents:

- None.

#### Abilities:

- None.

#### Equipment:

- **Baton:** Melee; Damage 5; Critical 3; Range (Engaged).
- **Heavy Pistol:** Ranged (Light); Damage 6; Critical 3; Range (Medium)).
- **Taser:** Ranged (Light); Damage 4; Critical 6; Range (Short); Stun 2, Stun Damage.
- **Flak vest:** +2 soak.
- Police radio.

### POLICE OFFICER (MINION)

The average small town law officer. They don't know or do much, but in groups they are a capable force.



**Skills:** Melee, Ranged (Light), Vigilance

#### Talents:

- None.

#### Abilities:

- **Call For Backup:** Once per encounter, may spend a Story Point and use a maneuver to have an additional minion group of Police Officers with a size of one greater than this group started with join the encounter. This new minion group will arrive at the end of two rounds with a new initiative slot at the end.

#### Equipment:

- **Baton:** Melee; Damage 5; Critical 3; Range (Engaged).
- **Heavy Pistol:** Ranged (Light); Damage 6; Critical 3; Range (Medium)).
- **Taser:** Ranged (Light); Damage 4; Critical 6; Range (Short); Stun 2, Stun Damage.
- **Flak vest:** +2 soak.
- Police radio.

### PUKWUDGIE (NEMESIS)

Native to the American northeast, the Pukwudgie is a trickster Fae. Pukwudgies are small, ugly creatures, about three to four feet tall, wear natural leather clothing, and carry a small bow. They delight in annoying people they feel deserve to be taught a lesson.



**Skills:** Coordination 3 (◆◆◆◆◆◆), Deception 2 (◆◆◆◆◆◆), Knowledge (Occult) 1 (◆◆◆◆◆◆), Primal 2 (◆◆◆◆◆◆), Ranged (Light) 3 (◆◆◆◆◆◆), Survival 3 (◆◆◆◆◆◆)

#### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.

#### Abilities:

- **Disappear!:** Once per encounter, as an incidental, may move up to three range bands.



- **True Fae:** Weapons made of or coated in pure iron (alloys or compounds like steel no not count) gain Pierce 2 and Vicious 3. Additionally, they do 2 damage per uncanceled ✨ instead of the normal 1.

- **Supernatural.**

#### Equipment:

- **Tiny bow with poisoned arrows:** Ranged (Light); Damage 6; Critical 4; Range (Short); Any character that suffers damage from this weapons must succeed an **Average (◆◆) Resilience** check or suffer the same damage from this attack again at the beginning of their next turn.
- **Tiny leather clothes:** +1 soak.

### SKEETER (NEMESIS)

They say he lost his real name in a bet on if he could jump his truck over the county courthouse. The attempt was not even close. Those there wondered why he even tried. Skeeter will tell you that his new name was given to him on a slip of paper inside of a can of chewing tobacco like a redneck fortune cookie. By day Skeeter works for the city filling potholes and by night randomly wanders into trouble that he inexplicably comes out of unharmed. There are few things in this world Skeeter has not seen and he has no idea that any of it is remarkable. Skeeter believes the only thing that can stop him is the United States Government.



**Motivations:** Desire (Fame), Fear (Nemesis), Strength (Curious), Flaw (Recklessness)

**Skills:** Charm 2 (◆◆◆◆), Streetwise 4 (◆◆◆◆), Knowledge (Occult) 5 (◆◆◆◆◆)

#### Talents:

- **Adversary 3:** Upgrade the difficulty of combat checks targeting this character three times.

#### Abilities:

- **What's On This Side?:** Skeeter automatically adds ✨ ✨ to all Cool or Vigilance checks.
- **Fearless:** Automatically succeeds on any fear checks.
- **Nigh Invulnerable:** May spend a story point to just ignore the result of any skill check targeting him.

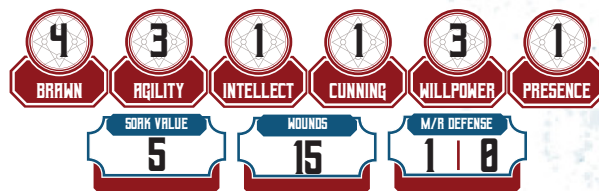
#### Equipment:

- Work truck, dip can, spit cup



### SKUNK APE (RIVAL)

Most famously spotted in Florida, the skunk ape's territory ranges through the whole of the American South. Often described as a smaller, stinkier version of Bigfoot. The skunk ape travels in small packs, usually a mated pair with young children. Skunk apes will travel solo, however, when they need to traverse large distances in search of better food or a mate. Skunk apes avoid humans as much as possible and use their horrible odor to deter humans or other dangerous creatures.



**Skills:** Brawl 3 (◆◆◆◆◆), Resilience 2 (◆◆◆◆◆), Survival 3 (◆◆◆◆◆), Stealth 3 (◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆)

#### Talents:

- **Adversary 1:** Upgrade the difficulty of combat checks targeting this character once.



### Abilities:

- **Horrible odor:** Any character within short range of a skunk ape must make a **Hard (◆◆◆)** **Resilience check** and suffer 1 strain for every uncanceled ✕ or ☞. They must make this check every round until they move to a further range.
- **Natural Camouflage:** Any character attempting to spot a skunk ape while it is in a natural environment such a forest or similarly wooded area adds ■■■ to their Perception check.
- **Supernatural.**

### Equipment:

- **Powerful fists:** Brawl; Damage 6; Critical 3; Range (Engaged); Knockdown.
- **Tough hide:** +1 soak.
- **Stench:** +1 melee defense.

## SPECIMEN ZZ-331 (RIVAL)

Cataloged by the Unusual Crimes Division of the FBI, ZZ-331 has only been captured alive once and was able to be contained for nearly 12 hours. Its escape caused the death of at least 10 people, directly and indirectly. It tore through the facility causing fires and explosions for unknown reasons and the little data that was gathered was also destroyed.



**Skills:** Athletics 3 (●●●◆), Brawl 3 (●●●◆), Perception 2 (●●), Range (Light) 3 (●●●◆), Vigilance 2 (●●)

### Talents:

- **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.

### Abilities:

- **Supernatural.**

### Equipment:

- **Claws:** Brawl; Damage 6; Critical 3; Range (Engaged); Pierce 2, Vicious 1.
- **Caustic Vomit:** Ranged (Light); Damage 4; Critical 5; Range (Short); Burn 3; Blast 3, Prepare 1.
- **Tough hide:** +2 soak.

## SWAT POLICE (MINION)

When a regular beat cop needs real backup they call in the SWAT (Special Weapons And Tactics). They are typically more military minded and train far more heavily than normal police.



**Skills:** Melee, Ranged (Heavy), Vigilance

### Talents:

- None.

### Abilities:

- **Military Training:** Upgrade all skill checks once.

### Equipment:

- **Assault Rifle:** Ranged (Light); Damage 8; Critical 3; Range (Long), Auto-fire.
- **Knife:** Melee; Damage 5; Critical 3; Range (Engaged).
- **Heavy Pistol:** (Ranged (Light); Damage 6; Critical 3; Range (Medium)).
- **Riot Armor:** Defense 2, +1 soak).
- Police radio.





## W. EMMETT ROEBUCK (NEMESIS)

Emmett Roebuck was a Texas Ranger in his human days and served just after the Civil War. He was turned vampire just after a local skirmish involving the murder of a town sheriff and has stayed in the same town ever since. He will occasionally change his name and manages to stay out of the public eye to reduce the chance of being recognized. He has learned to adjust his behavior and speech as the times change, but still manages to still be low key racist. He silently influences a number of local politicians and business owners. His current town persona is that of an eccentric Civil War reenactor.



**Motivations:** Desire (Safety), Fear (Death), Strength (Analytical), Flaw (Anger)

**Skills:** Brawl 4 (●●●●◆), Charm 3 (●●●●◆), Cool 4 (●●●●◆), Discipline 2 (●●●◆◆), Vigilance 2 (●●●◆◆), Knowledge (Occult) 3 (●●●●◆◆), Melee 4 (●●●●◆), Stealth 3 (●●●●◆)



### Talents:

- **Adversary 2:** Upgrade difficulty of all combat checks against this target twice.
- **Invisibility:** Emmett may spend 4 strain and make an **Average (◆◆) Stealth check**. If successful, he will be completely invisible, but still audible, for one round per uncanceled ✨. If he performs any action or maneuver he immediately becomes visible again. Any attempt to target Emmett with any attack or detect him adds ■■■■ to the pool.
- **Vampiric Speed:** Once per round, Emmett may spend 2 strain to perform a Move maneuver as an incidental. If he uses this talent he does not have to perform the Disengage maneuver to move away from an engaged opponent.
- **Vampiric Speed (Improved):** Emmett is not required to spend strain to gain an extra maneuver. He is still limited to two maneuvers per round.
- **Extra Action:** Once per session, Emmett may spend 5 strain to gain one additional action for one round.

### Abilities:

- **Nemesis Extra Activation:** Emmett has two initiative slots.
- **Undead:** He does not need to eat, sleep, or breathe, is unaffected by toxins and poisons, and no longer ages.
- **Weakness to Sunlight:** While Emmett is exposed to sunlight, reduce all characteristics by 2 and half their Wound Threshold and Strain Threshold and will suffer one wound per round. If wounds caused by sunlight cause him to exceed his wound threshold they immediately suffer the Critical Injury of Dead and turn to ash.
- **Stake Through the Heart:** If an opponent makes a called shot to Emmett's heart with a wooden melee weapon or a ranged weapon that fires ammunition made of wood, that weapon gains Viscous 5.
- **Blood Hunger:** Emmett does not regain strain normally. For every wound caused to a living being with his bite attack Emmett regains 1 strain. Any ▲ rolled on this attack may be spent to restore 2 strain each. Wounds inflicted with this attack cannot be healed with painkillers or a Medicine check.

### Equipment:

- **Fangs:** Brawl; Damage 6; Critical 2; Range(Engaged); Ensnare 1, Vicious 2.
- **Rapier:** Melee; Damage 7; Critical 2; Range (Engaged).



## VAMPIRE HUNTER (RIVAL)

The vampire hunter is someone that has dedicated their life to tracking and killing vampires. Many believe they were sent by God to do this work, others just aren't very good at doing anything else.



**Skills:** Melee 3 (●●●),  
Ranged (Light) 2 (●●●●),  
Ranged (Heavy) 3 (●●●●●), Survival 3 (●●●)

### Talents:

- None.

### Abilities:

- **Fearless:** Automatically succeeds on any fear checks.
- **Monster Hunter:** Add ★ to any checks made against a character with the Supernatural trait.

### Equipment:

- **Crossbow:** Ranged (Heavy); Damage 6; Critical 4; Range (Medium); Limited Ammo 1, Suppressed 3, Accurate 1, Pierce 2, Prepare 1, Vicious 2.
- **Wooden Stake:** Melee; Damage 4; Critical 3; Range (Engaged).
- **Heavy Pistol:** Ranged (Light); Damage 6; Critical 3; Range (Medium).
- **Leather Jacket:** +1 Soak.

## YOUNG VAMPIRE (NEMESIS)

Recently turned, young vampires tend to make themselves known if not guided properly by their sire. Their newfound immortality clouds their judgment making them believe they cannot die.



**Skills:** Brawl 2 (●●●), Charm 1 (●●),  
Cool 1 (●●), Discipline 2 (●●),  
Knowledge (Occult) 1 (●●), Stealth 2 (●●●)

### Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.
- **Blood Potency:** Once per encounter, as a maneuver a young vampire may suffer 2 strain to raise their Brawn or Agility by 1 point to a maximum of 5 until the end of the encounter.
- **Vampiric Speed:** Once per round, a young vampire may spend 2 strain to perform a Move maneuver as an incidental. If he uses this talent he does not have to perform the Disengage maneuver to move away from an engaged opponent.

### Abilities:

- **Undead:** He does not need to eat, sleep, or breathe, is unaffected by toxins and poisons, and no longer ages.
- **Weakness to Sunlight:** While the vampire is exposed to sunlight, reduce all characteristics by 2 and half their Wound Threshold and Strain Threshold and will suffer one wound per round. If wounds caused by sunlight cause them to exceed their wound threshold they immediately suffer the Critical Injury of Dead and turn to ash.
- **Stake Through the Heart:** If an opponent makes a called shot to the vampire's heart with a wooden melee weapon or a ranged weapon that fires ammunition made of wood, that weapon gains Viscous 5.
- **Blood Hunger:** The vampire does not regain strain normally. For every wound caused to a living being with their bite attack they regain 1 strain. Any ▲ rolled on this attack may be spent to restore 2 strain each. Wounds inflicted with this attack cannot be healed with painkillers or a Medicine check.

### Equipment:

- **Fangs:** Brawl; Damage 6; Critical 2; Range(Engaged); Ensnare 1, Vicious 2.
- **Leather Jacket:** +1 soak.



## YOUNG WEREWOLF (RIVAL)

Werewolves tend to move in packs of three to five and will work together closely in a combat. Though all werewolves can freely shapeshift from their human and wolf hybrid forms, the stat block provided here is representative of the werewolf in it's hybrid form suited for combat.



**Skills:** Athletics 2 (●●●◆◆), Brawl 3 (●●●●◆◆), Perception 2 (●●●), Vigilance 2 (●●●)

### Talents:

- **Swift:** Ignores difficult terrain.

### Abilities:

- **Uncanny Senses:** Adds ■■ to all Perception and Vigilance checks
- **Terrifying:** Characters without the Supernatural trait must make a Hard (◆◆◆) fear check when first seeing the werewolf.
- **Weakness to Silver:** Any Melee weapon that is coated or made of silver or a Ranged weapon with ammunition that is coated or made from silver that targets the werewolf gains Pierce 3 and Vicious 3.
- **Supernatural.**

### Equipment:

- **Claws and fangs:** Brawl; Damage 6; Critical 3; Range (Engaged); Pierce 2, Vicious 1.
- **Tough hide:** +1 soak

## ZOMBIE (MINION)

Once a living person, this reanimated corpse does little else besides shamle and feed. A zombie is typically the result of the unholy twisting of Divine magic. Though they barely defend themselves when attacked, their inability to feel pain and their lack of a need for internal organs makes them slightly more difficult to kill than one first thinks.



**Skills:** Brawl, Resilience

### Talents:

- None.

### Abilities:

- **Undead:** Does not need to breathe, eat, or drink, and can survive underwater; immune to poisons and toxins
- **Undying:** The GM may spend ☼☼☼ or ☼ from any check a PC makes to return one previously defeated Zombie to an existing minion group, removing damage from the group accordingly; the GM may spend ☼ to return two Zombies to a minion group.
- **Supernatural.**

### Equipment:

- **Unkempt fingernails:** Brawl; Damage 4; Critical 4; Range (Engaged).





# APPENDIX 1 – SUPERNATURAL TALENT LIST

## VAMPIRE TALENTS

TALENT	RANKED	SOURCE
<b>TIER 1</b>		
Blood Potency	No	Page 13
Dark Vision	No	Page 13
Vampire	No	Page 17
<b>TIER 2</b>		
Beyond The Natural	Yes	Page 18
Blood Potency (Improved)	No	Page 18
Entranced	No	Page 18
Heightened Senses	Yes	Page 18
Project Thoughts	No	Page 20
Vampiric Speed	No	Page 20
Bat Form	No	Page 21
Blur	No	Page 21
Entranced (Improved)	No	Page 21
Project Thoughts (Improved)	No	Page 21
Read Thoughts	No	Page 21
Shadow Shroud	No	Page 21
Suggestion	No	Page 22
Supernatural Regeneration	No	Page 22
Vampiric Speed (Improved)	No	Page 22
<b>TIER 4</b>		
Dominate	No	Page 22
Invisibility	No	Page 23
Majesty	No	Page 23
Read Thoughts (Improved)	No	Page 23
Remove Memory	No	Page 23
<b>TIER 5</b>		
Additional Dedication	Yes	Page 23
Extra Action	No	Page 23
Invisibility (Improved)	No	Page 23

## WEREWOLF TALENTS

TALENT	RANKED	SOURCE
<b>TIER 1</b>		
Beast Control	No	Page 13
Controlled Shift	No	Page 13
Dark Vision	No	Page 13
Fear the Beast	No	Page 13
Lunacy Control	No	Page 16
Moonskin	No	Page 16
Rending Strike	No	Page 16
Werewolf	No	Page 17
<b>TIER 2</b>		
Beast Control	No	Page 18
Beyond The Natural	Yes	Page 18
Bring Down the Prey	Yes	Page 18
Heightened Senses	Yes	Page 18
Lunacy Control (Improved)	No	Page 19
Warning Howl	No	Page 120
Wolf Form	No	Page 20
<b>TIER 3</b>		
Pack Tactics	No	Page 21
Supernatural Regeneration	No	Page 22
<b>TIER 4</b>		
Expert Tracker	No	Page 23
<b>TIER 5</b>		
Extra Action	No	Page 23



# APPENDIX 2 – EXPANDED PLAYER’S GUIDE

This setting book was written and released prior to the *Genesys Expanded Player’s Guide*. Some GMs may wish to incorporate the new options presented in that

book in their *Something Strange* games. Here are the recommendations for which parts of the EPG are recommended in conjunction with this document.

## MONSTERWORLD SETTING

The Monsterworld setting starting on page 17 is similar to *Something Strange* in that it provides a set of options for running the horror genre in Genesys. That section contains a lot of excellent advice and insight into the horror genre that any GM will find useful, especially the sidebars. The Ultimate Villain rule in the Hunting the Monsters sidebar is particularly great and highly recommended.

## ARCHETYPES

The Cursed Shifter and Dhampir archetypes are not appropriate. Their special abilities work differently than the Vampire and Werewolf talents available here. The Fearless Slayer and Loremaster archetypes fit fantastically. However, it is recommended to limit the PCs to only having one of each in their group.

## SKILLS

The skills represented are already covered in *Something Strange*. Neither of them should be used.

## EXPANDED MAGIC RULES

The new magic rules starting on page 95 breathe new life into the world of *Genesys* magic. They are a fantastic addition to *Something Strange* with few exceptions.

## TALENTS

Most of the new magic talents are a perfect fit into a *Something Strange* game. The only exceptions are the Elementalist and Encorcelled talents. While they do not cause any mechanical issues, some GMs may find that their existence is at odds with the tone of their *Something Strange* games. The teleportation based talents can give some encounters or narratives frustrat-

## GEAR

There are only a handful of new weapons, some of which overlap with weapons available in *Something Strange*. The three new melee weapons fit perfectly fine, but the available ranged weapons should not be used.

All the available basic gear are perfectly usable with the exception of the Symbol of Faith.

The Jug of Blessed Water and the Symbol of Faith should be used only by GMs that wish to use that particular aspect of the horror genre. These kinds of items were purposefully left out of *Something Strange*. Their effectiveness implies the reality of good and evil which is not present in the world of *Something Strange*.

## ADVERSARIES

Most of the adversaries from Monsterworld can be used without issue as long as the Bite of the Wolf special ability is not used.

ing difficulties for some GMs. Being able to travel anywhere in the modern world with minor difficulty can have unforeseen consequences. If GMs allows those talents it is recommended they pay particular attention to the caveat that the caster must know about the area to which they are teleporting.

## SPELLS

All three new spells are a perfect addition.



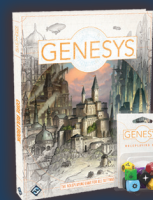
# SOMETHING *Strange*



What will you do in the shadows?

This setting supplement for the Genesys Role Playing game lets Games Masters and players explore vampires, werewolves, and other creatures of the night.

- More Archetypes for a wide variety of humanity
- Talents for characters to become vampires, werewolves, and magicians
- Wide assortment of careers
- Large selection of weapons and other gear
- New vehicles
- Detailed adversaries to make PC-NPC interactions more interesting



Dice App  
available where  
apps are sold.

GENESYS Core Rulebook and either the  
GENESYS Dice or Dice App are required to  
use this supplement.