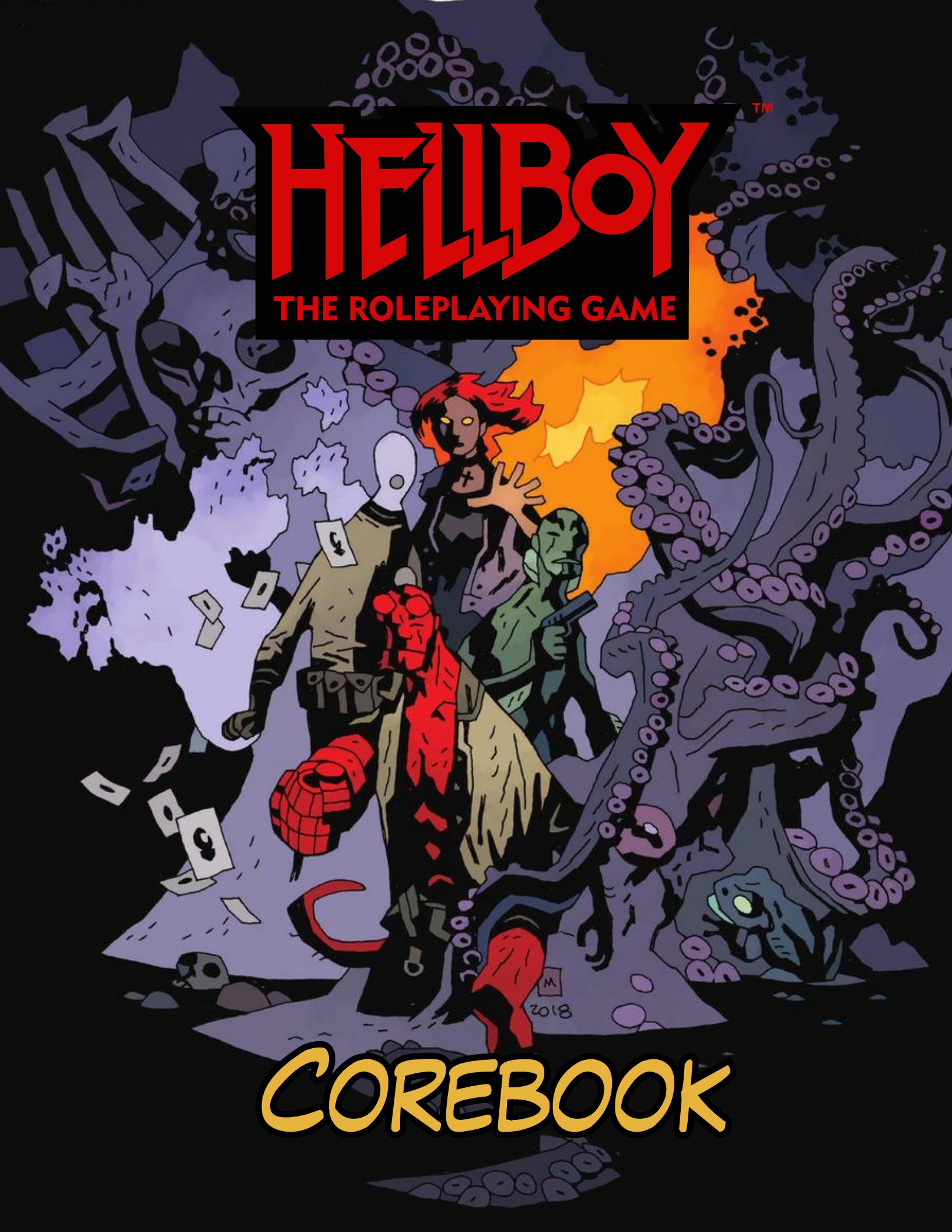

HELLBOY™
THE ROLEPLAYING GAME
COREBOOK

Roleplay in the World of Hellboy!

In 1944, the forces of Project Ragna Rok unleashed the apocalypse in the form of a small demonic child. Rescued by the Allies, this being, which would come to be dubbed Hellboy, was instrumental in thwarting all manner of occult threats for the Bureau for Paranormal Research and Defense (B.P.R.D.). Whether Fae, demon, dragon, or diety, Hellboy approaches each challenge as just another day on the job.

But this ain't his story. It's yours. *Hellboy: The RPG* invites you to craft unique agents with which to take the battle to the occult. Whether built in line with the many and varied characters of the Mignolaverse or forged from your own fevered imaginings. This is your chance to bump back! And Game Masters, we got your back too. With occult foes, artefacts, and full write-ups of Hellboy's classic enemies, you'll be able to take your players through a variety of Case Files, whether classic Hellboy stories or modern retellings of myths from around the world. Based on the 5E ruleset, *Hellboy: The RPG* is a complete and standalone game built to mirror the experience of the Hellboy comics.

This 240-page core rulebook provides options to:

- **Join the B.P.R.D. in its never-ending war against the occult.**
- **Play as memorable Hellboy characters or build your own agents from a variety of origins and specialities.**
- **Take part in settings ranging from 1890 to the classic Hellboy timeline.**
- **Take on Nazi occultists and punch them in the face!**







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HELLBOY
THE ROLEPLAYING GAME

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DARK HORSE COMICS

INTRODUCTION

WELCOME TO THE B.P.R.D.

The world isn't what it seems, you know this, right? You look smart, you look like you've seen some stuff. On the surface, sure, there are still supermarkets and pubs, wrestling bouts and cinemas, but beneath that there is another world. Another world that pokes its way through the glass and steel of our world, pokes its way through and demands to be seen. It's usually the colour of blood. You know the score — vanished children, nightmare beasts erupting in the centre of a suburban town full of nice, prosperous parents with gum-chewing, grinning kids. The old stories that fill books even now are all true. Every fairy tale, every half-murmured urban myth, every fanciful drawing in the corner of a medieval map...every one of them is true. And the world needs protecting.

That's what you're here for. That's why you've been invited to join us, here at the Bureau for Paranormal Research and Defense. You're one of those who've seen the darkness lying beneath, but you've not blocked it out, or pretended it wasn't real. You've put yourself in its path. You're the kind of person we need. We want you on the team. But let's bring you up to speed first...



THE HELLBOY-VERSE

Hellboy bursts into the world in a ball of flames. Literally. His arrival on earth turns a church to ash. It's quite the entrance. It befits a character who is destined to end the world. The first time we see the hero of Mike Mignola's epic series, though, he's a tiny demon with an oversized right fist. And he's cute. Cute demons are still not so common that the first appearance of Hellboy isn't worth remarking on. He might become a big, hulking hero, with enough brooding intensity to power a Brontë novel, but the first time we meet him, he's a little guy, all alone. Even at the start, it's clear that Hellboy isn't just about a big red monster punching an ugly monster in the face until it lies down and stops twitching. It is about that, but it's also about a whole lot more.

The Hellboy universe is vast. Absolutely vast. It spans, well, a whole universe. From the icy depths of dimensionless space where the ancient elder beings, the Ogdru Jahad, wait eager to return, to the wintry tracts of a Russia preserved in Baba Yaga's dream. It contains an entirely new and secret history of the world, preserved in a lost language. It's a universe filled with magic, with arcane science, with Nazis who need punching, and with characters who are always that little bit more than you expect them to be. It's a universe of stories. And with this RPG, you get to tell your own.

So, let's get started with an overview of Hellboy, the world he inhabits, and the organisations he's a part of. As mentioned above, the world of Hellboy is big and this introduction is designed to be a primer. It's to give you an insight into the things this book contains, the themes and kinds of stories you can tell with it, and the fictional universe you're going to be inhabiting. For more detail, you'll find it elsewhere in this book or in one of the Hellboy comics. Which, y'know, everyone should read at least three or four from start to finish.

SO WHO IS THIS HELLBOY GUY?

Hellboy is the main character of a series of comics conceived and masterminded by Mike Mignola. He's also the star of three live-action films, two animated films, and a board game. And now this RPG.

He's a big red half-demon whose destiny is to bring about the apocalypse, and lead the armies of Hell to conquer the realm of the living. More or less. He's also the world's greatest paranormal investigator for the B.P.R.D. (we'll get to them), he's a son to Professor Trevor Bruttenholm, and he's a friend to a half-fish man, a woman who can set things on fire with her mind, and a whole host of other strange people. Hellboy is an iconic figure. He's got the trench coat, the chin, the cigar clamped between his teeth, and the sardonic attitude of an action hero. Hellboy always, always has a line.

But there's more to him than just being cool and dangerous. He's alone. He wants, desperately, to be normal. There's a reason he files down his horns. Or perhaps normal isn't quite the right word. He wants to be left alone. Hellboy finds out, in the first arc of the comic, that he was summoned to bring about the end of the world, to be the means by which the Ogdru Jahad (we'll come to them too) are reborn into this world. But Hellboy doesn't want that burden, partly because he doesn't want to destroy the world, but also because Hellboy doesn't like the idea of being pushed around or dictated to.

That's the thing about Hellboy that doesn't always get remembered. He's got the mind of a hardboiled detective in the body of an action hero. Raymond Chandler described the hardboiled detective like this:

"Down these mean streets a man must go who is not himself mean, who is neither tarnished nor afraid. He is the hero; he is everything. He must be a complete man and a common man and yet an unusual man. He must be, to use a rather weathered phrase, a man of honor—by instinct, by inevitability, without thought of it, and certainly without saying it. He must be the best man in his world and a good enough man for any world."

There aren't many better definitions of Hellboy than that. He beats the unholy crap out of monsters the size of mountains, but there's a melancholy to him. There's a tragedy. There's a tragedy to most things in the Hellboy universe. Things are going to end. You can't deny fate forever, and you can't hold back all the monsters. It's just not possible. Hellboy knows this, and now you know it too. It might not end tomorrow, or the next day, but it will at some point, and it does, Hellboy is going to be there.

The Ogdru Jahad

The universe is deep and dark and ancient. The oldest surviving beings in existence are the Ogdru Jahad, created from the mud of the earth and infused with the darkness of the first night. As it slowly woke, parts of the beast sloughed off like fragments of dead skin. These became the Ogdru Hem, three hundred and sixty-nine in number and every one of them an abomination. The first beings, the Watchers, were so repulsed by the things spawned from their creation that they wiped the earth clean with lightning until the Ogdru Jahad were the only survivors. And then the Watchers hurled them into the abyss, sealing them away. Forever. The Watcher who had dared to begin the creation of the Ogdru Jahad was murdered by his fellows, in retribution for his hubris. So utter was his destruction, that only his right hand was left behind.

The Right Hand of Doom

Hellboy's enormous, indestructible stone right hand is, of course, the Right Hand of Doom, the very key to unleashing the ancient nightmare of the Ogdru Jahad back into this, into our, reality. The Ogdru Jahad are beings beyond man's ability to comprehend. Things from the deep and impossible past, always seeking to return and claim what's rightfully theirs. Their servants are everywhere, recruited into sinister and secret cults. They include some of the most famous (or infamous) people in history. Grigori Rasputin, a devotee of the Ogdru Jahad, summons Hellboy to Earth because he knows what the Right Hand of Doom can achieve. He also thinks he is capable of binding Hellboy to his will. He's wrong about the last part.

The Ogdru Jahad are the big bad of the Hellboy universe. They don't appear in every story, but when they do appear you better believe those stories matter. They can't be explained, they can't be reasoned with. Even their children, the Ogdru Hem, are utterly beyond human comprehension except in the broadest terms (I mean what are 'frog monsters' exactly?). Their human cultists are altogether easier to understand, with motives usually involving money, power, domination, and revenge. The Odgru Jahad provide a means to get those things, no matter that terrestrial concerns will be irrelevant when they're released.

Heaven and Hell

So, this is a Lovecraft-inspired universe, then? It's a place of scientific rationalism and cosmic horror, right? Well yes. And no. Hellboy's name is literal. Hell exists; it's real. Hellboy's dad was a demon and his mother was a human witch. Evil, comprehensible human-scale evil, is a thing in Hellboy's world. Morality is never totally clear-cut, but trying to see through the shades of grey to something like black and white is important. A person's actions matter. They aren't simply disposable in the grand cosmic sweep. They have moral weight. Hellboy's world is one where personal evil coexists with cosmic evil, and where the all-too comprehensible exists with the impossibly alien.

It's true demons don't appear too often in the Hellboy stories. But they're there. The demon Astaroth, Hellboy's uncle, collects the stolen crown of flames from the dead demon Ualac after his failed plan to force Hellboy to obey him. Ualac, in partnership with the endlessly irritating occultist Igor Bromhead, besets Hellboy with a series of traps and tricks of exactly the kind you'd expect of a demon.

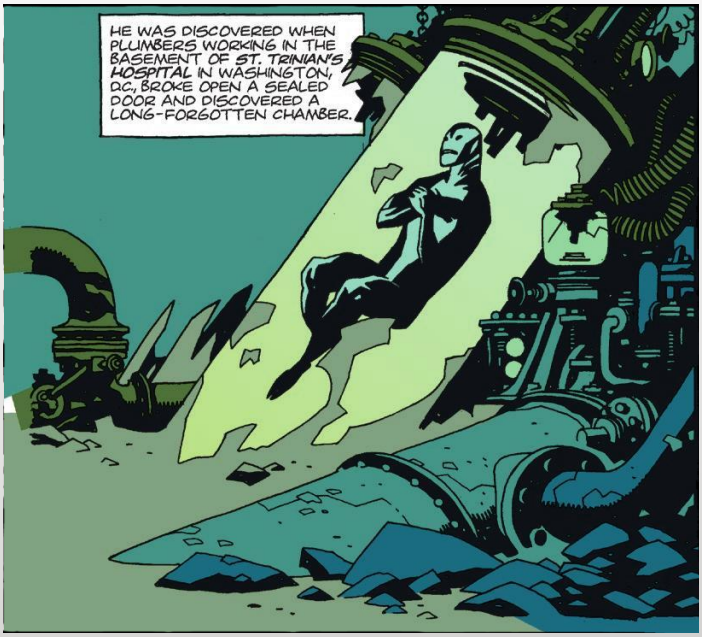
It's not necessarily clear what a demon is in this universe. After all, you might expect a world populated by demons to have angels in. But there aren't any. There's definitely no evidence of a God. There are a lot of gods (note the small g), but they tend to be scheming bastards, certainly not the kind of avuncular figure with the beard and the smile and the open gate for anyone who turns the other cheek and atones for his sins. Maybe demons are the children of one of the Ogdru Hem, the cruel, wicked progeny of the Ogdru Jahad's flaked flesh.

INTRODUCTION

That doesn't explain where Hell came from. But these questions aren't that important. Instead, think of it as showing you just how crazy and pulpy Hellboy can get. Hellboy was born to release ancient gods from their aeons-old prison, is the son of a Duke of Hell by a mortal witch who was kidnapped from a church, and so on... In Hellboy, everything is connected and important. The demons allow the potential destruction of the universe by the Ogdru Jahad because it might bring about the biblical apocalypse, with Hellboy leading the forces of Hell in the final battle. Will the underworld survive the return of the Ogdru Jahad? Does it matter to the demons? Who knows? Maybe these are questions you can answer in your game. Or maybe you want to focus on something entirely different. You can. The fictional universe contains multitudes of threats. You can pick and choose the aspects you prefer and ignore the ones you don't. After all, B.P.R.D. agents have fields of specialty. Maybe your agents don't get called upon to put down the Ogdru Hem, but are the first port of call when a demon shows up. It's your call.

Magic and Science

Magic is a big part of Hellboy's world. And it seems to be definitely magical, which certainly makes sense in a world populated with demons, the Fae, ghosts, vampires, and Baba Yaga. It's not just misunderstood science. When Baba Yaga binds Koshchei the Deathless' soul inside an egg, that's not a metaphor. The warrior's soul is in an egg, inside a rabbit, inside a duck, and so on. At the same time, when the insane Nazi scientist, Herman von Klempt, builds a space capsule, he doesn't do it with a magic wand and a grimoire. Science and magic coexist



in Hellboy; they interact and breed and become something weirder and stranger together than they would individually.

The science of Hellboy is, after all, as weird and inexplicable as the magic. We don't want to start quoting Arthur C. Clarke, but his second law fits rather neatly where Herman von Klempt and the Ragna Rok cabal are concerned. Their science is enough to grant human intelligence to gorillas, to turn chimps into a controllable army, and create a means of keeping a head in a jar alive even after the body has been utterly destroyed. The head can then also be mounted on a robotic body capable of ripping walls down. This is pulp science, not the careful acquisition of knowledge by incremental testing. It's science as fantastic and implausible as the most ludicrous forms of magic.

Speaking of which, magic in Hellboy is a bricolage of different styles and elements. There's clearly ritual magic, but there's also folkloric traditions and sudden explosions of magical force. It spans the whole gamut, just as you'd expect. There are long, precise workings requiring large, intricate drawings on the floor in chalk, meticulous reciting of the right charms in the right way at the right time. Igor Bromhead works such magic when imprisoning Hecate. Knowing someone's true name, as Bromhead learns Hecate's, is also a source of power over them. Some substances possess power over magical creatures. Iron is poison to the Fae, for example, causing them intense pain. In one instance, a discarded comb can become a forest. Magic is messy, wild, and disorganised. It's a force used by many of the enemies Hellboy faces, whether it is Baba Yaga's breath, infusing the goat inside which Koschei's soul is kept, or the man who suffused his essence with that of his own house, so that his heart animates the building he once inhabited. There aren't fixed rules. It can't be explained. Where magic comes from is unclear. It might be from the Watchers, a remnant of their spark that animated the Ogdru Jahad and brought life into the universe. Wherever it comes from, it's powerful and those who wield it rarely seem to do so wisely.

Then there are psychic powers. Liz Sherman (see p. 207) is one of Hellboy's closest friends and his little sister in many ways. She also starts fires with her mind. That's not forgetting Johann Kraus, another dedicated B.P.R.D. agent and medium whose body was destroyed by psychic feedback (see p. 205). Psychics are rarer in the world of Hellboy than magic-users and demons, but their powers are no less strange. Psychics interact with the spirit world, drawing power from it and using it to shape and control the things of this reality. Some, like Liz Sherman, create an element and bend it to their will. Others, like Johann, can move objects and read the thoughts of those nearby. No power comes without cost, though. Although as difficult to control as magic, there are definitely fewer grimoires to help you figure out how to constrain your psychic powers.

Everything is real in the Hellboy universe. Everything is true. That's not to say that everything is real in the way you expect—demons and monsters aren't usually so perfectly fitted together—but they still exist alongside one another. This gives you a game universe of limitless potential to dive into and enjoy. Every scrap of folklore you can half-remember, or heard on a podcast, or was whispered to you by your friend in school...that's all real and now you get to go out and punch a hole in its head.

Weird Folk

So with all these astounding magical forces and insane technological marvels all over the place, you'd expect there to be people who are equally strange and miraculous. Hellboy is filled with them. Though these are people in the broadest sense of the word. There are the Fae, with their intricate political systems. They have royalty, they have princes of the blood, dukes, and earls. There are witches. There are ghosts, who are often among the most hospitable of supernatural beings, and then there are other more shambling forms of undead (who apparently enjoy visiting the cinema). There are vampires, evil turkeys. There are goblins who like to wear big iron shoes and jump on the heads of the unsuspecting. These are the things you might have to fight, or at least persuade to stop being quite so...invasive. The normal world has to go on being normal. That's its job. Your job is going to be ensuring that it can, and sometimes, that means making sure these folk remain hidden. Most of them are quite aware of the need to. The Fae know they dwindle and fade, though some want to go out in a blaze of blood and flame, while others are quite content to drift into irrelevance.



We shouldn't forget the secret societies and cults proliferating in the dark corners of the world, either. They're definitely lurking there, waiting to fulfil their strange aims. They don't always wear robes with hoods or carry long knives, but they're there. Watching, waiting, plotting. Usually it's so they can gain power, but who knows? You might find one that surprises you!

There are also the big monsters, of course. The really big ones. The dragons, giants, and conqueror worms. Big monsters are everywhere in Hellboy. Beating them up is kind of his main trick. No matter how vast and implausibly dangerous these beasts get, Hellboy is equal to it. Monsters tend to be not quite as...ambivalent. The Fae and the witches are reasonable. They can be talked to, reasoned with. No guarantee they'll agree, of course, but they'll listen. Monsters are far less interested in reasoned discourse than they are in smashing everything to pieces. And they have the strength to do just that. That's a difference worth bearing in mind. If you meet a creature roughly human sized, you might be able to strike a deal. If it's much bigger than you, well...forget it. You might as well just start shooting.

But it's not just about shooting the creatures you meet. Some of them are your friends; some of them are your colleagues! Look at Abe, the world's only Icthyo Sapien. Or Roger the Homunculus (see p. 209). In the world of Hellboy, anyone can be a friend or an enemy. Sometimes they're both. One week you're fighting a goddess, the next week you're conversing calmly about the weather. With no consistency, you've got to be prepared for anything.

And that's something to remember for the games you're going to be playing. There are no limits on species or class or gender in the world of Hellboy. If a homunculus can be formed from clay, kill a B.P.R.D. agent, and nearly kill Liz Sherman and still be welcomed into the company of Hellboy and his friends, the kind of characters you choose to make and the kind of people you play your games with shouldn't matter either. It certainly doesn't matter to the B.P.R.D. Speaking of...

The B.P.R.D.

It's far from perfect, but the Bureau of Paranormal Research and Defense, or B.P.R.D., is one of a select few organisations in the world to deal with the things that go bump in the night. As the name implies, it's the group that goes around dealing with all the scary stuff and trying to keep the world safe from it. Or, at least, trying to ensure that the world doesn't find out quite how unsafe they are. That's not to say that B.P.R.D. agents always succeed. After all, Hellboy is known throughout the world—he

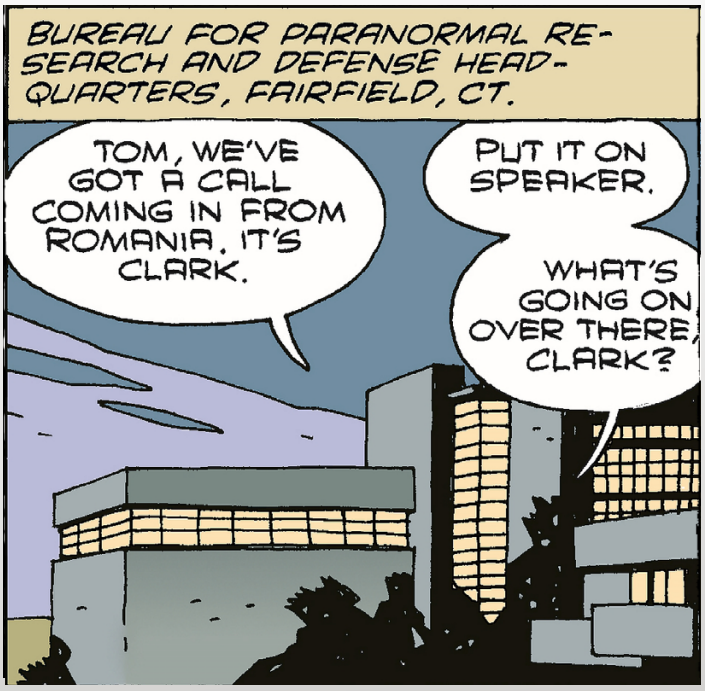
INTRODUCTION

appeared on the front of Time magazine after all—but at the same time, the smiling faces at the windows of the school bus or buying a newspaper from the local store don't need to know about the giant worm-thing beneath their feet. You can't keep everything secret, but you've got to keep as much as you can hidden. For everyone's sake.

The B.P.R.D. are the people who do that. And you're most likely going to be one of them, or at least the agent you design is.

The world of Hellboy isn't one where good and evil is always clearly apparent. The B.P.R.D. and its agents aren't evil, but they aren't untainted. They're a government department after all. They've got budgets, targets, quotas. They've got a bureaucracy controlling everything they do, every expenditure they make. It isn't exactly the stuff that pulp adventure is made of, but it's something that might crop up in your adventures occasionally, behind all the heroic gunfights. Why are you doing what you're doing? Is the briefing you've been given the whole truth? And is the order being barked down the radio one you definitely want to obey? That's a question you're going to have to ask yourself at certain points.

Even Hellboy left the B.P.R.D., after all. Maybe you don't feel like carrying out the orders of a load of faceless goons in Washington, telling you to shoot a goblin you know is harmless. That's something you'll need to decide for yourself. Maybe you want to change it from the inside, get yourself promoted, be the new Trevor Bruttenholm and reshape how the B.P.R.D. interacts with the world. You can do that too. It won't be easy, but nothing worth doing ever is.



It's All About Stories

So that's the Hellboy universe. More or less. It's been a brief tour around some pretty vast concepts, so some of the more subtle elements haven't been touched on. But you'll find those as you explore this book and start exploring the world for yourself. Hellboy's world is one of pulp action and snappy dialogue. It's filled with punches that level trees, and secret societies with designs on remaking the world. But Hellboy is also filled with small, human-level stories and narratives that flesh out character. What bring us back to Hellboy again and again is the combination of enormous, apocalyptic threats and the day-to-day affairs of keeping the paranormal safely contained. Not every foe is one of the Ogdru Jahad's servants. Sometimes, it's just an irritating ghost or a goblin with a twisted sense of humour. The world of the paranormal is not always trying to destroy or replace the mundane. Sometimes it's just there, an inconvenience, maybe, but not always a malicious one.

The Hellboy universe teems with life, little of which conforms to a neat pattern. When your agents venture into the field, by all means have them engage in deep and deadly plots to reduce the world to ashes and smoke or bring the Ogdru Jahad raging back into the cities of man, but don't forget to send them on a chase after an awkward witch who just enjoys selling potions to local men that makes them talk and behave like birds. Variety is the spice of occult investigation, as the saying so nearly goes. It's what makes Hellboy so captivating and so worth returning to. It contains all assortments of story, they all have a home here. Stories, and how they work, are the secret subtext of Hellboy.

Hellboy's destiny and people's assumptions about him are a story that's already been told before he even steps foot on the stage. Even as a child, he's already the creature doomed to bring about the apocalypse. He's the protagonist of a story he had no choice in. How he deals with this story and how it forms around him as he does so make the telling richer. Now it's time to start weaving your own stories in this world. Make them as weird, wild, and different as Hellboy's stories. It'll be worth it.

A Quick Note on Nazis

Hellboy faces Nazis in several of his adventures. In the world of Hellboy, pockets of Nazi evil hold out in the remote places of the world (or in space...which is very remote) before trying once more to plunge the planet into chaos and war. Hellboy, the B.P.R.D., and this game have one response to Nazis. It's to punch them, very very hard, in the face. And then do it again just to be sure. If you've got the Right Hand of Doom, and you can use it to punch a Nazi in the face, you do it as hard and as often as possible.

So What's Left?

Here we are then, with you about to plunge into the Hellboy universe, about to begin your adventures with the B.P.R.D. Hellboy's world is one of danger, of madness, of impossible magic and implausible science. It's also a world where being good, where trying to do the right thing might not always achieve the outcome you sought, but it is always worth doing.

Young Hellboy was a child born into a story. Using other stories to change it, he made a new path. One he wasn't bound by. He chose to be "like the Lobster...he doesn't have any powers or anything. He's just a guy, but he fights the bad guys, and sometimes they're monsters." He chose to be the hero.

You're going to tell your own stories, where your choices are the key defining elements to how the universe of Hellboy develops and changes. Let's hope you make the right ones....

Good Luck Agents!

Okay, so you heard the man, you've heard what we do here, and what your job is going to be. Need some time to think about it? No? Good. You're the kind we need in the Bureau. You should be ready for basic training, just head through that door. No! Not that door. That's got something you're not ready for behind it. Yeah, it's that kind of place. Yeah, that door. That's the one. Now, go on, good luck, and, kid? Welcome to the B.P.R.D.

Before You Dive In

Just a quick obligatory note to remind you that the book you're holding is a full rulebook for a tabletop roleplaying game set in the Hellboy universe. What does that mean? It means you can get together with a bunch of friends and use this book to create your own agents. One of you will need to run the game as the Game Master (GM), and the rest will get to unravel sinister plots and face horrors from beyond by playing through Case Files.

This rulebook uses the fifth edition (5E) ruleset, which is a popular system that employs a d20 to decide the outcome of any tasks your agent attempts that have a risk of failure. That's right, your heroics are decided by the fickle hand of fate. Don't worry, though, as you'll often be able to spin the loom of destiny in your favour by drawing on your agent's abilities. Why 5E? It's a modular system that has been handily modified to provide an immersive experience through Hellboy's stomping grounds.

So, grab yourself a set of dice—at least a d4, d6, d8, d10, d12, and d20—and jump on in. Just watch out for frogs. Their big brothers and sisters are never too far behind!



PART 1: JOINING THE B.P.R.D.



Chapter 1: Origins

Character Creation

Character creation in *Hellboy: The RPG* allows for endless customisation, limited only by your imagination. From unique agent origins to the various roles on offer within the B.P.R.D., you have enormous scope for creating a truly unique character.

To create your agent, you will need to work through the following character creation steps:

- **ABILITY SCORE GENERATION:** Generate and assign the ability scores that reflect your agent's mental and physical characteristics.
- **ORIGIN SELECTION:** B.P.R.D. agents are a cut above the folks they are seeking to shelter from the paranormal. Either that, or they have been touched by those horrors in some way. Most agents will be remarkable humans, though your GM may allow you to be... something else.
- **LIFE BEFORE THE B.P.R.D.:** No one enters the Bureau straight from high school or college. This step relates to your life before the Bureau. Other origins have either always been with the Bureau or recall little from their life before.
- **RECRUITMENT:** How did your character become an agent for the B.P.R.D.? This step will help you determine that and provide additional skills and benefits in doing so.
- **TIME SERVED:** Are you an old hand or new recruit at the agency? Have you languished as a backup agent for a while or are you used to spending time in the field?
- **DRIVE:** Exactly what is it that motivates your agent to keep on fighting? Your drive will help centre your agent.
- **ROLE SELECTION:** Your role determines how you fit in at the B.P.R.D. You could be a field agent, consultant from another agency, an analyst or tech guru, or a specialist member from the Internal Affairs department.
- **FEATS AND CUSTOMISATION:** Perhaps your agent has spent extra time in training classes. Perhaps they were born with special talents. With feats and more you can further customise your agent. (See p. 59.)
- **EQUIPMENT:** It's time to gear up for field operations. Requisitioning your equipment and organising your loadout can make all the difference. Equipment begins on p. 72. Carry out this step before each Case File. This section also includes mechanics for disability and disability aids.

Although you may wish to take notes as your character develops, you will ultimately record their stats, abilities, and equipment on the character sheet called the *B.P.R.D. Agent Folio* (available to download from drivethrurpg.com or manticgames.com).

Ability Score Generation

The first step in creating a custom agent is generating your ability scores. These scores are your main stats that you will use for much of the game.

While this section provides details on generating abilities and what they represent numerically, how these abilities are then used in game can be found in "Chapter 5: 5E Basics", p. 92.

The six abilities are:

- **STRENGTH:** Represents physical power.
- **DEXTERITY:** Measures agility and coordination.
- **CONSTITUTION:** Defines endurance and fortitude.
- **INTELLIGENCE:** Relates to reasoning and memory.
- **WISDOM:** Represents perception and insight.
- **CHARISMA:** Defines force of personality and willpower.



You may use any of the following methods to generate scores:

RANDOM: Roll 4d6 and record the sum of the highest three dice. Repeat this five additional times for a total of six numbers.

For example, Anna's first roll results in 5, 4, 4, and 3. As 3 is the lowest, she places that to one side and sums the 5, 4, and 4 for a total of 13.

If you do not have at least one total of 15 from the six totals, roll 4d6 one additional time and replace your lowest total with the new result if it is higher.

The six totals may be assigned to your stats as you see fit.

STANDARD SPREAD: If you prefer to not leave your ability scores to fate, you may use the following numbers to assign to your abilities: 15, 14, 13, 12, 10, and 8.

The six predetermined numbers may be assigned as you see fit.

POINT ARRAY: Similar to standard spread, you start with an 8 in every ability score and receive a total of 27 points to use to raise your ability scores as you wish. Abilities can be raised on a 1 for 1 basis up to a maximum of 13. To raise a score above 13 up to a maximum of 15 costs 1 additional point (2 for 1 increase).

For example, Tom increases his first ability from 8 to 12, which uses 4 of his 27 points, leaving 23 remaining. He then increases his second ability from 8 to 15, which use 9 points—5 points to raise it from 8 to 13, then 4 points to raise it from 13 to 15. He now has 14 points left to spend between his four remaining abilities.

Once you have spent your points, your final results may be assigned between your abilities as you see fit.

Next Steps and Ability Modifiers

Having determined your numbers and assigned each to an ability, you will soon modify some of the ability scores based on your origin profile, role, and any feats you might select.

Before that, however, you need to determine the modifier that each ability provides. If an ability score determines the magnitude of an ability, the modifier determines how that magnitude applies to any rolls you make.

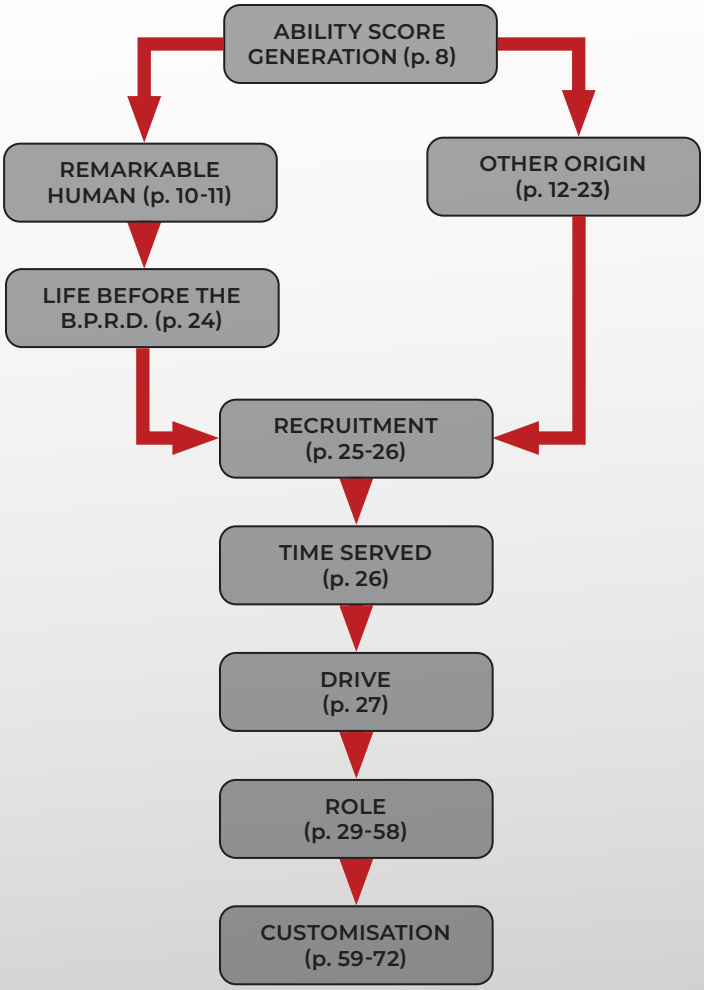
Ability scores for agents range from 8 to a maximum of 20. Some creatures and supernatural entities can have scores as high as 30. This provides an ability modifier range for agents from between -1 and +5. The Ability Scores Modifier Table provides modifiers for ability scores ranging from 1 to 30.

To determine a modifier without using the table, subtract 10 from the ability score and divide the total by 2. (Round down.)

Ability Score Modifier Table

SCORE	MODIFIER	SCORE	MODIFIER
1	-5	**16-17**	+3
2-3	-4	**18-19**	+4
4-5	-3	**20-21**	+5
6-7	-2	**22-23**	+6
8-9	-1	**24-25**	+7
10-11	0	**26-27**	+8
12-13	+1	**28-29**	+9
14-15	+2	**30**	+10

Steps to Character Creation



Chapter 1: Origins

Origin Selection

Rather than a traditional race selection, in *Hellboy: The RPG* you select your origin. Most agents will be a remarkable human, but cursed, ghost, and Fae are all available if your GM permits it. These rare origins will include both benefits and banes different from their human agent counterparts.

For all agent origins, you will add the traits and ability score modifiers to your *Agent Folio*. In addition, your character's past career will lend itself to your current occupation in the way of ability scores, additional skills, and other advantages.

Origin Customisation

Life at the B.P.R.D. is full of supernatural and otherworldly risks that often require supreme willpower and physical prowess to contend with. Frequently, the dangers faced need a good mix of both. As such, the daily rigours of the Bureau attracts agents who are top of their field. Remarkable humans, therefore, have further customisation options that the other origins don't. These options allow you to choose a feat for your agent at character creation or during game play as events unfold as part of their career as a B.P.R.D. agent.

Remarkable Human

Humanity makes up the overwhelming majority of the population in the mortal world. Though they may be more fragile than some of their more notorious colleagues, the remarkable agents that make up the bulk of the Bureau are no less impressive. With unmatched focus and unwavering commitment, they are the best and brightest humanity has to offer.

Indomitable Adaptability

Humanity's strength comes from its wide diversity in both thinking and skill. Lacking the powers granted to creatures of a supernatural origin, humanity has had to overcome the challenges it faces by adapting and out thinking the problem. This has led to many individuals developing a wide range of skills and talents to contend with the different challenges besetting the world, making each individual truly unique.

Humanity in a World of Monsters

Despite the presence of demons, ghosts, werewolves, witches, elder gods, giant gorillas, necromancers, and undying Nazis, humanity is still on top — for the moment. The majority of the B.P.R.D. and the overwhelming population of the world at large are human, though to many creatures to be simply human again would be worth anything and everything. It is no wonder that remarkable humans make up the majority of the B.P.R.D. leadership structure.

Name Samples

The names of humans in the modern era are as diverse as the cultures that produce the individual. The names are sometimes determined by the fads and fashion of the decade they were born. Others are named after the cultures or mythologies that their parents were raised in or wish to emulate. Feel free to choose an appropriate remarkable human name based on your unique agent's story, origin, and background.

Remarkable Human Traits

AGE: Humans reach adulthood in their late teens and live less than a century.

SIZE: Humans vary widely in height and build, from barely 5 ft to well over 6 ft tall. Regardless of your position in that spectrum, your size is Medium.

MOVEMENT: Your movement speed is 30 feet while walking.

LANGUAGES: You can speak, read, and write English and 1 additional language (See "Languages", p. 28).

Remarkable humans gain the following traits and features:

DIVERSITY: You can increase any two ability scores of your choice by 1.

DO OR DIE: You can reroll a failed saving throw or an attack roll, but you must apply the new result. Once you have used this feature you must return to base before you can use it again.

FIND A WAY: You begin each session with 1 point of Ingenuity.

STAYED IN SCHOOL: You gain proficiency in any 2 skills of your choice.

UNMATCHED FOCUS: You can make a single attack roll, saving throw, or ability check as if you were proficient. If you are already proficient, you can add your proficiency bonus twice. You must return to base before you can use this feature again.

Customisation: Limited Awakening

During your time with the B.P.R.D., or even before you joined, things became somewhat... complicated. Maybe you discovered your grandmother was a witch, perhaps you touched a cursed idol, or possibly you started to hear the voices of dead people. Regardless, something in your humanity has been substituted along the way, granting you certain abilities that you still do not fully comprehend. You're certain that trying to understand

them will unlock more of these powers, but none of this answers why you keep getting randomly selected for testing in one of the live-in labs. Are you the only one not on that mailing list?

NOTE FROM PERSONNEL: An individual presenting with "powers" or "abilities" is not to be referred to as anything other than a valued member of the Bureau, and agents are not required to share the nature or origin of such features with anyone other than their team leader and their personnel development liaison.



On a one for one basis, the Diversity, Do or Die, Find a Way, Stayed in School, or Unmatched Focus traits gained from your remarkable human origin (see p. 10) can be substituted with any of the features listed below. You may also exchange any trait gained from Your Life before the B.P.R.D.

The features listed here are provided under a broad main feature with closely associated sub-features. Main features provide a feat, while sub-features grant a lesser boon. Each main feature and sub-feature counts as a single choice for the purposes of substitution. For instance, choosing to swap Diversity for Limited Psychic *won't* also provide Telekinetic and Medium—gaining either one would require another substitution.

You can select a sub-feature without exchanging for the wider category feature. For example, you can exchange Do or Die for Portent without having to exchange for Witches' Blood first.

You may only substitute 1 main feature at character creation.

MAIN AND SUB-FEATURES

LIMITED PSYCHIC: You gain the Limited Psychic Awakening feat. (See "Feats", p. 71).

- **TELEKINETIC:** As an action you can move a Small object (up to 10 lbs) up to 30 ft. This can be used to open unlocked doors for example. Another use may be trying to lift Small items off a hostile creature's belt. If a creature holds onto the item, you cannot manipulate it with this feature. You have a number of uses of this feature equal to your Charisma modifier +1 (minimum 1).

- **MEDIUM:** As an action, you can sense the presence of any creature within 30 ft of you. You must return to base before you can use this feature again.

CURSED: You gain the Cursed Soul feat. (See "Feats", p. 67).

- **UNDYING:** As part of taking time, you can add your proficiency bonus to the total HP regained from Hit Dice. You can use this feature a number of times equal to half your proficiency bonus (rounded down). You regain all uses when you return to base.

- **CHANGED:** As an action you undergo a mild change and gain advantage on all Wisdom (Perception) checks that rely on hearing, smell, or sight. You can also see in darkness as if it were dim light for a distance of 10 ft. These benefits remain in effect for 1 minute. You must return to base before you can use this feature again.

WITCH'S BLOOD: Gain the Ritually Initiated feat (see "Feats", p. 72).

- **PORTENT:** You can negate being surprised and act normally. You must return to base before you can use this feature again.

- **IN THE BLOOD:** You can reroll a single d10 to generate Doom or Ingenuity. If done while casting a ritual, you can reroll up to 2d10 instead of 1.

FAE INFLUENCED: Gain the Fae Charm feat.

- **FAVOURED:** You gain advantage on Wisdom (Occult and History) checks to recall information about Fae creatures and fairy tales.

- **MORTAL MIGHT:** Gain 1 feat from the mortal feats list (see "Feats", p. 66). You can only take this feature if you have no other "Complicated" features.

Optional Rule: Truly Remarkable

The GM can approve for agents that select the remarkable human origin to gain 1 additional feat at character creation, either via the Limited Awakening feature or selected directly from the feats section (see "Feats", p. 59).

Other Origins

The GM can allow these origins as part of character creation. If you choose one of these origins, it replaces remarkable human and you skip the Life Before the B.P.R.D. step. It is assumed that agents with these origins have spent more time as one of the cursed or a ghost than as anything else.

For agents that have recently discovered their abilities, become cursed, or similar, refer to the Limited Awakening feature under "Remarkable Human". It is possible to unlock these in game as part of play, such as becoming replaced by a Fae creature or, if circumstances warrant, becoming a ghost after you die.

Note to Players

The below origins have associated banes. In addition, you may find that both mortal and supernatural creatures will react differently based upon your supernatural origin. Psychics, for example, may find they are of great interest to ghosts and spirits. Power always comes with a price.

The Cursed

One of the more unique occupational hazards while working for the B.P.R.D. is that a curse of legend will turn out to be all too real. Some individuals seek out such curses, taking the power granted by them in exchange for any price it offers. Other more notable examples are those who find themselves summoned from another world or places where everyone has horns.

Some curses are levelled against entire families and their descendants. Breaking a curse isn't always possible or wanted. Beyond the B.P.R.D., some seek out a curse as a boon for service to creatures beyond mortal understanding. Abraham Sapien is a prime example, with unique physicality and loss of memory that was very much due to his interaction with occult forces during his previous life. Individuals such as the necromancer Rasputin, however, retain the knowledge of their previous existence in addition to gaining abilities beyond the natural.

The cursed are the vessels to sprites, the undying, or the heralds to otherworldly powers. Their powers sometimes manifest physically, leading to fundamental changes, and others appear human still. Some lose their memories, such Agent Abraham Sapien, and others wish that they had. The previous actions that caused their current state, such involvement in cults or occult experimentation, is rarely resolved and has a habit of cropping up during an investigation. The only certainty for the cursed is that something somewhere has taken an interest in them.

The Variety of Curses

The cursed are a varied group. There are those who are granted abilities to ensure they may better serve their new masters, individuals that find themselves under the skin-crawling Wendigo curse, and those who find themselves with a blood thirst or acting as a vessel for demonic forces. Often, those who are cursed find that the only resolution available to them is oblivion. Those cursed with demonic influence may simply find that they were part of a long-dead demon's forgotten plan. All too often, however, both the demon and their plan still live.

Typically, the cursed find themselves in the employment of the B.P.R.D. following their rebirth if they were not already an agent before they became cursed. If not in the employ of the B.P.R.D. or similar organisation, the cursed have an unfortunate habit of finding themselves embroiled in the plots, prophecies, or plans of the servants of the supernatural. Those employed by the Bureau are not exempt from the conspiracies and designs of the creatures that granted them their abilities.

Names

The true name of cursed creatures is often guarded or unknown. Those that were once mortal usually continue to use the names they had in life, which offers a link to the time period in which they truly lived. Feel free to select an appropriate name and true name based on your agent's story, background, and origin.

Cursed Traits

AGE: Cursed individuals often find that they stop aging or age at a reduced rate, rendering age little more than a number. Most mature at the same rate as humans until they become cursed, remaining forever at that age. Demonic cursed find they grow at an accelerated rate reaching maturity by the age of 10, then remaining at the peak of their abilities through their sixties, living to unknown ages.

SIZE: Individuals who find themselves cursed or are born of curses range in size from 5 ft to 7 ft. Regardless of their physical size, they are a Medium creature.

MOVEMENT: A cursed creature's speed is 30 ft while walking.

LANGUAGES: You can speak, read, and write English and 2 additional languages (See "Languages", p. 28). Usually the language of the culture or civilisation that summoned or laid the curse upon the individual is one of these languages.

ABILITY SCORE INCREASE: Increase your Constitution score by 2.

CHANGED PHYSIOLOGY: You are resistant to poison damage and gain advantage on all saves against becoming poisoned.

DIFFICULTY RELATING (BANE): You are vulnerable to psychic damage and suffer disadvantage on Wisdom (Intuition) checks.

HARDY: You gain 1 additional HP each time you gain a level.

JUST WON'T DIE: You can elect to succeed on 1 death save. Doing so means you do not awaken from 0 HP until the start of the next Case File. You must use this ability before rolling.

ROBUST: The first time you are reduced to 0 HP, you instead drop to 1 HP. You must take time before you can use this feature again. (See "Resting", p. 103.)

Classification of Curse

A character with the cursed origin can select one of the following classifications of their curse. Traits gained from your classification are additional to those granted by the Cursed origin.

Hollow

Perhaps your curse was via a cursed object that you did not notice when you stepped on it, or maybe when you stared into the abyss, something stared back into you. Your curse has led to you surviving more than you care to mention, though even you have noticed that the experience has left you increasingly hollow. It is becoming harder to care as much as it once was. The world increasingly feels like the colour is being drained out of it.

Hollow Traits

ABILITY SCORE INCREASE: Increase your Dexterity score by 1.

DON'T HAVE TIME TO BLEED: As part of taking time, you add your proficiency bonus to the HP regained with each Hit Dice.

HARDEN YOUR HEART: As a bonus action, you gain resistance to all non-magical damage until the end of your next time. You must take time before you can use this feature again.

Vampire

To many, the demonic nature of a curse is more a balance of trading one life for another. The power granted by the creature that turned you to this new unending existence, however, remains deeply embedded in your psyche. Though it might be buried deep, it can never be forgotten. Fortunately, due to the nature of the B.P.R.D.'s work, often the creature that turned you rarely continues to exist long enough to gloat.

Vampire Traits

ABILITY SCORE INCREASE: Increase your Strength score by 1.

BLOODTHIRSTY: Gain the Vampiric Taint feat (see "Feats", p. 68).

NOTE FROM PERSONNEL: Whenever possible, please ***DO NOT*** feed on members of the public.



IT BURNS! (BANE): You cannot regain HP while in direct sunlight. You are vulnerable to fire damage and damage dealt by silver weapons. You are reduced to 0 HP instantly if you suffer a critical hit from a wooden stake.

LINGERING INFLUENCE (BANE): When you regain HP after being unconscious, you must immediately make a Charisma saving throw where the DC equals 18 - the agent's total level. On success, you awaken normally. On a failure, the creature that turned you into a vampire possesses your body. See GM guidance on possession, p. 134.

MINIONS OF THE NIGHT: You gain proficiency in the Animal Handling skill. In addition, you can communicate basic ideas to animals as an action and can understand their behaviour well enough to discern meaning of simple ideas.

NATURAL WEAPONS: You can make a bite as a bonus action. You can make a melee attack with your fangs, are proficient with them, and deal 1d6 piercing damage + Strength modifier. You gain advantage on this attack roll if the creature targeted is grappled. You regain HP equal to half the damage dealt by a successful bite attack if the creature has blood. You can also make two claw attacks, are proficient with them, and deal 2d4 + Strength slashing damage on a successful attack.

UNNATURAL SPEED: Your movement speed is 40 ft.

Demon

Though much of the metaphysics of the different worlds is up for discussion, one thing is true: there is a place called Hell populated by various malevolent spirits that have earned their place as demons. Though "spirit" is a technical classification, they can materialise as solid and universally powerful. Fortunately, they can only enter the physical world when summoned via magic. They are creatures who exist within hierarchy where the strong bully and rule the weak. Their one bane seems to be that they are bound by ancient laws and rarely harm humans that have not signed themselves over to the demons whims.

Summoned by magical rite and bound by prophecy and ancient laws, you have become empowered by demonic energies and physically altered as part of your new power. Alternatively, your family may have entered into a contract or agreement with the forces of Hell or you were discovered at the site of a ritual.

DEMON TRAITS

ABILITY SCORE INCREASE: Increase your Charisma score by 1.

BAD LUCK (BANE): When you roll a 20 outside of combat, you do not generate a point of Ingenuity.

DEVIL'S EYES: You can see in dim light as if it were bright light for 15 ft. You can see in darkness as if it were dim light up to 15 ft.

I'LL WALK IT OFF: As part of a dust off, you negate the effects of a number of injuries equal to your Constitution modifier. (See "Injuries", p. 116).

HOLY FURY (BANE): You are vulnerable to radiant damage. You treat all damage dealt by ordained creatures or those wielding religious iconography as radiant damage.

ORIGINS IN PROPHECY: Gain proficiency in the Occult skill.

THE LAW OF HELL (BANE): You gain disadvantage against being charmed by magical means.

FIREPROOF: You are resistant to fire damage. In addition, as reaction you can subtract your Constitution modifier from all fire damage you suffer, until the start of your next turn (to a minimum of your proficiency bonus). You must take time before you can use this feature again.



SERVANT

Perhaps you sought this existence or inadvertently managed to stop someone else gaining its favour. You feel the pull of the world behind the mortal coil, the darkness between the stars. This awareness allows you to pluck at the final strands of a life before it passes away, empowering your own life by the death of others.

SERVANT TRAITS

ABILITY SCORE INCREASE: Increase your Wisdom score by 1.

DEATH IS ONLY THE BEGINNING: As a bonus action, you become resistant to non-magical bludgeoning, slashing, and piercing damage until the start of your next turn. You must take time before you can use this feature again.

ONE FOOT IN THE GRAVE: As a reaction, when a creature within 30 ft of you is reduced to 0 HP, you gain temporary HP equal to your proficiency bonus. You have a number of uses of this ability equal to your Wisdom modifier +1 (minimum 1).

UNHOLY VITALITY: When at 0 HP and a creature within 10 ft of your body is reduced to 0 HP, you regain 1 HP. You must take time before you can use this feature again.

PSYCHIC

The exact nature of an individual's psychic ability is as unique as the individuals who manifest them. Throughout history, organisations, nations, and creatures have tried to use the powers of these individuals for their own means. Many a calamity has been spared with a psychic image warning, and many a trap relied on the abilities of the psychic involved. Most psychics are humans who at some stage have begun to exhibit their abilities. Often this occurs early in their life, and it forever shapes it. Some manage to live largely normal lives, whether it be learning to control their gifts or through the limited nature of their abilities.

SOURCE OF POWER

Although the exact source of a psychic's abilities is still largely unknown, there are, of course, theories. To many, the curiosity of why these people, out of everyone, are the ones who have these abilities takes precedent over the wider implications for humanity as a whole. Though psychic ability can be observed as neurological activity, the answers are not always as clear as science would like.

Some individuals hold certain psychic powers that are alive. That the powers can grow and evolve leads to the question of what does that make the individual that is able to manifest such powers? If this is true, then psychics are susceptible to having

their powers evolve and manifest in new ways. Perhaps they have even greater control once the power reaches a stage of stabilisation, the traditional force of will and control over their powers running counter to this growth.

The parapsychologists have in turn suggested that the alternative to the living power theory is that it is more a metaphor. An individual who manifests psychic abilities is simply able to have access to additional senses, no more alive or separate from the individual than their sense of taste. This theory also suggests that the individual abilities are within their control and are part of them rather being caused by any external force.

NOTE FROM PERSONNEL: Agents requiring additional information on the documented theories relating to psychic powers should submit a request for archive access to the Research and Development Department. Such a request must be signed by the agent's team leader.



FORCE OF WILL

Regardless of how the individual sees their abilities and how they manifest, they require the psychic to develop a force of will that in time could move a mountain. To hold on to their identity as spirit rips at their mind howling in pain. To despite all evidence to the contrary know that you can move the door handle. To feel the heat of the fire and will it to not consume you but instead obey you.

Psychics often find that this willpower leaves them less well-suited for dealing with the more mundane elements of humanity. That being said, it is not unheard of for psychics to turn their singular force of will where other agents fail to persuade and charm. In turn, many take solace in the quieter moments of normality to forget that they are not like everyone else.

A FLAVOUR OF HUMANITY

Despite a psychic's powers and abilities, psychics are still human. Though their life has been fundamentally defined by their powers, they still have many of the same concerns as most outside of the Bureau, spending their downtime to keep up with their hobbies or the comings and goings of popular culture. Their powers may mark them apart from the rest of humanity when their powers are revealed, but they are still part of it. Agent Liz Sherman, for example, was living a normal life until her powers manifested and led to her being held in isolation at the B.P.R.D. Headquarters for an extended period of time. She has now spent more time with her powers than without them. Her life is for, better or worse, defined by her relationship to her powers as much as by her humanity. Agent Sidney Leach's metal manipulation, however, has proven to have less of an impact on his development, and he has lived a largely normal life before joining the B.P.R.D. He would be categorised as a complicated remarkable human.

Psychics who join the B.P.R.D. are often discovered when they first manifest their abilities, though there are a number of cases of psychics who are able to control their powers and discovered and recruited as part of a wider investigation. The B.P.R.D.'s Research and Development Department has a large number of psychics whose abilities are not suited for direct field work. Those who are approved for field work often find themselves taking leaves of absence, or quitting and re-joining the organisation, as the effects of cases or implications to their powers force uncomfortable questions surrounding the limits of their humanity and power.

PSYCHIC TRAITS

AGE: Psychics are humans who reach adulthood in their late teens and live less than a century.

SIZE: Psychics are humans and vary widely in height and build, from barely 5 ft to well over 6 ft tall. Regardless of your position in that spectrum, your size is Medium.

MOVEMENT: Your movement speed is 30 feet while walking.

LANGUAGES: You can speak, read, and write English and 1 additional language (see "Languages", p. 28).

ABILITY SCORE INCREASE: Increase your Charisma score by 2.

"GIFTS": You gain the Limited Psychic Awakening feat (see p. 71). You gain additional uses of manifesting Psychic Awakening equal to your Charisma modifier (minimum 1).

NOTE FROM PERSONNEL: Agents are held responsible for any damage or harm rendered by their abilities, though dispensation may be granted for extenuating circumstances. Unpromoted or unwelcome searching of a fellow agent's mind will result in a disciplinary hearing.



INNER RESERVE: You can spend a Hit Dice to roll it as part of a psychic manifestation. You can add the result of the roll to a psychic manifestation check made to manifest or maintain a psychic ability.

Alternatively, gain 1 additional use of psychic manifestation by spending 1 Hit Dice. You suffer psychic damage equal to the amount rolled by the Hit Dice when you use it in this way.

NEVER ALONE (BANE): You can negate a point of Doom you generate by acting on the suggestion of the voices whispering in your ear (the GM). A single suggestion might be shifting the area of effect for a ritual or dropping the detonator.

OPEN CHANNEL (BANE): You suffer disadvantage on any saving throw against becoming possessed.

STIFLE: As an action, you can attempt to stifle your abilities. Make a manifestation check. If successful, you consume a use of Limited Psychic Awakening but are able to suppress your bane features until you attempt to manifest your abilities.

Psychic Classification

A character with the psychic origin can select one of the following classifications of their powers.

Telekinetic

Individuals whose psychic powers are tailored towards moving and manipulating objects fall under this classification. Unlike psychokinetics, whose powers range from healing to materialisation, telekinetics specialise in levitation and movement.

Telekinetic Traits

ABILITY SCORE INCREASE: Increase your Wisdom score by 1.

BOLSTER STRENGTH: While manifesting your abilities, you can move objects as if your Strength score included your Charisma modifier. You can throw objects with this ability. (See "Improvised Weapons", p. 83).

CUSHION THE FALL: Use a reaction and expend a use of psychic manifestation to become resistant to any falling damage suffered before the start of your next turn. You can grant this to another creature within 30 ft provided you can see where they start or end their fall.

PARLOUR TRICK: Even when not manifesting fully, you are able to utilise your abilities in smaller ways. You can move a Small object within 30 ft as an action. The object cannot weigh more than 10 lbs. Agents often use this ability to open unlocked doors.

Medium

By channelling the ectoplasm produced in the individual's body, a medium can open their mind to the spirits and the echoes of their surroundings. Though this is never without risk, the information gained is irreplaceable.

Medium Traits

ABILITY SCORE INCREASE: Increase your Intelligence score by 1.

ECHOES: Even when not manifesting fully, you can use an action to gather the residue from an area or object as part of being thorough (see p. 121). Roll a d10. On a roll of a 10, you do not generate Doom for being thorough.

SECOND VOICE: While performing a séance (see p. 18), you gain resistance to psychic damage. You also gain advantage on Wisdom (Intuition) and Intelligence (Investigation) checks relating to information gained as part of the séance.

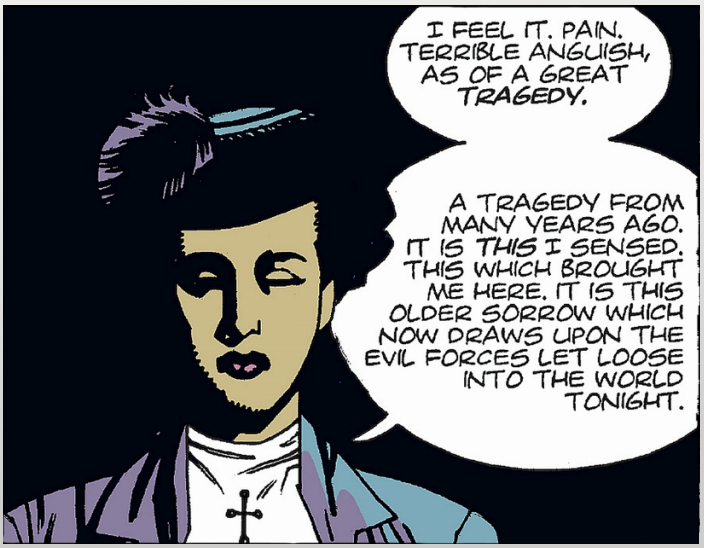
SIXTH SENSE: Gain proficiency with the Intuition skill.

Psychokinetic

The B.P.R.D. is home to a number of individuals that can use their psychic abilities to manipulate the physical world. Usually this ability is limited by the type of material or energy. The most famous of these agents is Liz Sherman and her ability to manipulate and control fire. Other notable examples include Sidney Leach and his ability to detect and manipulate metal.

Psychokinetic Traits

ABILITY SCORE IMPROVEMENT: Increase your Dexterity score by 1.



AT THE RIGHT TIME: You create a small manifestation of your ability, such as a flame on your fingertip or a cupful of water. The manifestation lasts for up to 1 minute then dissipates, although its effects remain—a fire you caused still burns, thirst is slaked, etc. You can do this a number of times equal to 3 + your Charisma modifier. You regain all uses after a return to base.

MANIPULATION: You gain the Psychokinesis feat.

Psychic Manifestation

Psychics need to draw on their willpower to manifest powers. This serves a dual purpose, however, as they also need to ensure that their powers do not consume them or leave them vulnerable to entities such as ghosts and spirits, who are drawn by both the psychic's power and their link to the psychical world.

As a bonus action, you can attempt to manifest your abilities by making a Charisma saving throw with the following DC:

- DC 8 + the number of psychic features you possess

For this purpose, psychic features includes each psychic classification trait and each feat that manifests as a psychic power (including Limited Psychic Awakening), plus each lesser manifestation you know. If a trait grants a feat, only apply the modifier once. For example, as a 5th level agent with the psychic origin and medium psychic classification but no other psychic feats, you would manifest your powers on a DC of 13, adding 5 to the base DC for Limited Psychic Awakening, 3 psychic traits from medium, plus 1 for the lesser manifestation you gain.

If successful, you manifest your abilities for up to 1 minute, sustaining focus on them by expending a bonus action and repeating the Charisma saving throw on your turn. On failure, the power does not manifest and you suffer 1d6 psychic damage. If you lose your sustained focus while manifesting your powers, you deal 1d6 psychic damage to either yourself or a creature within 5 ft of you at the end of your turn.

Lesser Manifestations

Some tricks can be performed without manifesting psychic powers fully. These are often determined by psychic classification.



You learn lesser manifestations as part of your origin or through psychic awakening via a feat or in-game action. Regardless, you learn a lesser manifestation once you have lived with your new powers for 5 levels, at which point you select a lesser manifestation from the list here.

CENTRED: As a bonus action, until the start of your next turn, you can add 1d6 psychic damage to a successful attack roll.

ELECTROKINESIS: You can manipulate electric currents. You can drain the power from a piece of equipment, rendering it useless and gaining a number of d6s that can be used to release an attack or power another piece of equipment. The number of d6s is determined by the size of the equipment drained and the number of uses it had remaining. A Small item with 10 uses would grant 10d6, where as a Medium item such as a laptop without limited uses would grant 15d6s.

You can use 1d6 to awaken a creature with 0 HP, granting it 1 HP but also a level of exhaustion. When released as an attack, make a ranged attack roll using you Charisma modifier plus your proficiency bonus. If the attack hits, it inflicts 2d6 lightning damage. This increases to 3d6 at 11th level and 4d6 at 14th.

HYDROKINESIS: You can manipulate water. You can hurl it as an attack, cause it to part, make it run contrary to the laws of physics, or attempt to interfere with the water in a creature's blood stream. To hurl water as an attack, make a ranged attack roll using your Charisma modifier plus your proficiency bonus, If the attack hits, it deals 2d8 cold damage. This increases to 3d8 at 11th level and 4d8 at 14th.

You can also drown a creature, causing it to hold its breath as if submerged in water (see "Drowning and Suffocating", p. 101). The creature may attempt a Constitution saving throw to break free, with a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failure, it suffers damage as though you had hurled water at it. On success, it suffers half this damage then breaks free from the drowning effect. Creatures without water in their bloodstream are immune to this attack.

MINOR MANIPULATION: You perform minor manipulations such as opening unlocked doors while 15 ft away.

OPEN MIND: You can use a bonus action to add 1d4 to an ability check you make within the next minute. You have a number of uses of this ability equal to your Charisma modifier plus 1.

PYROKINESIS: You can manipulate fire. You can allow a creature to pass through it without taking damage, cause the fire to move, or fling it as an attack. Manipulating fire takes an action.

When flung as an attack, make a ranged attack roll using your Charisma modifier plus your proficiency bonus, dealing 2d10 fire damage on a success. This increases to 3d10 at 11th level and 4d10 at 14th.

REACH OUT: As an action, you close your eyes and reach out to sense the area around yourself. You learn if the area is a site of power or if it has been in the last 50 years and can sense basic information about the area. (See "Sites of Power", p. 145).

TELEKINESIS: You can manipulate Tiny and Small objects, moving them up to 15 ft per round or flinging them as an attack. When flung as an attack, make a ranged attack roll using your Charisma modifier plus your proficiency bonus. The attack deals 2d6 bludgeoning damage if successful. At 11th level you can manipulate Medium objects, increasing the damage to 3d6. At 14th level, this increases to Large objects and 4d6 damage.

Optional Rule: Mutating Powers

If the GM allows, an agent's psychic abilities grow the longer they have them. This provides an option for an agent that has only just had a psychic awakening to have less capability than someone like Liz Sherman, who has been living with her powers the majority of her life.

The Mutating Power Table allows this option to come into play. The Level column refers to how many levels an individual has had access to psychic powers. An agent at 11th level who took the Psychic Awakening feat at level 4 has had their powers for 7 levels, for example. Bonus Uses relates to the number of additional manifestations the agent gains, Lesser Known provides the number of additional lesser manifestations they gain, and Bonus Damage is the number of additional damage dice an agent gains when manifesting a psychic power that inflicts damage.

Mutating Powers Table

Level	Bonus Uses	Lesser Known	Bonus Damage
1-4	—	—	—
5-7	—	1	—
8-10	1	1	1d6
11-13	2	2	2d6
14-15	3	2	3d6
16-18	4	3	4d6
19-20+	5	4	5d6

General Psychic Uses

The following uses are available to agents that have access to psychic manifestation, such as through the psychic origin or the Limited Psychic Awakening feat.

PSYCHOMETRY

You can reach out and sense the aura and memories of an area or individual, gaining advantage on Investigation, Persuasion, and Intuition checks. Additional information that may be gained at the GM's discretion includes the lasting memory or aura of the creature or area, the surface emotions of the creature, the presence of creatures in the area, a point of interest of the area, or a question that the creature targeted does not want asked.

PSYCHIC INVASION

You may attempt to overpower a creature's mind by making an opposed Charisma check. If you win, the targeted creature takes 2d6 psychic damage. If you lose, you must repeat the Charisma saving throw made to manifest this power, suffering 1d6 psychic damage from backlash on failure. Damage from this feature overcomes all resistances or damage reduction. At 10th level or higher, you can attempt to force a creature you have successfully invaded to take movement and action, including speech, as you wish. To do this, you must make a Charisma check with a DC equal to the creature's Charisma score. The target suffers damage from the invasion after you complete nominating how it will act on its turn.

SÉANCE

After successfully manifesting your powers, you can offer your voice to the spirits. To perform a séance, you must complete a manifesting saving throw for each question. To end the séance, you must succeed in an opposed Charisma check against the spirit. If you lose the contested roll, you are possessed it.

At 10th level or higher, if you begin a séance but no spirit emerges to speak through you, do not mark off a use of psychic manifestation so long as you only attempted a séance.

Ghost

In hindsight, death should always be in the top five of the worst things that could happen, at least twice, preferably. Regardless of how much you feared it or how careful you were, the fact remains that you are particularly, deceased or dead. Oddly however, this was not the normal ending that you had come to believe would be the natural progression that came with life ending. You remain in a spectral form. A ghost.

What causes a ghost to remain after the body dies is determined by a number of factors, or rather those that are known. In some cases, the psychic potential or ability of the individual is

a contributing factor. In others, the level of supernatural activity that perhaps was the cause of the individual's demise is the cause, or they were slain across the road from the site of supernatural activity. The universal factor with all ghost-like entitles is motivation, often referred to as unresolved business. This can include revenge against those that killed them or stopping the same fate befalling others at the same location. That being said though, this provides explanation of why many ghosts remain.

THE END OF BEGINNING

The history of ghosts is as old as the world itself. Many legends speak of spirits and ghosts interchangeably. Ghosts are a category of entities that once lived though their consciousness lingers in a non-physical form after the loss of their physical. Caught out of phase between the spiritual and physical dimensions, they can sometimes reach across from the astral to interact with the physical. The B.P.R.D. has documented cases of ghosts aiding their investigations, such as Lobster Johnson, though the majority would appear to require more help than they can lend. That does not detract from the fact that the limited assistance spirits or ghosts can offer is often irreplaceable.

THE CONSCIOUSNESS

Some supernatural creatures can cause a ghost to linger even against their will. Once these creatures are defeated, the trapped ghosts are allowed to move on. The minority that occur outside of these incidents are usually unable to move on due to emotion, unfulfilled desire, or becoming trapped via magical means such wards or glyphs. The tragedy occurs when ghost linger but are little more than projections, lacking awareness and consciousness, locked in a loop of activity unable to deviate until they are only known by the strange happenings, the slamming of doors, with all memory of who they were lost.

ECTOPLASM

A luminescent semi-solid material that to most sensors is comprised of water vapour, ectoplasm allows spirits and similar etheric entities such as ghosts to shape and interact with the physical world. The most common source of ectoplasm is that which is produced within a medium's or psychic's body. The substance is believed to be a supernaturally conductive element that allows the laws of reality to be bent, similar to weak spots that allow creatures partly in the spirit realm to reach across into the physical.

WHAT COMES NEXT

Most creatures' souls move on once released from their mortal form, though where they go is still a mystery. Despite the knowledge of other worlds such as the spirit world and Hell, the answers about the afterlife are still a mystery. There are a few documented cases of souls, life forces, returning to their mortal forms when they were removed by supernatural means. Liz Sherman, for example, was restored to life after being pronounced dead through Roger's abilities to consume her life force. Agent Jonathan Krauss survived the destruction of his body while being in the unique position of projecting outside of it via his psychic ability. He interacts with the physical world via his containment suit. These however remain the exception rather than the rule. Spirits that are able to resolve what is trapping them and move on do not return according to the documented cases within the archive.

The ghosts that aid the B.P.R.D. are the rarest of agents. However, unlike the cursed being freed from their past, ghosts instead have to face a more present threat in how their link to the spirit world affects both themselves and their work.

NAMES

Ghosts often keep the names they had in life. Though in some cases, titles or nicknames replace their true name as the years come and go and the ghosts' links to their past and the world around them fade.

NOTE FROM PERSONNEL: Wherever possible, agents with a currently physically deceased team member should be mindful of comments relating to what the worst outcome may be. Further, agents who are currently physically deceased are to please refrain from undue wandering into restricted areas of the facility



GHOST ORIGIN TRAITS

AGE: You gave up aging when you gave up your body.

SIZE: Ghosts often manifest as ectoplasmic reflections of their former body. Your size is Medium.

MOVEMENT: Your movement speed is 30 feet while... walking?

LANGUAGES: You can speak, read, and write English and 2 additional languages (See "Languages", p. 28).

ABILITY SCORE INCREASE: Increase your Intelligence score by 2.

ECTOPLASM USES: Unless otherwise stated, each use consumes 1 Hit Dice or 1 point of Ingenuity:

- **PUPPETEER:** You can expend your reaction to cause a creature that has been reduced to 0 HP to immediately move up to half its movement speed and make a single attack before it falls. Outside of combat, if the soul is still present, the corpse will answer one yes or no question.

- **WANDERING SPIRIT:** You can explore an area up to 30 ft away from your "body". Your projection is resistant to bludgeoning, slashing, and piercing damage while outside of your body. You suffer 1 point of psychic damage each round you are projecting in this way. Any damage your "body" takes while projecting is treated as being vulnerable to.

STABILITY: Your HP is replaced by Stability. If it reaches 0 and you begin making death saves, you are attempting to remain manifest as a conscious entity. If you fail, you are unable to manifest again. Three failures render you unable to manifest as a conscious entity for 1d100+12 years, and when you do manifest again, you are likely to be the kind of entity that the B.P.R.D. would be called to deal with.

TENUOUS PHYSICALITY: You do not suffer injuries. When you would suffer one, your maximum Stability is instead reduced by the injury severity times your proficiency bonus. You recover maximum Stability when you return to base. The rate of recovery is the same as injuries.

WHAT BIOLOGY?! (BANE): You cannot regain Stability from the use of medical kits. To stabilise at 0 HP, you must succeed on a DC 15 Intelligence (Occult) check. You only regain half of your Stability from any feature that would restore HP, apart those regained with Hit Dice.

Classification of Ghost

An agent with the ghost origin can select one of the following classifications of their current existence.

Bound

Whether through a containment suit, being bound via ritual to an object, or any other method, you are still able to manifest in the mundane world and move about relatively freely. Bound ghosts are able to directly interact with the physical world.

Bound Traits

ABILITY SCORE INCREASE: Increase your Dexterity score by 1.

CONTAINMENT VESSEL: This vessel can be repaired to contain the ectoplasm which allows your physicality to manifest and maintains your Stability. You can use medical kits to regain Stability as if it were HP and regain the full amount of Stability from other features that restore HP.

BREACH (BANE): When you suffer a critical hit, you suffer an additional point of damage at the end of your turn. An agent can spend an action to make a DC 15 Intelligence (Technology or Occult) check to patch the breach to your ectoplasm containment. On a success, they stop the additional damage from the critical hit. If you take time or dust off, the breach is sealed as a free action as part of the narrative time.

PHYSICALITY: You can interact with the physical world as if you were mortal.

Wandering

You are not physically bound to the mundane world and are instead bound by your will and the business that keeps you from moving on. Though this allows the ghost greater protection from mundane threats, it does leave them disconnected from the physical world. This in turn drives their detachment from the living, leaving them increasingly isolated with nothing but the memory of the life ripped from them to console them.

Wandering Traits

ABILITY SCORE INCREASE: Increase your Charisma score by 1.

VOICE VESSEL: You have a backup agent under your control in combat and role played by the GM. If your voice vessel is another player's agent, when you control their actions, they can still



communicate with you and make suggestions for the course of action. The name of this agent if using a backup agent will change as the pool of volunteers changes with each Case File. You can possess this agent to interact with the physical world as an action for up to 10 minutes. You can do this a number of times equal to your proficiency bonus +1 and regain all uses when you return to base. (See "Backup Agents", p. 105.)

MANIFESTATION: You can manifest a number of times per Case File equal to your proficiency bonus. While manifesting, you can interact with the physical world as if you were mortal. For each combat round you are manifest, you suffer 1 point of damage that cannot be reduced or ignored in any way. This damage grows by 1 point each subsequent round, so 1 damage for the first round, 2 for the second, 3 for the third, and so on. This damage can be recovered through normal methods of regaining Stability.

ETHERIC: You are treated as always being a wandering spirit. You are visible and can move freely. You cannot carry items or equipment unless you manifest. When possessing a creature such as your voice vessel, you take half of any damage suffered by the possessed creature. While possessing a creature you are vulnerable to psychic and radiant damage.

VENGEFUL (BANE): You become incensed, whether it be from flashes of your original death or a sudden slip in control. When you generate Doom, the GM can immediately spend it to activate this bane. While under the effect of this bane you become single minded in the pursuit of one creature or goal determined by the GM, imagined or real.

Fae Influenced

It's theorised that the Fae have been inhabiting parts of our world for long enough to have witnessed its beginning. The legends surrounding them speak of a last refuge of the old world hidden from humanity behind the pathways and gates that the Fae creatures use to travel the mortal world. The history of the Fae creatures and the legendary history of the world are heavily interwoven. The one fact that agents can embrace is that these creatures will hold themselves to the letter, if not the spirit, of an agreement or promise that they make.

Appearance and Favour

Fae creatures vary in their appearance. Some appear largely human with distinct features such as earthly skin tones, horns, claws, and tusks. Others have animalistic features such as pig like heads and bulbous hairy bodies. The origins of the myths of goblins can be tracked to these creatures. Regardless of where they fall in this spectrum, Fae use shape changing abilities, sometimes referred to as glamour, to appear human, allowing them to pass through the human world undetected.

Humans who have been granted their favour find that they have unnatural longevity and a seemingly endless youthful appearance. Some find they are able to recognise the pathways and hidden gateways that the Fae use to travel to their hidden places and perhaps even back to the world of the Fae.

The Origins and Courts

Most Fae folk that the B.P.R.D. have encountered are descendants of the Tuatha De Danann, the Irish faeries of legend. There are rumours of a Scottish Seelie Court, Welsh Court of Ellyllon, as well as the Nordic Trolls and the Germanic Feens. Reports in the archive are inconclusive relating to these other groups.

Much of Fae culture and society remains obscure and unknown to humanity. Given their ability to travel from one world to another, many hold they are more similar to spirit-like creatures. They would appear to have a hierarchy with a queen or king at the top, but little else is known.

There are wider myths of Fae appearing as human during the day, only for their heads to detach and take flight once night falls, hunting for the flesh of an unwitting bystander. This has led to a working theory that the more monstrous Fae creatures' powers are derived from the time of day, that they flourish in the dark where human senses fail. This also suggests a more coherent explanation of the Fae's decline with the rise of the modern world, iron being part of manufacturing and architecture and light after dusk banishing back the darkness.

Nobles

There are documented cases of nobles within the Fae courts appearing largely human and possessing extraordinary powers, such as shapeshifting and an ease of channelling magical energies. Nobility of the Fae may join the B.P.R.D. out of a deal struck with an agent decades ago or simply to see the decline of their kind staved off. After all, if this world ends, there will be no human children to steal to replace their dwindling number.

NOTE FROM PERSONNEL: Agents found to have willingly or knowingly aided in the extraordinary rendition of members of the public to other dimensions, realms, or parts of reality will face immediate disciplinary action.



CHANGELINGS

There was a time when the Fae would leave behind changelings in place of the human children they stole, though the creature would eventually be discovered and forced to flee. Perhaps they would let part of their appearance slip, give into their "unique" sense of humour, whisper words in the dark, or else the family would somehow sense that something was not right. Regardless, the results were often traumatic. Changelings that join the B.P.R.D. typically use a humanoid appearance to fit in with their new family, but still are able to shift their appearances.

PRANKSTERS

Fae creatures have a universally odd sense of humour. They delight in pranks and outwitting other creatures and each other. Despite this, there is very rarely any malicious intent behind the pranks, not directly at least. An agent may find their shoelaces replaced with strawberry lace candy, or their keys hanging from the branches of the third tallest branch of the nearest tree. Though these pranks are ultimately harmless, they often set in motion a series of events that either lead to great calamity or avoid it; in retrieving the car keys, the agent discovers a glyph only visible from a height.

IRON

The application of an iron implement, a horseshoe for example, has similar effect upon a Fae creature as an electrical current to a human. It is visibly painful, sometimes leaving scorch-like scars, and disrupts their ability to alter their appearance, revealing their true nature. This vulnerability appears to also be passed on to those they favour, causing those that are returned after a lifetime in their realm to suffer from the same bane. This does not appear to be the case for those who are returned after a short period of time. (See "Limited Awakening", p. 10).

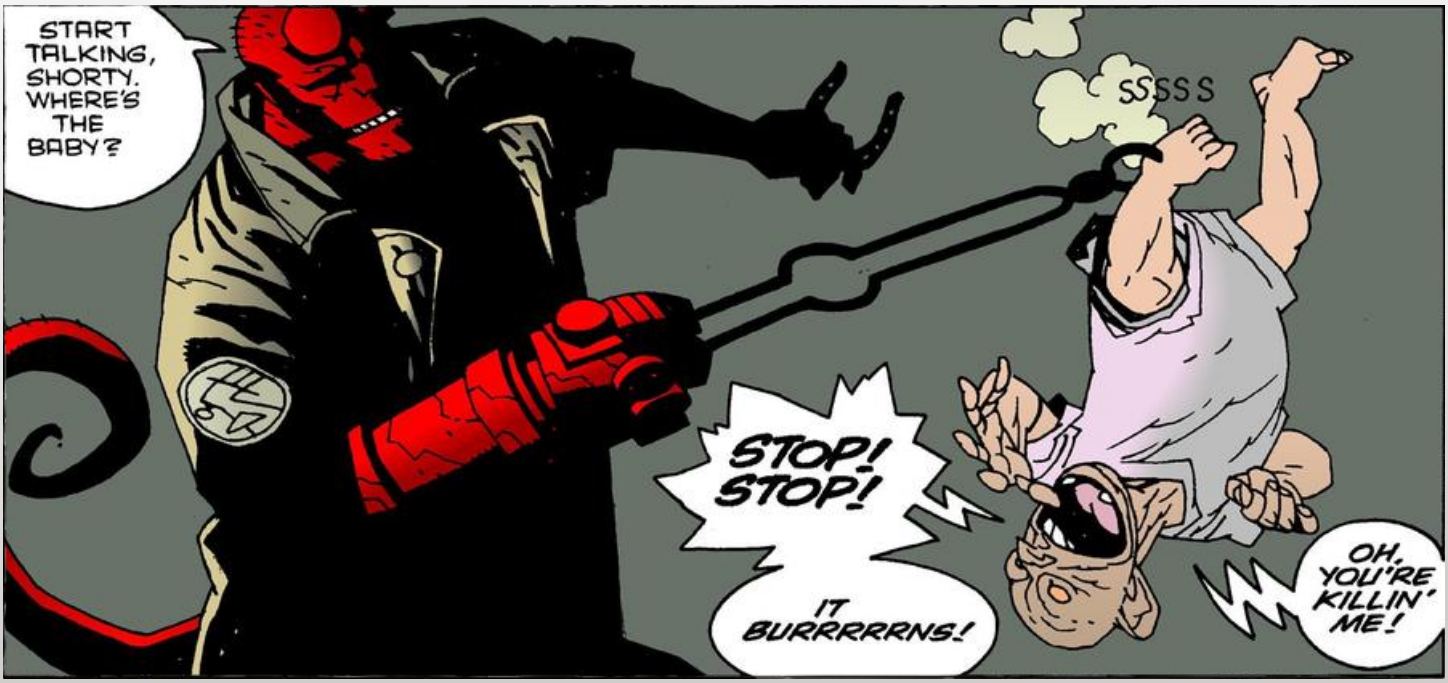
UNBREAKABLE PROMISES

One of the few unifying features of Fae creatures is their seemingly supernatural inability or unwillingness to break the word of their promise and deals. On the documented cases where Fae creatures have aided agents of the B.P.R.D., they have proven that they will remain true to the word rather than the spirit of the agreement. The additional conditions that they add to these agreements can seem somewhere between unrelated and petty, but they in some minor way are like a small cogs in a great machine serving a greater purpose. This purpose is often revealed much later if at all. The chaos theory of a butterfly's wings causing hurricanes six thousand miles away is a great example of a Fae promise.

Unlike some creatures, the Fae would appear to have no wish to see this world end. Though whether that is benevolent or simply because their fun would end is up for debate.

NAMES

Names for Fae creatures often have a basis in the Gaelic tongue from which springs many of the legends surrounding them.



Similarly, creatures from the rumoured courts around Europe also have names that are rooted in the cultures that developed around the lands they inhabited. Whether the human tongue was influenced by them or not is a matter discussed among the Linguistic Department in B.P.R.D.'s Research Division.

FAE INFLUENCED TRAITS

AGE: Fae creatures live for an indeterminate amount of time, seemingly untouched by age. Even those with their favour find they have a near-eternal youth.

SIZE: Fae creatures vary widely in height and build, from barely 5 ft to well over 6 ft tall. Regardless, your size is Medium.

MOVEMENT: Your movement speed is 35 feet while walking.

LANGUAGES: You can speak, read and write English, Gaelic, and 2 additional language. (See "Languages", p. 28.)

ABILITY SCORE INCREASE: Increase your Wisdom score by 2.

ETERNAL YOUTH: Any effect that would age you is reversed when you return to base.

BOUND BY WORDS (BANE): You generate a number of points of Doom equal to half your proficiency bonus (rounded down) when you break or go back on your word. The GM has final say on when this occurs.

IRON (BANE): You are vulnerable to any damage dealt by iron weapons, tools, or objects.

OLD LUCK: Generate a number of points of Doom equal to your proficiency bonus and reroll a single d20. You must use the new result. You regain this feature after a return to base. (See "Resting", p. 103.)

SEE THE GAPS: You gain advantage on Wisdom (Perception) and Intelligence (Investigation) checks to detect illusions.

THE OLD TALES: You gain advantage on Intelligence (History) and (Occult) checks relating to fairy tales.

VIGILANT: Magic cannot cause you to fall asleep unless you are willing.

Classification of Fae Influence

An agent with the Fae influenced origin can select one of the following classifications of influence being exerted over them.

The Favoured

Rather than being a Fae creature, you have been granted their favour. Perhaps you were too young to remember why, and you still don't fully understand that your imaginary friends may have been all too real. Alternatively, perhaps you were replaced as an infant by a changeling but were returned shortly after for reasons still unclear. Documented cases include Alice Monaghan recovered by B.P.R.D. agents as an infant from Fae creatures.

FAVOURED TRAITS

ABILITY SCORE INCREASE: Increase your Charisma score by 1.

KNOWING WHERE TO LOOK: You gain proficiency in the Perception skill.

MISCHIEF: You gain advantage on Wisdom (Perception) checks to detect creatures that are hiding.

SPIRIT OF THE CONTRACT: When attempting to complete a ritual, you can make a single channelling check as if you were proficient. You can declare use of this feature before or after rolling. You must take time before you can use this feature again. (See "Resting", p. 103.)

The Replaced

You were replaced by a Fae creature, perhaps you still are. The Fae often leave behind small changeling-like creatures in the place of the human infants they take to bolster their ever-diminishing numbers. Upon returning to the world, you are as much as part of the Fae world as the creature that replaced you.

REPLACED TRAITS

ABILITY SCORE IMPROVEMENT: Increase your Dexterity score by 1.

ANCIENT CONTRACTS: You gain advantage against becoming charmed via any means.

CONTORTED FORM: As part of taking time you can reduce your size to Small or return to being Medium size.

GLAMOUR: You can attempt to hide when lightly obscured, such as by dim light or debris, provided you have broken line of sight with the creatures you are attempting to hide from.

NATURAL WEAPONS: Use a bonus action to summon forth your natural weapons, whether tusks or talons. You are proficient with these natural weapons they have a range of 5 ft and deal 1d6 + Strength modifier slashing or piercing damage.

LIFE BEFORE THE B.P.R.D.

Life before joining the B.P.R.D. can shape an individual as much as any experience gained during their time with the Bureau. An agent with the remarkable human origin can select one of the following headings to represent their life before the B.P.R.D. Any features gained are in addition to those from their origin.

Remember to skip this step if you have chosen an origin other than remarkable human.

ACADEMIC

Whether you completed your studies before joining or are still cramming for night classes, you are proof that there is no experience like the one gained first-hand. You may have been a priest, a researcher, or a conspiracy theorist. You spent the majority of your time before the Bureau engaged in research and learning.

ABILITY SCORE INCREASE: Increase either your Intelligence or Wisdom score by 1.

PROFICENCIES: Gain proficiency in either the History or Religion skill. You gain proficiency in 1 additional language.

THEORETICAL LEAP: When you add a point of Ingenuity to the Investigation Sheet, roll a d10. On a result of 5-10, you generate a point of Ingenuity, on a 1-4 you generate a point of Doom.

ALL-ROUNDER

Personnel have a rough time pinning down exactly what you did before joining. Still, a few years backpacking, some bar work, a couple of summers working the festival scene, a winter in a call centre, a stint at car sales, and that month spent as a farm hand have given you a surprising skill set, such as recalling the original myth behind goblins, or being able to rewire a 1920s fuse.

DIE HARDER: You gain 1 additional use of both Do or Die and Unmatched Focus (see p. 10). You can exchange 1 use of either trait for a sub-feature as part of customisation. You must exchange all uses of either trait to gain a main feature.

PROFICIENCIES: Gain proficiency in any 2 skills and 1 language of your choice.

CENTRAL RECRUITMENT

You were drawn to the B.P.R.D. from another government agency for any number of reasons. Challenge, curiosity, or revenge perhaps. Either way, you've not looked back. Personnel has your file, which has all of your exam and fitness tests results. Unlike others you could mention.

THOROUGH SCREENING: You gain advantage against becoming frightened and any effect that inflicts psychic damage.

MUDDLE THROUGH: You ignore the effect of the first injury you sustain during each Case File.

MILITARY OR LAW ENFORCEMENT

The B.P.R.D. has a proud history of working alongside armed forces and law enforcement across the globe. To their allies' ire though, the Bureau is not above making job offers to those that possess the required disposition or skills that could be put to use as part of the larger fight against the forces of darkness.

ABILITY SCORE INCREASE: Increase either your Strength or Constitution score by 1.

HARDY: You gain 1 additional HP each time you gain a level.

PROFICIENCIES: Gain proficiency in either the Athletics or Bureaucracy skill.

OLD HAT

Whether due to the march of time or a the fact you enjoyed a simple life prior to joining, your life before the B.P.R.D. is a little fuzzy. Maybe you joke that you are part of the furniture, or perhaps you lunch with members of the Enhanced Powers Team.

LEARN TO DUCK: Gain proficiency in 1 saving throw of your choice.

PROFICIENCIES: You gain proficiency in 2 skills and 1 language of your choice.

PROFESSIONAL

From IT technician to financial management, the profession you once practiced may seem a world away from where you are now. That being said, transferable skills never meant so much as they do when critical thinking stops a Fae trickster from claiming your, as well as your team's, teeth, your firstborn, and whatever half of your waking walk means.

ABILITY SCORE INCREASE: Increase your Dexterity or Charisma score by 1.

PROFICIENCIES: Gain proficiency in either the Persuasion or Technology skill.

SAVVY: Reroll a single d20 as part of an Ability check. You may use either result. You must return to base before you can use this feature again. (See "Resting", p. 103)

CHAPTER 1: ORIGINS

RECRUITMENT

Life in the B.P.R.D. can be called many things, normal has never been one of them. Since its foundation, it has attracted and recruited the most remarkable that the world has to offer. The path to employment at the Bureau is as varied as the operatives. Each agent selects an option describing their recruitment The trail that led your agent to the Bureau will offer additional skills and even special perks you may use during your cases.

Despite being a federal agency, the B.P.R.D. has a wide recruitment practice reaching out from the shores of the United States. The diversity of the people who the Bureau recruits is as varied as the threats they face. Those who present powers often find themselves offered the opportunity to apply. Individuals who undertake once benign or obscure research can find themselves the only one with the knowledge to stop the looming threat. Doctors, soldiers, psychics, librarians, and electricians, the B.P.R.D. is a job as well as a calling or refuge to some.

Each method of recruitment provides skills an agent has gained along the way, as well as features that can provide them with secondary objectives and goals. For example, an agent could be able to call on old channels for equipment via the local law enforcement. Alternatively, assuming that the agent's annual review goes well, they might not have to explain why the several magical artefacts they signed out cannot be returned.

CROSSED THE LINE

The research you were undertaking pointed to conclusions that at the time sounded like something out of a bad 1930s pulp comic. That was until the federal agents turned up and informed you that the subject of your research was loose, and they need to know how to kill it.



SKILLS: Gain proficiency in two of the following: Occult, History, Religion, Science, or Technology.

RESEARCH FOCUS: Once per Case File, you can recall where additional relevant information on an artefact, legend, creature, or location would be found.

DISCOVERED

The Enhanced Powers Team is filled with individuals that the B.P.R.D. discovered, both physically and spiritually. Such individuals learn to live with their abilities or current situation and some spend extended periods of time being studied by the Research Department in the live-in labs.

SKILLS: Gain proficiency in two of the following: Occult, Religion, Steady Hands, or Science.

THE OTHER SIDE: Understanding the other side of the coin grants you advantage on Wisdom (Intuition) checks related to discerning the behaviour of creatures or witnesses of the supernatural. You must return to base to use this feature again.

RECOMMENDED

Perhaps joining from another agency, branch of the armed forces, or from overseas, you arrived at the B.P.R.D. with some useful contacts, research, or skills that were able to smooth over some questions raised by Personnel Development.

SKILLS: Gain proficiency in two of the following: Bureaucracy, Athletics, Survival, Religion, or Steady Hands.

OLD CONTACTS: Generate a number of points of Doom equal to the total number of agents, then generate 1 point of Ingenuity per agent *or* place a point of Ingenuity on the Investigation Sheet. You must return to base before using this feature again.

RETURN TO SERVICE

Just like the B.P.R.D. itself, field work isn't for everyone. Whether your leave of absence was only from the field work or the entire B.P.R.D., the result is largely the same. Lots of new faces and a new way that the world is going to end.

SKILLS: Gain proficiency in two of the following skills: Athletics, Investigation, Medicine, or Survival.

BACK CHANNELS: Before leaving base, you can gain additional Requisition points equal to your proficiency bonus (see "Requisition", p. 73). You must complete a Graphic Novel before using this feature again.

TRADITIONAL CHANNELS

There are agents that are recruited via the more normal methods. You have an interview, forms, and even an orientation day.

SKILLS: Gain proficiency in two of the following: Athletics, Perception, Investigation, Technology, or Bureaucracy.

ANNUAL REVIEW: Once per Graphic Novel, you can request access to the next level of clearance or Requisition items. The GM can cause this request to be approved the following Case File or later at their discretion.

WRONG PLACE, RIGHT TIME

Perhaps your expertise was required on a field operation in your local area. Alternatively, you were in the wrong place at the right time, and with the aid of the B.P.R.D., you escaped from whatever was going bump in the night.

SKILLS: Gain proficiency in two of the following: Occult, Science, Athletics, or Perception.

SINK OR SWIM: You can spend a point of Ingenuity to roll a d6 and add the result to your AC until the start of your next turn. You must return to base before you can use this feature again.

TIME SERVED

This section deals with the agents' employment at the B.P.R.D., what they do when they are not jumping on a plane to fight a ghost, and what keeps them going. This also deals with how long the agent has been part of the B.P.R.D. and is an opportunity to discover how their approach has affected their career and some of the history of the team.

Regardless of career length and experience at the B.P.R.D., agents tend to find they can characterise their experiences in a few choice words. In some cases, this can also describe their actual day to day job outside of fieldwork. Agents can select 1 of the following features as part of their life at the B.P.R.D.

BACKUP AGENT

The majority of your time at the B.P.R.D. has been spent hoping you aren't needed. Deploying as part of a rescue team or rapid deployment response unit with Internal Affairs, you are usually concerned with containing a very real and immediate threat.

COOL UNDER PRESSURE: Turn a focus check you have just failed into a success. You must return to base to use this feature again.

NEW RECRUIT

Everyone had to start somewhere. You may have been part of the Bureau for many years but have succeeded in avoiding fieldwork so far. But, how bad could be it be?

FRESH IN MY HEAD: Spend a point of Ingenuity to gain advantage on a skill check you are proficient in. You must return to base before you can use this feature again.

ON THE PERIPHERY

You may have worked the perimeter during other field operations, operated the machinery at an investigation's base camp, or conducted follow up operations to ensure that the area does not have a repeat of its "issues".

SEEN THINGS BEFORE: Spend a point of Ingenuity to gain advantage on a single saving throw. You must return to base before you can use this feature again.

SEASONED OPERATIVE

The sight of you back at base is so rare that it can be taken as a sign of the apocalypse. You live for field work, and you don't know what you would do outside of the B.P.R.D. This sometimes leads to you acquiring an air of almost smug certainty, believing you have seen everything. Regardless, you always get results.

ACTION OVER DETAIL: Expend a use of this feature to gain advantage on initiative. If using the alternate initiative rules, you may make a two action turn as a fast turn. You must return to base before you can use this feature again.



Drive

Knowing they are facing the worst terrors to plague humanity and reckoning with the fact that each Case File could be their last, exactly what is it that drives an agent to keep fighting?

Every agent should carry a core drive. Whether something to prove, an inherent belief or faith, a drive to protect someone or something, or a conviction that they hold—often to the detriment of themselves and others. Agents have something that keeps them on task long after others have fallen by the wayside. In mechanical terms, an agent's drive is an ongoing ambition, responsibility, or belief that can be drawn on to provide additional Ingenuity. The fact they are drawing on a drive means it can also come at a cost to the agent or those close to them.

You can choose a core drive as part of character creation, but your drive can also change during and between Case Files. To begin with, it is likely easier to pick a drive that relates to your character's life before the agency, their recruitment, or their time served, but this does not always need to be the case. Once you have chosen a drive, discuss it with your GM and outline some sample situations in which it might come into play.

As an example, John has created a character named Ash Nowak, who he sees as a team leader for the group's diverse, multi-national response team. Having taken the recommended recruitment origin, he agrees with the GM that he was specifically sought out to lead the team. As the group will be under a lot of scrutiny from multiple agencies from the outset, John feels that "proving my international team can work seamlessly" will offer the perfect opening drive for Ash. John consults with his GM and agrees that because of his desire to prove the team will work effectively, the drive can come into play when Ash does not wait to see if another agent's contribution has succeeded before pressing on with a plan.

An agent's drive doesn't have to influence every decision made but should be used to provide a channel to your agent's motivations. Mechanically, it's also a means to reward you for taking risks that your agent would take given the opportunity.

Driving Ingenuity and Doom

Beyond the two player-facing benefits, drive also provides the GM with a method for flavouring generic Doom spends and their effects on specific agents (see "Doom", p. 121). For example, John's agent, Ash, is required to make a Wisdom saving throw against possession by a spirit. Narrating that Ash is overwrought with doubts concerning his team's performance, the GM spends 2 points of Doom for the roll made with disadvantage.

Similarly, drive can prove to be a great source of inspiration to drive the narrative when a player spends Ingenuity. That same drive to have the team work effectively mentioned previously could mean an Ingenuity spend to boost an ability check that turns a failure into a success, representing Ash's drive to be a positive example to the team.

Example drives are offered below. You are very much encouraged to come up with your own but if you're struggling, the GM can opt to let you develop one over the course of play

Multiple Drives

You may feel that your agent has multiple ambitions guiding their actions. It certainly makes sense if they do. You're free to write down several traits and quirks that send your agent back out into the field day after day. These are your agent's background drive. Make sure to note only one, however, that provides their key drive to succeed, persevere, or survive. It's this core drive that provides the mechanical benefits discussed here.

Sample Drives

- I am more than my powers.
- I am not too old for this.
- My team can overcome anything.
- I prefer speaking with ghosts; demons and everything else are just children.
- Faith will overcome all.
- Survival is never a failure.
- Everyone is guilty of something.

Evolving Drives

Much like your own goals and aims change over time, an agent's drive can evolve and culminate throughout the course of play. Although some ambitions and objectives can develop instantly thanks to external factors, the growth and alteration of a drive that provides a mechanical benefit should normally take place as a natural development of the agent across several Case Files.

If you feel your agent has resolved or progressed their initial drive and would like to choose something new as their core drive, discuss it with your GM—and possibly even the other players. Describe the events that have fulfilled or grown the drive. If possible, try and relate the old drive to the new one. If the GM concurs that the evolution is warranted, the old drive fades into a background drive or disappears altogether and you note down your agent's new core drive. If your agent still has a little way to go in growing their original core drive, instead note the proposed drive as a new background drive. (If it isn't already.)

Evolving or resolving a drive is a personal and emotional moment for any agent—and likely you, too. As such, the GM should consider awarding multiple points of Ingenuity as a minimum. Such a momentous moment may also warrant a milestone in terms of experience.

Languages

Agents are remarkable in many ways, and being multilingual is one of them. While those from a military background might be proficient in multiple modern languages and converse with local guides, academics might have learned Aramaic or Sanskrit and can translate a text to perform a needed ritual. Any modern or ancient language is available for selection in *Hellboy: The RPG*. Rare languages and constructed languages like Hyperborean, Enochian, and Demonic are available with GM approval per an agent's background, origin, and story. A sample of languages is included in a table to roll on for inspiration.

Suggested Languages Table

D10	Language	D10	Language
1	French	6	Russian
2	Spanish	7	German
3	Latin	8	Ancient Egyptian
4	Aramaic	9	Hindi
5	Chinese	10	Ancient Greek

Optional Rule: Learning the Lingo

GMs wishing to allow agents greater access to languages might allow a DC 15 Intelligence check to able to speak just enough of a language to get by. Languages that are very common such as French, German, or Spanish may, at the GMs discretion, have a lower DC. Once rolled for the Character should record the result as "Passable French", "Broken German", or similar

Levelling Rules

Because of the nature of a Case File in *Hellboy: The RPG*, all levelling is done via the Milestone method, allowing complex adventures not focused on combat to award appropriate incentives. GMs may award a level after each Case File or award Milestone points. Levels 1 through 4 progress through one training-level Case File each. For each level after that, award Milestone points based on the following generic tasks (once per Case File unless otherwise noted).

- Completing a Case File (1 point per Difficulty Rating)
- Satisfying your agent's drive during the Case File
- Completing a Case File with less agents than advised
- Save more civilians than lost
- Recovering an artefact
- Three separate uses of the Investigation Sheet
- Outstanding roleplaying (once per agent per Case File)
- Completing a Case File having unlocked or learnt all the information and side missions

If an agent misses a Case File, but is included in the mission as a Backup Agent, they should also be awarded any Milestone points the team earns. Some Case Files will offer a Milestone Reward section where additional points may be earned for completing Case File specific tasks.

Agent Milestones Table

Total Milestone Points	Level
0	5
3	6
7	7
12	8
18	9
25	10
33	11
42	12
52	13
63	14
75	15
88	16
102	17
117	18
133	19
150	20

Chapter 2: Roles

Roles

Agents of the B.P.R.D. are not ordinary people. They have been moulded by training and their experiences to defend against creatures that most only meet in their nightmares. Roles are the primary method through which this training and experience is quantified in game play terms. The six most common roles are presented in this chapter, divided across the three main departments of the Bureau. Agents often split their careers between departments and roles, accruing knowledge and experience to better combat the unknown and allow teams to have a unique way of operating as the diversity of experience shapes their approach to a B.P.R.D. Case File.

The B.P.R.D. has three main departments Field Operations, Research and Development, and Internal Affairs. An agent's abilities are largely gained through their role within the Bureau. The field agents and B.P.R.D. consultants of Field Operations provide the front line of the team. Ranging from the iconic agent on the ground to the reporter who has been tracking vampires for years, these roles are ideal for agents who wish to face the unknown with a solid base of investigation ability and combat proficiency. Guns may not solve everything, but proper use of demolitions never hurts.

Field analysts and experimental engineers of Research and Development provide a more focused approach to the surrounding abilities and wider phenomena of the supernatural. The experimental engineer weaponizes equipment in odd ways and constructs countermeasures against the creatures they face. The field analyst is an unmatched researcher and investigator who capitalises on clues, insights, and momentary flashes of inspiration to uncover the weaknesses of creatures, the plots of the grand conspiracy, and how to stop them.

The oversight and security and personnel development agents of Internal Affairs provide the specialised support to provide teams with equipment, additional help from base, and finding the right words of support at a crucial moment. Oversight and security agents always know who to call to get the job done and always have the right gear in their pockets, and if they don't have, they can make it. If the team needs it, oversight and security get it! Personnel development agents, while usually management and paper-pushers, have also been vital in the field. Besides their ability to navigate the inner workings of the Bureau to requisition what's needed, they have the ability to inspire their fellow agents.

Department Transfers

Agents may belong to a department that rarely takes part in field work or are on temporary assignment to the B.P.R.D. due to their expertise. Also, during the course of their career, agents may transfer departments, gaining expertise in multiple roles over the course of their time with the Bureau. Perhaps starting in Internal Affairs, the agent is now transferred over to Field Operations. Alternatively, a field agent may wish to delve deeper

Role Summary Table

Department	Role	Area of Expertise	Primary Ability	Multi-Role Requirements
Field Operations	Field Agent	Agents who are well rounded in dealing with direct threats and uncovering the truth.	Constitution	Constitution 12
Field Operations	B.P.R.D. Consultant	Specialist from another organisation who focuses on dealing with specific supernatural threats.	Wisdom	Wisdom 12
Research and Development	Field Analyst	Skilled individuals who work around the impossible. Their ability to investigate and bring their skills to bear are unmatched.	Intelligence	Intelligence 14
Research and Development	Experimental Engineer	Daring individuals who use technology to overcome the supernatural by harnessing it. It only explodes once in a while.	Dexterity and Intelligence	Dexterity 12 and Intelligence 13
Internal Affairs	Operational Security	The ability to repair and MacGyver equipment for nearly any situation or to support your team with wide-reaching tactics.	Charisma or Dexterity	Charisma 13 or Dexterity 13
Internal Affairs	Personnel Development	The social expert that is able to call upon greater support from the Bureau and the public.	Charisma	Charisma 14

into the secrets they discover as part of a case, leading them to leave for Research and Development for a few years. B.P.R.D. consultants may begin on a provisional assignment aiding the Bureau before becoming full agents.

It is recommended that agents start at 5th level. The agent could start as a full-time member of one department in their one role or may break it up over several roles. A field analyst may have spent some time as a field agent before or after their time with Research and Development. The priest may have been a consultant for the B.P.R.D. but, as the Case File begins, is now a member of operational security.

Field agents are the backbone of the B.P.R.D., and agents that spend even a short time in this role quickly learn many of the fundamentals of the teamwork required to survive the field. As such many teams have multiple field agents supported by more specialised agents. Alternatively, many agents have a few levels of field agent even if their focus is in another role.

Agents that take levels in multiple roles gain the proficiencies and features of the role they take at 1st level. For each role they select after that, they gain the features and hit points for the number of levels they select into the role. So if an agent takes a 1st level in field agent, they gain the skills, weapon and saving throw proficiencies, and hit points of field agent as well as the level 1 feature. If the agent then takes 4 levels in field analyst, they gain the level 1-4 features of that role and the HP for 4 levels of field analyst.

Department of Field Operations

The majority of people who encounter the B.P.R.D. interact with field agents. Because the Department of Field Operations is responsible for deciding which events across the world the Bureau investigates, the department has become a combination of command and control and public image managers. This does not detract from the simple truth that the head of this department has to make life and death decisions where to send agents. The Bureau, often lacking a director, has a running practice of the head of Field Operations assuming many of the responsibilities of running the rest of the organisation.

Field Agent

Bureau field agents are individuals who have no area of expertise because they know that the world is rarely so polite as to fit into one category or box. With a variety of tools at their disposal, field agents are uniquely suited to face anything a Case File will throw at them. Field agents come from a variety of backgrounds, but all have basic B.P.R.D. training in combat and further specialisation in needed field skills like leadership, investigation, advanced combat, and field medicine. They generally make up the bulk of a B.P.R.D. field team and quite possibly began their careers at the Bureau consulting or in another role.

When you are a field agent, you are defined by your advanced skills more so than any other role in the B.P.R.D. But whether a generalist or specialist, you have unique abilities that improve when operating with other field agents. Team building pays for the Bureau. You empower your fellow field agents the more of you there are, relying on each other to catch what they miss.

Proficiencies Summary Table

Department	Role	Proficiencies
Field Operations	Field Agent	Gain Firearms: Pistols, Firearms: Advanced, Demolitions
Field Operations	B.P.R.D. Consultant	Gain Firearms: Pistols and either Investigation or Intuition
Research and Development	Field Analyst	Gain Firearms: Pistols and 1 Skill from the Field Analyst Skill List
Research and Development	Experimental Engineer	Gain Firearms: Pistols and Paranormal Technology
Internal Affairs	Operational Security	Gain Firearms: Pistols, Firearms: Advanced, Demolitions
Internal Affairs	Personnel Development	Gain Firearms: Pistols and either Bureaucracy or Persuasion

CHAPTER 2: ROLES

QUICK BUILD

Constitution is the most important ability score for a field agent with the specialisation deciding the second most important ability score, Wisdom for field medic, Intelligence for investigator, Charisma for team leaders, and Dexterity for enhanced field training. Alternatively, a good secondary ability score for field agents is Strength, allowing them to carry more equipment and overpower both foes and the environmental dangers they face. Select the Return to Service path for your recruitment into the B.P.R.D.

HIT DICE: 1d10 per field agent level

HIT POINTS: 10 + your Constitution modifier at 1st level, 1d10 (6) + your Constitution modifier after the 1st level for every field agent level

SAVING THROW PROFICIENCIES: Constitution and either Strength or Dexterity

SKILLS: Pick three from Occult, Investigation, Perception, Athletics, Acrobatics, Technology, or Survival.

WEAPON PROFICIENCIES: Basic Weapons, Firearms: Pistols, Firearms: Advanced, Demolitions

FIELD AGENT FEATURES

ON THE JOB TRAINING: It is often remarked by field agents when asked about their training, "What training?" As such, you make learning on the job an art form. You can make a single skill check, attack roll, or saving throw as if you were proficient. If you are already proficient, you may add your proficiency bonus twice instead. You must return to base before you can use this feature again. You gain 1 additional use of this feature at the 7th, 14th, and 18th levels.

WEAPON FOCUS: Select one of the following weapon focuses that represents your combat philosophy, training, and often preferred way of fighting.

- **CAREFUL SHOT:** You can attempt a focus check as a bonus action. If successful, you do not suffer disadvantage targeting a creature within 5 ft of you or another agent when making ranged attacks.
- **CENTRE MASS:** Each time you successfully hit a creature with an attack, you can push the creature 5 ft away from you.

FIELD AGENT PROGRESSION TABLE

LEVEL	PROF. BONUS	FEATURES
1	+2	On the Job Training, Weapon Focus
2	+2	Check the Corners, Teamwork
3	+2	Specialised Training, Field Operations
4	+2	Ability Score Increase, This is Gonna Hurt
5	+3	Double Tap, Well Oiled
6	+3	Field Training
7	+3	—
8	+3	Ability Score Increase
9	+3	Moved to Action
10	+4	Shoulder-to-Shoulder
11	+4	Robust
12	+4	Ability Score Increase
13	+5	Jack of All Trades
14	+5	Final Word
15	+5	—
16	+5	Ability Score Increase
17	+6	—
18	+6	Hammer Down, Ability Score Increase
19	+6	—
20	+6	Ability Score Increase, Field Legend

- **LEARN TO DUCK:** As a reaction, you can add half your proficiency bonus (rounded down) to your AC until the start of your next turn.

- **OLD FASHIONED:** Your unarmed strikes deal 1d4 + your Strength modifier. You can reroll damage results of 1 when attacking with a melee weapon.

- **SURE SHOT:** You can sacrifice one of your weapon damage dice to add your Dexterity modifier to the damage instead.

CHECK THE CORNERS: Some would call it being paranoid, you call it a habit as you sweep the potential blind spots and ready to move a fellow agent out of harm's way. When you are surprised, you can spend 1 point of Ingenuity as a reaction to move another agent within 15 ft a total of 5 ft. You are then moved to within 5 ft of where the agent you moved was. Any agent that is moved by this ability does not trigger opportunity attacks.

TEAMWORK: You are practiced at working as part of a team and can rely on other members of your team to catch what they miss. When you take the help action or benefit from the help action, you generate Ingenuity on one extra step. In addition when you are taking part in a group check or extended check, you generate Ingenuity on one extra step for each field agent taking part. You have a total number of uses of this ability equal to your proficiency bonus, and you regain half (minimum 1) your expended uses when you take time.

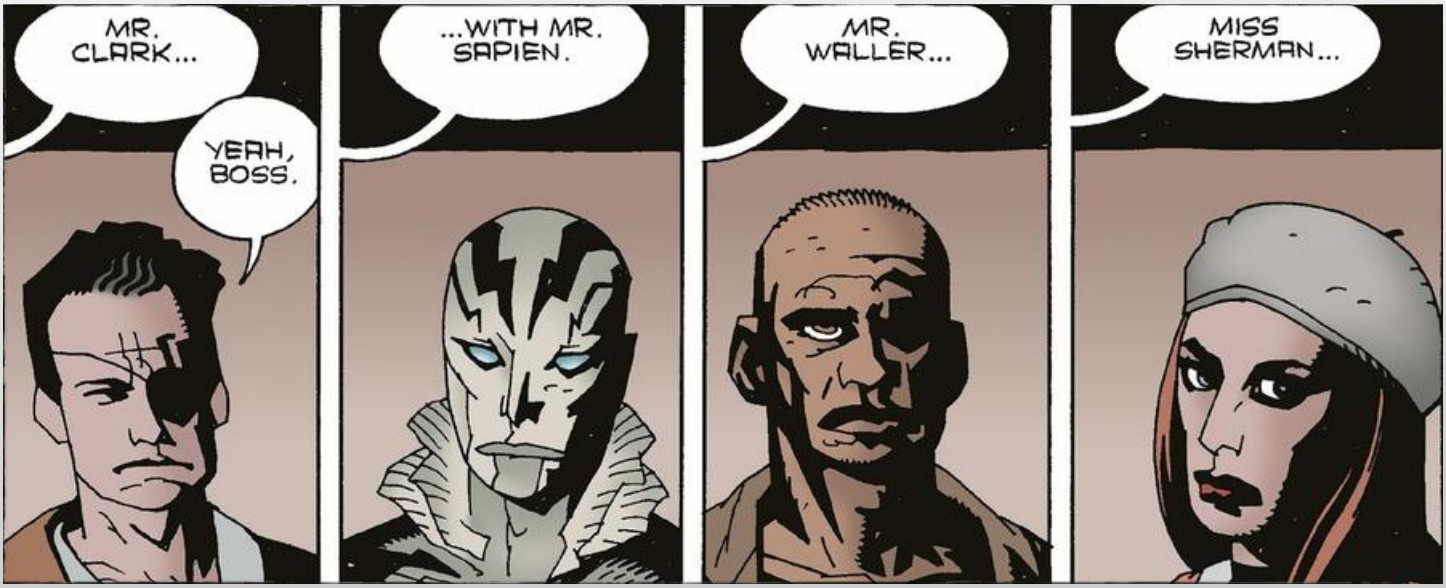
SPECIALISED TRAINING: You select one of the field agent specialisations: field medic, investigator, team leader, or enhanced field training. You gain additional features from your specialised training at the 7th, 10th, and 15th levels.

FIELD OPERATIONS: In the field, there are times when you can call upon their previous experiences to overcome the difficulties of the current case. You can attempt a focus check as part of a dust off, if successful you can recover 1 use of a role ability. You can attempt this 3 times. You regain all uses once you return to base, and you cannot recover uses of this ability as part of a dust off. You gain 2 additional uses of this ability at the 10th and 18th levels.

ABILITY SCORE INCREASE: You can increase one of your ability scores by 2 or two ability scores by 1. Alternatively, you may select 1 feat from the "Feats" section (see p. 59). You gain additional ability score improvements at the 8th, 12th, 16th, 18th, and 20th levels.

THIS IS GONNA HURT: You've learnt that sometimes exerting the extra effort to stop a creature can make all the difference, even at the cost of your ability to recover. Attempt a focus check as a bonus action, if successful, when you hit a creature with an attack before the end of your next turn, you can spend a Hit Dice and add the amount rolled to the damage of the attack.

DOUBLE TAP: Hours spent on the range have honed your ability to accurately fire off more shots or focus on making a more difficult shot. When you take the attack action, you make two attacks instead of one. You can forgo your second attack to gain advantage on your first attack.



WELL OILED: Getting shot at or having a giant crow trying to eat your eyes, never gets old, but you do learn to not hesitate when faced with the unknown. You gain advantage on focus checks to activate role features and to maintain sustained focus.

FIELD TRAINING: You can generate 1 point of Ingenuity as an action. You have 3 uses of this ability and gain 2 additional uses at the 10th, 13th, and 18th levels. You regain all uses of this ability when you return to base.

MOVED TO ACTION: On your turn, you can attempt a focus check as a bonus action. If successful, you can take an additional action. You must take time before you can use this feature again.

SHOULDER-TO-SHOULDER: You can expend your reaction to swap places with another agent within 5 ft of you. Alternatively, you can spend a point of Ingenuity as a reaction to allow a creature within 5 ft of you to gain resistance to the damage of one attack.

ROBUST: You recover 1 additional hit point from each Hit Dice you spend. You also gain 1 additional HP per field agent level.

JACK OF ALL TRADES: You can add half your proficiency bonus (rounded down) to any ability check you are not proficient with.

FINAL WORD: When you are reduced to 0 HP, you can immediately make a focus check. If successful, you can take your action before falling unconscious as if it were your turn provided you have not already acted that round. You must take time before you can use this feature again. The DC of the focus check to use this feature increases by 5 with each use during a Case File, beginning with a DC 10 Constitution focus check. This resets when you return to base. (See p. 103)

HAMMER DOWN: If you successfully pass a focus check as a bonus action, you can spend any number of points of Ingenuity to cause damage dice from your attack to explode. (See “Exploding Dice”, p. 120.)

FIELD LEGEND: The field is your office, and there is nowhere else like it. You excel at staring down the impossible and knowing through hard-fought experience that there is always another way. You gain the following benefits:

- When you take time, you do not generate Doom.
- When you take the attack action, you make 1 additional attack.
- When you spend Ingenuity to boost a saving throw, ability check, or attack roll, you can reroll results of 1 or 2 but must use the new result.
- When you add Ingenuity to the Investigation Sheet, you generate a point that you can store in your personal pool.
- Add 1 additional damage dice on a critical hit.
- You can choose to succeed on 6 focus checks without rolling. You regain all uses when you return to base.

FIELD MEDIC SPECIALISATION FEATURES

a mixture of training, duct tape, and tenacity, some agents learn quickly that to win they must first survive. Field medics discover not only how to overcome the injuries that they may suffer in the field but as a by-product they learn how to inflict them on other creatures. A creature may have tentacles instead of arms, but it must still have a bone structure that can be broken, making field medics not only able to keep the team in the fight but able to turn a battlefield into an operating theatre, with the medic as the surgeon.

BONUS SKILLS: When you select this specialisation, you gain proficiency in Medicine and either Science or Steady Hands.

FIELD MEDIC FEATURES TABLE

LEVEL	FEATURES
3	Field Doctor, Till We Get Back to Base, Name ‘em and Break ‘em
7	Seen Worse, Walk It Off
10	Field Surgeon, If It Bleeds
15	Field Miracles, Mobile Medical Miracle

FIELD DOCTOR: You are able to keep your fellow agents in the fight. Duct tape may be involved. Creatures you expend a medical kit use on regain 1d6 HP, even if they are at 0 HP. You can attempt a focus check as a bonus action to apply multiple uses of this ability on one creature as an action. You gain a number of uses of this ability equal to your Wisdom modifier + 1. You regain all uses of this feature when you return to base. You can attempt to recover one or more uses as part of a dust off.

TILL WE GET BACK TO BASE: You are able to temporarily find a work around from an injury. The fix for the injury does not have to hold forever, just long enough for the team to get back to base. When taking time, you can supress a total number of injuries equal to your Wisdom modifier. Supressing an injury this way requires expending a use of a medical kit. During a dust off you can spend Ingenuity to supress the effects of an injury until the end of the chapter.

NAME 'EM AND BREAK 'EM: Medical knowledge enables this agent to know where to focus their efforts to throw the target off balance. As a bonus action, attempt a focus check. If successful, the first creature you successfully hit with an attack suffers disadvantage on all attack rolls until the start of your next turn.

SEEN WORSE: Your d6s for uses of Field Doctor become d8s

WALK IT OFF: As part of taking time, you can expend a use of Field Doctor to allow an agent to reroll the amount of HP they regain from a Hit Dice. The agent can use either result.

FIELD SURGEON: Your d8s for uses of Field Doctor become d10s.

IF IT BLEEDS: You can expend a use of Field Doctor, as a bonus action, to add the dice to the damage of a successful attack.

FIELD MIRACLES: Your d10s for uses of Field Doctor become d12s.

MOBILE MEDICAL MIRACLE: You gain a total number of additional uses of Field Doctor and Name 'em and Break 'em, equal to your Proficiency bonus. You mark off these additional uses as you go. For example, with a proficiency bonus of 6, you expend 3 additional uses of field Doctor and 2 of Name 'em and Break 'em leaving 1 use remaining.

TEAM LEADER SPECIALISATION FEATURES

Each team often falls into a rhythm of leaving decisions to one individual. Team leaders reject the no-win scenario and, by coordinating and motivating their team, achieve the near impossible. Team leaders are less beacons of authority and more a shoulder-to-shoulder example of leadership.

BONUS SKILLS: When you select this specialisation, you gain proficiency in Bureaucracy and Persuasion or Intuition.

ENHANCED TEAMWORK: By coordinating the efforts of those nearby, you can ensure that breakthroughs are followed up on. As a bonus action, attempt a focus check. If successful, increase your Ingenuity range by one additional step for each field agent within 15 ft. For example, three field agents within 15 ft of you would increase the Ingenuity range to 7, generating Ingenuity on a 7-10, instead of a 10. This ability requires you to maintain focus and lasts a number of rounds equal to your Charisma modifier +1. You have a number of uses equal to your Charisma modifier (minimum 1). You regain 1 use when you take time and all when you return to base.

TEAM LEADER FEATURES TABLE

LEVEL	FEATURES
3	Enhanced Teamwork, Limited Delegation, Motivation
7	Coordinate, By Example
10	Pull It Together, Quiet Authority
15	Organiser, Take the Shot

LIMITED DELEGATION: When you take the attack action, you can nominate another creature to take your attack on their turn as an extra attack when they take the attack action. On the nominated creature's turn, if they take any action other than the attack action, the bonus attack is lost. If using the alternate initiative rules, you may grant another agent a two action turn as a fast turn. This uses your attack action.

MOTIVATION: Whether it is through glances, pointed words of encouragement, or being more concerned with letting others see you bleed, you are able to motivate yourself or others to sudden bursts of action. You gain 1 additional action and 1 additional bonus action on your turn. You can use a reaction to grant this to another agent, who then takes the additional action and bonus action Immediately. This does not require a focus check. If using the alternate initiative rules, you either may take or grant another agent a two action turn as a fast turn. This uses your reaction and can be at any point in the alternative initiative order. To use this feature again you must take time or successfully recover it via the Field Operations feature.

COORDINATE: You can swap the initiative scores of two willing agents within 15 ft of you at the end of the round as a reaction. If using the alternative initiative rules, you may swap the turn types (fast and slow) of two willing agents.

BY EXAMPLE: You can cause another agent within 15 ft of you to succeed on their focus check. You must take time before you can use this feature again.

PULL IT TOGETHER: As an action you cause a number of agents equal to your Charisma modifier +1 to gain temporary HP equal to your field agent level. You must take time before you can use this feature again.

QUIET AUTHORITY: You gain an additional use of the Motivation feature.

ORGANISER: When you take time, all agents in your team who spend Hit Dice to recover hit points can reroll results of 1.

TAKE THE SHOT!: Attacks you grant to other agent by the Limited Delegation feature may be taken immediately.

INVESTIGATOR SPECIALISATION FEATURES

Fight smarter, not harder; a philosophy that leads some agents to attempt to unravel mysteries much sooner than the forces behind the curtain would prefer. Perhaps you were a detective or academic before joining the B.P.R.D., providing you with invaluable skills in the field.

BONUS SKILLS: When you select this specialisation, you gain proficiency in two of the following skills: Intuition, Investigation, Occult, Science, or Perception.

INVESTIGATOR FEATURES TABLE

LEVEL	FEATURES
3	Nagging Feeling, Quick Thinking, Trained Eye
7	It Wasn't Relevant, It's All Theory
10	Must Be There, Spot the Weakness
15	Discover Bane, Visual Data

NAGGING FEELING: You can take some time to reflect during the quieter moments of a Case File, allowing you to reconsider clues that seem out of place. When you take time, you can attempt to store a number of points of Ingenuity equal to your Intelligence modifier (up to a maximum of your proficiency bonus). Each point you wish to store in this manner requires a focus check and a use of this ability. You can use this feature a number of times equal to your Intelligence modifier before returning to base.

QUICK THINKING: You can anticipate the enemy's attack and make sure that you aren't there for it to land. Attempt a focus check as a reaction. If successful, add your Intelligence modifier to a saving throw or your AC against one attack.

TRAINED EYE: Through natural talent or begrudging experience, you have learnt to look where a clue could be rather than where it should be. You can attempt a focus check as a bonus action to negate disadvantage on a skill check you are proficient in. You can use this feature a number of times equal to your Intelligence modifier + 1 before returning to base.

IT WASN'T RELEVANT: When you take time, you can elect to be thorough as part of the rest without generating Doom. You have a number of uses of this ability equal to your proficiency bonus and regain them when you return to base.

IT'S ALL THEORY: You can attempt a focus check to allow your ability check to use your Intelligence modifier instead of Charisma or Wisdom. You have a number of uses equal to half your level + Intelligence modifier (minimum 1), regain 2 uses when you take time, and regain all uses when you return to base.



MUST BE THERE: You can attempt a focus check to gain advantage on a single Intelligence (Investigation) or Wisdom (Perception) check. You must take time before you can use this feature again.

SPOT THE WEAKNESS: You can attempt a Wisdom (Intuition) check as a bonus action, contested by a creature's Charisma (Persuasion). If you succeed, you can add your Intelligence and Dexterity modifier to the damage of each successful attack you make against the creature. You can sustain focus on this ability by expending your bonus action on your turn. You can use this feature a number of times equal to your Intelligence modifier + 1, regain 1 use when you take time, and all uses when you return to base.

DISCOVER BANE: You can attempt a focus check as an action to spend a point of Ingenuity from the Investigation Sheet. If successful, you can treat your next successful attack as if it were dealt by a creature's bane. If the creature does not have a bane, you instead treat the attack as triggering a critical hit.

VISUAL DATA: As part of your Spot the Weakness feature, you learn the creature's damage resistances and vulnerabilities. You also treat all attacks you make as negating the creature's damage reduction. You gain additional uses of Spot the Weakness equal to your proficiency bonus.

ENHANCED FIELD TRAINING SPECIALISATION FEATURES

Through a mixture of luck, bad timing, and stubbornness, agents can find themselves falling into the gaps in a team's mix of skills. Such agents shun formal training as their field experience prepares them for the next weird encounter better than any power point could. Hellboy is the most famous, or infamous, example of this philosophy.

BONUS SKILLS: When you select this specialisation, you gain proficiency in two of the following skills: Survival, Animal Handling, Athletics, or Acrobatics.

ENHANCED FIELD OPERATION:. You gain additional uses of the Field Operations feature equal to your proficiency bonus.

INNER RESERVE: You gain an additional use of Bounce Back and must return to base to use this feature again.

GO FOR THE HEAD: You trigger a critical hit on a roll of 19 or 20.

FIELD EXPERIENCE: You can increase one of your ability scores by 2 or two ability scores by 1.

ENHANCED FIELD TRAINING FEATURES TABLE

LEVEL	FEATURES
3	Enhanced Field Operations, Inner Reserve, Go for the Head
7	Field Experience, Versatile Training
10	Additional Field Experience, Been Worse Than This
15	Unending Field Experience, This Is Gonna Hurt... YOU!

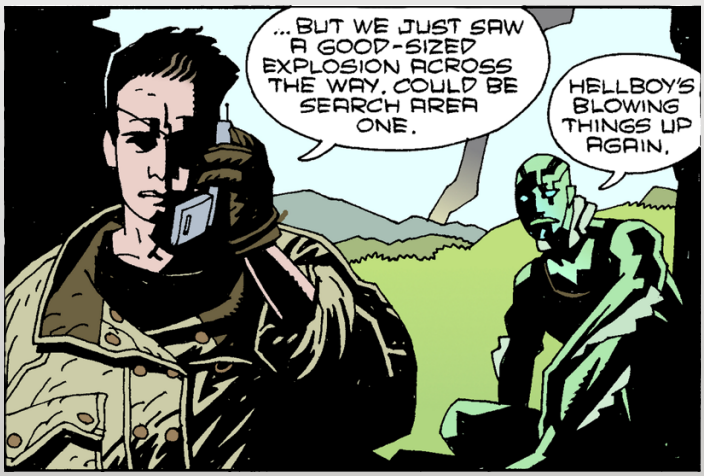
VERSATILE TRAINING: You gain an additional use of the Field Training feature.

ADDITIONAL FIELD EXPERIENCE: You can increase one of your ability scores by 2 or two ability scores by 1.

BEEN WORSE THAN THIS: If you are below half of your total HP, when you take time or dust off, you regain HP equal to your level. You must return to base before you can use this feature again.

UNENDING FIELD EXPERIENCE: You can increase one of your ability scores by 2 or two ability scores by 1.

THIS IS GONNA HURT... YOU!: When you use the This Is Gonna Hurt feature, you may also add your level in damage to the attack or regain your level in HP.



Chapter 2: Roles

B.P.R.D. Consultant

The B.P.R.D. has a history of employing and relying on individuals outside of their ranks with specific skills and knowledge. The B.P.R.D. consultant is one such individual who has previously or is currently employed by other organisation but has had dealings with the weird and the supernatural. These agents have a different way of doing things, and their experience is valuable. Unlike field agents, their outside knowledge allows them to be adept at uncovering the involvement of their preferred quarry.

To register on the Bureau's radar, you could have become embroiled in an investigation or have an area of expertise that a team required. Alternatively, perhaps your organisation has a history with the B.P.R.D. and you are the latest in a line of people who have worked alongside the Bureau. Another consideration is what supernatural forces you are knowledgeable of. This can be linked to your parent organisation or be a great opportunity to flesh out why you left a normal life and became involved in the Case Files of the B.P.R.D. Famously, Kate Corrigan began her B.P.R.D. career as a consultant. As a history professor, her extensive knowledge on folklore and the occult aided Big Red and the team on multiple missions.

Quick Build

Make Wisdom your primary ability score, followed by either your Strength or Dexterity. Select the Wrong Place, Right Time path for your recruitment into the B.P.R.D.

HIT DICE: 1d10 per consultant level

HIT POINTS: 10 + your Constitution modifier at 1st level, 1d10 (6) + your Constitution modifier after the 1st level for every consultant level

SAVING THROW PROFICIENCIES: Dexterity and Wisdom

SKILLS: Pick 2 from the following: Steady Hands, Intuition, Animal Handling, Investigation, Occult, Religion, Science, Technology, or History.

WEAPON PROFICIENCIES: Firearms: Pistols, Basic Weapons

B.P.R.D. Consultant Features

PARENT ORGANISATION: Select the organisation that you have trained with or are directly employed by, broadly the SSS, law enforcement, religious, and professional organisations. Agents can tailor the specific organisation from within these types. You gain additional features from your parent organisation at the 3rd, 10th, 14th, and 18th levels.

B.P.R.D. Consultant Progression Table

Level	Prof. Bonus	Features
1	+2	Parent Organisation, Pick up the Trail
2	+2	Focused Approach
3	+2	Parent Organisation Feature, Spring the Trap
4	+2	Ability Score Increase
5	+3	Specialised Equipment
6	+3	Area of Knowledge
7	+3	Outsider
8	+3	Ability Score Increase
9	+3	Ear to the Ground
10	+4	Parent Organisation Feature, A Different Approach
11	+4	First-Hand Knowledge
12	+4	Ability Score Increase, Area of Knowledge, Specialised Equipment
13	+5	Hasty Response
14	+5	Parent Organisation Feature
15	+5	Honorary Agent
16	+5	Area of Knowledge, Ability Score Increase
17	+6	—
18	+6	Ability Score Increase, Parent Organisation Feature, Hardened Heart
19	+6	Specialised Equipment
20	+6	Ability Score Increase, Expert

PICK UP THE TRAIL: You can attempt a focus check as a bonus action to gain advantage on Investigation checks to track a creature. You have 2 uses of this ability, regain 1 use when you have taken time, and all when you return to base. You gain 2 additional uses at the 6th, 10th, and 14th levels.

FOCUSED APPROACH: As a bonus action, you can make a focus check. If successful, you can add 1d6 to the damage for each hit you make against a single target. You may expend your bonus action to move this focus to another target. You have 3 uses of this feature, regain 2 when you take time, and can sustain focus on this ability for up to 30 seconds (5 rounds). The damage you inflict increases to 2d6 at the 10th level, 3d6 at the 13th level, and 4d6 at the 18th level.

SPRING THE TRAP: When you surprise a creature, you can make an additional attack and dash as a bonus action in the first round of combat.

ABILITY SCORE INCREASE: You can increase one of your ability scores by 2 or two ability scores by 1. Alternatively, you may select 1 feat from the "Feats" section (see p. 59). You gain additional ability score improvements at the 8th, 12th, 16th, 18th, and 20th levels.

SPECIALISED EQUIPMENT: You have additional equipment from your parent organisation. Specialised equipment is determined by your parent organisation, and you gain additional equipment at the 12th and 19th levels. Equipment granted by this feature is not handed in or replaced when you return to base. You can request a replacement for 1 piece of lost equipment from your parent organisation once per Graphic Novel or 1d4 Case Files. If you request a replacement more often, you generate a number of points of Doom at the start of the Case File based on the level of equipment: half your proficiency bonus for level 5, three-quarters your proficiency bonus for level 12, and your full proficiency bonus for level 19.

AREA OF KNOWLEDGE: You have an area of knowledge against a one specific type of supernatural threat from the following list:

- Ghosts and Spirits
- Demons and Cursed
- Mortals and Psychics
- Fae and Changelings
- Constructs and Machinery
- Legendary Creatures
- The Weird and Alien
- Servants of the Dragon and Frog Monsters
- Nazis and Subjects of Weird Science

When you successfully hit a creature of your selected type with an attack, you add your proficiency bonus to any damage you inflict. You expand your Area of Knowledge to 1 additional group at the 12th and 16th levels.

B.P.R.D. CONSULTANT SPECIALISED EQUIPMENT TABLE

PARENT ORGANISATION	CONSULTANT'S LEVEL 5	12	19
Special Science Service	Ghost box, extended magazines (3), flashlight, attachment	Quick loader, bowie knife, brass knuckles	Semi-automatic rifle, extended magazines (3), tear gas
Law Enforcement	Nightstick/Baton, quick loader, flashlight, attachment	Silencer, smoke grenades (3), taser	Stun grenades (3), night vision goggles, shotgun
Religious	Prayer beads and holy symbol, holy water, flask, folding shovel	Sword cane, a Requisition Level 2 Artefact	A Requisition Level 4 Artefact
Professional	Flashlight, lock picking tools, brass knuckles	2 Trackers (operate as B.P.R.D. Trackers), satellite phone	Laptop (See B.P.R.D. Laptop), double padded vest, (B.P.R.D. vest with both a stab and ballistic vest)

OUTSIDER: Your presence as an outsider to the B.P.R.D. has led you to keep or develop an eye for the gaps in the normal procedure and accepted way of doing things. If another agent fails at a skill check or does not gain all the available information, you can attempt a different ability or skill check to gain the information a dissimilar way or attempt the same ability or skill check with the DC raised by 5.

EAR TO THE GROUND: When you begin a Case File, you learn a number of rumours equal to your Wisdom modifier. These rumours can be gained while conducting your background research at the beginning of a Case File or become relevant during the course of the Case File.

A DIFFERENT APPROACH: You can expend a use of this ability to trigger a critical hit against a creature belonging to the type of your Area of Knowledge feature. You always treat these damage dice as exploding (see p. 120). You also trigger critical hits on 1 additional step against targets of the type selected as part of your Area of Knowledge feature. You have 1 use of this feature, and it may be regained by taking time.



FIRST-HAND KNOWLEDGE: You gain advantage on checks when trying to recall information or track a creature from the selected group from your Area of Knowledge feature.

HASTY RESPONSE: You can dash as a bonus action and difficult terrain does not slow your movement.

HONORARY AGENT: Your time with B.P.R.D. has been well spent you are able to generate Ingenuity on 1 additional step when you benefit from the help action. If taking part in a group check or extended skill check, you generate Ingenuity on 1 additional step for each agent taking part.

HARDENED HEART: You gain advantage on saving throws against effects and powers caused by creatures of your Area of Knowledge. If you fail the saving throw, you are treated as resistant to the damage of the effect.

EXPERT: You are the person agents call when they have questions. They will even ask that if you are in the area could you tag along.

- You increase your AC by 2.
- You treat all damage from successful attacks as exploding.
- While you are conscious, you cannot be surprised.
- On the first round of combat, you can take an additional action.

PARENT ORGANISATION

As a B.P.R.D. consultant, consider what organisation you worked for or are currently employed by and how you became involved with the Bureau. If you are law enforcement or SSS, perhaps, after encountering a cult, you've made it your mission to hunt down a creature that taunted you. Possibly you are a member of a religious organisation or even a local professional such as a guide, reporter, or researcher who can focus on an array of skills that are useful in the field.

THE SPECIAL SCIENCE SERVICE (SSS)

The SSS is the Russian counterpart of the B.P.R.D. Though their methods to outsiders may seem extreme, the one thing beyond doubt is their results and the dedication of their staff. Though the Service has come into direct confrontation with the B.P.R.D., the archive does also recount instances of the Service aiding in the recovery of information relating to Agent Hellboy. The agents that are on loan to the B.P.R.D. include those on formal

assignment to build goodwill, those assigned to stop a present threat, and those still officially on assignment elsewhere in the States. These later agents often send reports back to Moscow and simply negate to mention the involvement of the B.P.R.D.

BONUS SKILLS: You gain proficiency with Heavy Weapons, Demolitions, Firearms: Pistols, and Firearms: Advanced.

SPECIAL SCIENCE SERVICE FEATURES TABLE

LEVEL	FEATURES
3	Cold Approach, "Recovered" Case File, Measured Violence
10	Secondary Target, Close the Net
14	Nowhere to Run, Tight-Lipped
18	Centred Form, Take You with Me

COLD APPROACH: You gain proficiency in one saving throw of your choice.

"RECOVERED" CASE FILE: You can start with 1 additional level of clearance for a Case File using information recovered in a past operation. Just don't ask where you got it or how. The additional information grants you the next level of background information as if you had an additional level of clearance. You must complete a Graphic Novel before you can use this feature again.

MEASURED VIOLENCE: You may reroll any 1s you roll on weapon damage but must keep the new result.

SECONDARY TARGET: When taking the attack action, you can make an additional attack against another target within range.

CLOSE THE NET: When you successfully hit a surprised creature, you treat it as triggering a critical hit.

NOWHERE TO RUN: You are immune to the frightened condition.

TIGHT-LIPPED: You have advantage against effects that would allow a creature to read your thoughts. If no save is required, the effect now requires a Wisdom saving throw with the DC determined by the creature causing the effect.

CENTRED FORM: You can gain advantage on saving throws against becoming paralyzed, stunned, or knocked prone.

TAKE YOU WITH ME: There is much that can said about the Service's agents, but half-measured or causal are not it. You have an almost grim acceptance that success may require you to forgo surviving. You become resistant to psychic damage. You can spend a Hit Dice as reaction to cause a successful attack you make to trigger a critical hit.

LAW ENFORCEMENT (FBI, MI5, INTERPOL)

The skills in law enforcement are some of the most direct to transfer to the work of the B.P.R.D., though the adjustment of shifting from investigating humans to creature of other dimensions with the ability to see in the dark and spit poison can be jarring. The gut feelings and instincts learnt serving and protecting the normality of life can prove invaluable, giving these agents a different way of approaching an investigation. Whereas a researcher can tell you that the electromagnetic signature leads east, these individuals will look north-west because if they had just stolen three livers, they would want to head towards the woods too.

BONUS PROFICIENCY: Gain proficiency in Intuition. If already proficient, you can add double your proficiency bonus. Gain proficiency in Firearms: Advanced and Explosives.

LAW ENFORCEMENT FEATURES TABLE

LEVEL	FEATURES
3	Protector, The Reports, Backup
10	Gut Feeling, Astuteness
14	Double Tap, Who and Why?
18	Additional Funding

PROTECTOR: You can expend your reaction to cause an attack targeting a creature within 5 ft of you to target you instead.

THE REPORTS: Once per Case File, your friend pulls some strings to get you access to the local authorities' reports on the area going back as far as you require.

BACKUP: You gain a number of backup agents equal to half your proficiency bonus (rounded down). If not requested at the beginning of the Case File, these agents will take time to reach your location if needed.

GUT FEELING: You can attempt a focus check as a bonus action to gain advantage on Wisdom (Intuition) checks. You have a number of uses of this ability equal to your proficiency bonus. You regain all uses when you take time.

ASTUTENESS: You can attempt a focus check to substitute your Intelligence or Charisma modifier with your Wisdom modifier. You have a number of uses of this ability equal to your Wisdom modifier plus 1. You regain all uses when you take time.

DOUBLE TAP: When you take the attack action you can make 1 additional attack that targets the same creature.

WHO AND WHY?: You approach the mystery from the point of view of the mechanics of those involved. You can use Intuition instead of Investigation when making skill checks.

ADDITIONAL FUNDING: Gain additional Requisition points equal to your Wisdom modifier, and you can ignore the Requisition level on a number of items of equipment equal to your Wisdom moodier.

RELIGIOUS ORGANISATION

In many ways, it's surprising that more agents don't experience strong faith. After all, when ghosts, demons, and elves are real, sword-wielding angels are only a shot step away. Agents from this walk of life find themselves in a world where prophecy and dogma are all too real. The resources of religious organisation and the common kinship between the faithful open doors that other agents might never consider. The faith and rituals allow the agent to withstand creatures excreting their will over them.

WHY NO ORDAINED FEAT?

B.P.R.D. consultants who hold religious organisations as their parent organisation are not necessarily ordained members of their faith but instead those who find themselves either in the employ of the faithful or those who are mentored by the ordained.

BONUS SKILLS: You gain proficiency in two of either History, Religion, or Occult.

COMMUNITY LINKS: You can access the records of houses of worship and associated community resources during a Case File where they are available. The information gained via this feature is equal to an additional level of clearance. You must complete a Graphic Novel before you can use this feature again.

RELIGIOUS ORGANISATION FEATURES TABLE

LEVEL	FEATURES
3	Community Link, Protected, The Reliquary
10	Disquiet, Preferred Reliquary
14	Ancient Wrath, Centred Certainty
18	Divine Ingenuity, Divine Intervention

PROTECTED: You gain advantage on saving throws against becoming possessed.

THE RELIQUARY: When you embark upon a Case File, you can request an additional magical artefact without spending Requisition points. You must complete a Graphic Novel to use this feature again. If you do not return the artefact, you cannot use this feature again until you send a relic of equal or greater power back to the reliquary to atone.

DISQUIET: You gain advantage on any check to ascertain whether a creature is under the effect of a supernatural entity, such as a Wisdom (Intuition) check to see if a witness is charmed or under the effect of a Fae compulsion when they keep repeating the same last word of a sentence.

PREFERRED RELIQUARY: You regain use of The Reliquary each time you complete a Case File.

ANCIENT WRATH: Your melee attacks deal an additional 1d6 + your Wisdom modifier in radiant damage.

CENTRED CERTAINTY: As an action, you can end a number of conditions equal to your Wisdom modifier that are active on you or a creature within 5 ft.

DIVINE INGENUITY: You can attempt a focus check as a bonus action to spend any number of stored points of Ingenuity. You may roll 1d10 for every Ingenuity spent and restore HP equal to the amount rolled to a creature within 5 ft of you.

DIVINE INTERVENTION: As an action, you can spend any number of Hit Dice and restore the total amount plus your level in HP to a number of creatures equal to your Wisdom modifier. If this would cause a creature to be healed above their maximum, they gain the additional HP as temporary HP. The nominated creatures must be within 30 ft and be able to hear you.

PROFESSIONAL (REPORTER, GUIDE, ACADEMIC)

The broadest category of consultants range from mundane jobs in all walks of life. The reporters who unravelled the ravings of a cult, the researcher who unearthed the vase containing the spirit now loose, the local guide who knows the entrance to the caves that the team vanished in. The current nature of their knowledge provides these agents with a knack for picking up on the details that more seasoned agents miss or expect. This more open approach also leads to these agents having a broad spectrum of sources of information to call upon.

BONUS SKILLS: When you select this specialisation, you gain proficiency in two of either Technology, Survival, or Intuition.

PROFESSIONAL FEATURES TABLE

LEVEL	FEATURES
3	Old Source, Secrets Are My Speciality
10	Determined, Mind for Memory
14	Seen It Before, Wider Research
18	The Walls Have Ears, What Don't I Know

OLD SOURCE: You can call upon your old knowledge or connections once per Graphic Novel to provide you with additional information as if you had 1 additional level of clearance.

SECRETS ARE MY SPECIALITY: You learn to recognise when people either in person or in print are talking around something they want left out. When you succeed on an Intelligence (Investigation) or Wisdom (Intuition) check, you learn if the writer or speaker is holding something back. You gain advantage on future ability checks to determine what the secret is.

DETERMINED: When you fail on an Intelligence (Investigation) check, you can attempt a focus check as a reaction. If successful, you may reroll the d20. You have a number of uses of this ability equal to your Wisdom modifier and regain 1 use when you take time. All uses are regained when you return to base.

MIND FOR MEMORY: You add 5 to your passive Perception and can recall with accuracy the names and events from the last two years. You can remember layout of locations that you have passed through. You gain advantage on Wisdom (Survival) checks to find your way back to a town or civilisation you have visited.

SEEN IT BEFORE: You can as a reaction allow a friendly creature within 30 ft of you to add your Wisdom modifier to the damage of successful attacks until the start of your next turn.

WIDER RESEARCH: You can select 1 additional type of creature to your Area of Knowledge feature.

THE WALLS HAVE EARS: You gain all background information when you start a Case File as if you had the necessary clearance level or had succeeded on the necessary skill check.

WHAT DON'T I KNOW?: You can select 3 additional types of creatures to your area of knowledge feature.



Chapter 2: Roles

Department of Research and Development

The Department of Research and Development is responsible for the study of the creatures, artefacts, and effects that the Bureau encounters. It conjures a certain image of the boffins back at base who view those with supernatural powers as walking samples rather than people. The department's methods have often been the source of controversy outside the department, the discovery of a safeguarding measure implanted within Agent Rodger's chest, for example. That being said, those who go into the field are by definition individuals who are apart from this detached way of thinking. Teams with members of this department excel in gaining an understanding of the wider implications of the creatures and forces they encounter. The department does, however, include individuals with various powers that are not suited to the rigours of field operations.

Experimental Engineer

Experimental engineers are the tinkerers and dreamers of the B.P.R.D. They build and modify devices tailor-made to assist in a Case File. The equipment an engineer constructs often reacts in surprising ways to both supernatural and natural phenomena, leading to a rotating door of designs and theories — to say nothing of apprehensive teammates when the equipment starts to smoulder. These apparatuses can impede a foe's abilities or even emulate them. When in the field, an experimental engineer becomes essential to the team.

When creating your experimental engineer, how do you view the equipment that you work on? Is it magic or science? Pick either Fringe Science or Metaphysical Calibration to help guide you on this. How far are you willing to push the boundaries of the possible to prove that it can be done? Simply building something fit for purpose is not enough for an engineer like yourself. How and why does it work when it shouldn't? How can it be improved? The power of a creature can be both a source of inspiration and frustration. Being able to phase through a wall, now that is something you will labour to recreate!

Quick Build

Make Intelligence your primary ability score followed by Dexterity. Select the Wrong Place, Right Time path for your recruitment into the B.P.R.D.

HIT DICE: 1d8 per experimental engineer level

HIT POINTS: 8 + your Constitution modifier at 1st level, 1d8 (5) + your Constitution modifier for each level of Research and Development thereafter.

Experimental Engineer Progression Table

Level	Prof. Bonus	Features	Misfire Die
1	+2	Overclock	1d4
2	+2	Engineering Branch, Residual Power	1d4
3	+2	PPE, Breather	1d4
4	+2	Ability Score Increase	1d4
5	+3	Countermeasure, It's Ticking	1d6
6	+3	—	1d6
7	+3	—	1d6
8	+3	Ability Score Increase	1d6
9	+3	Been Worse	1d6
10	+4	Emulate	1d8
11	+4	—	1d8
12	+4	Ability Score Increase, Rebuild	1d8
13	+5	—	1d10
14	+5	—	1d10
15	+5	Improved Emulation	1d10
16	+5	Ability Score Increase	1d10
17	+6	—	1d12
18	+6	Ability Score Increase	1d12
19	+6	—	1d12
20	+6	Ability Score Increase, In a Pinch	1d12

SAVING THROW PROFICIENCIES: Dexterity and Intelligence

SKILLS: Pick 2 of the following: Science, Technology, Intuition, Perception, Occult, History, or Religion

WEAPON PROFICIENCIES: Basic Weapons, Firearms: Pistols, Paranormal Technology

- **ENGINEER DC:** 8 + your proficiency bonus + your Intelligence modifier.

EXPERIMENTAL ENGINEER FEATURES

OVERCLOCK: You can modify pieces of equipment and alter functions as part of a take time. These alternations allow you to apply a single feature, such as one of the following examples:

- The piece of equipment can detect invisible creatures within 10 ft for each time this feature is selected.
- The piece of equipment deals 1 additional dice of damage each time this feature is selected.
- The piece of equipment increases the user's speed by 5 ft each time this feature is selected.
- The equipment becomes an empowered version of itself. For example, a flashlight now has the ability to cause the blinded condition.

For each feature selected, subtract 1 from the result of the misfire dice. Each time someone uses this piece of equipment, they roll your misfire dice. On a result of 1, you trigger a misfire roll once on the Misfire Table. You can overclock a number of pieces of equipment equal to your Intelligence modifier. Each overclocked piece of equipment has a number of uses equal to your proficiency bonus before it needs recharging, repairing, or otherwise tinkering with as part of taking time.

RESIDUAL POWER: You can attempt to cause a piece of paranormal technology or a magical artefact to retain part of its power. When you expend a charge from a magical artefact, roll your misfire die. On a 1, roll on the Misfire Table. Otherwise, the item retains its passive benefit or regains 1 charge. You can use this feature a number of times equal to your Intelligence modifier +1. You regain all uses when you return to base.

ENGINEERING BRANCH: Choose a branch of engineering from Fringe Science or Metaphysical Calibration.

PPE (PERSONAL PROTECTIVE EQUIPMENT): You focus less on the actual equipment you wear and more the theory behind it. You can add half your proficiency bonus to your AC as a reaction. You gain equipment which allows you to safely to interact with poisons, toxic environments, and disease. You can also make an Intelligence (Science) check to ascertain within reason if the object you are investigating would harm you.

BREATHER: As a bonus action, you regain 1d10 + your combined Research and Development levels in hit points. You must take time before you can use this feature again.

ABILITY SCORE INCREASE: You can increase one of your ability scores by 2 or two ability scores by 1. Alternatively, you may select 1 feat from the "Feats" section (see p. 59). You gain additional ability score improvements at the 8th, 12th, 16th, 18th, and 20th levels.

COUNTERMEASURE: You can modify pieces of equipment to counteract certain abilities, traits, features, and rituals you witness. As part of taking time, you can attempt to alter your equipment in this way provided you have seen the effect that you are trying to negate. Make a cross-divisional Intelligence (Science/Occult) check—see p. 175— where the DC equals 10 + the creature's CR or the ritual's level. You gain advantage if you have access to the source of the feature, a minion who has a lesser version of the venom or telekinetic ability for example.

If successful, you can use an action to deploy the countermeasure. It lasts for a number of rounds equal to your proficiency bonus before the batteries die or the shielding is eaten away by the acid. Each time the creature uses the nominated feature, roll your misfire die. On any roll other than a 1 the feature, trait, or ability does not work. On a roll of a 1, roll on the Misfire Table. You can have a number of countermeasures equal to your proficiency bonus at any one time. You must have a piece of equipment to modify, and this piece of equipment is consumed in the modification process.

IT'S TICKING: You can make a Dexterity saving throw against your engineer DC to fling a device that is about to suffer a misfire. If you succeed, you gain advantage on any saving throw of the effect of the misfire and are treated as being resistant to the damage dealt by the misfire. If you fail, you are treated as being the target of the misfire in addition to the original target.

BEEN WORSE: If an effect allows you to make a Dexterity or Constitution saving throw to suffer half damage on a success, you can expend your reaction to instead suffer half damage on a failure and no damage on a success.

EMULATE: You can emulate the effect of a ritual you have seen performed. You consume a piece of equipment of a size equal determined by the ritual's level, Small for 2nd level rituals, Medium for 3rd level rituals, and Large for up to 5th level rituals. You modify the equipment as part of taking time once you have seen the ritual successfully performed. As part of constructing the piece of equipment, you must succeed on an extended skill check, the number of required successes is equal to the level of the ritual. The skill check is a cross-divisional Intelligence (Technology/Occult) and Dexterity (Steady Hands/Technology) where the DC equals 10 + the level of the ritual.

For each failure on the extended skill check, roll your misfire die once. If you trigger a misfire, the piece of equipment is rendered unusable as part of the misfire, and you must start again.

If successful, you construct a modification to a piece of equipment that replaces its normal use with the effect of the ritual it emulates. Activating the item requires an action. If the ritual gains additional features for additional successes, the engineer can subtract 1 from the result of their misfire die to access these additional features. You can take this a number of times equal to the highest value of the misfire die.

You can have a number of ritual emulators equal to your Intelligence modifier. You have a total number of points to spread between each emulator's level and number of uses equal to half your experimental engineer level plus your proficiency bonus. For example, at 10th level you have 9 points, allowing you to have two emulators with level 2 rituals (2 points each), 3 uses in one and 2 in the other. Each time you use an emulator, roll your misfire die. If it misfires, the emulator doesn't act as intended but still marks off a use. Another creature can attempt to use an emulator. When doing so, subtract the ritual level of the emulator from the result of the misfire die (minimum of 1).

REBUILD: Gain advantage on checks to construct a countermeasure or emulator that you have successfully built in the past.

IMPROVED EMULATION: You can expand your Emulate feature to the very abilities that you would normally construct a countermeasure against. The damage of the ability is replaced by your misfire dice in type, and the number of damage dice is reduced by half to a minimum of 1. The DC against the effect is replaced by your engineer DC, and the type of saving throw remains unchanged. You can expend an additional use of improved emulation to increase the number of damage dice equal to your Intelligence modifier.

IN A PINCH: You can create a piece of modified equipment from Overclock, Countermeasure, and Improved Emulation as part of a dust off. You can add your total level to the number of points available for constructing emulators. When you encounter a piece of weird technology, as part of a dust it off, you learn what it was designed to do and how it theoretically operates. You can use your countermeasure feature against rituals, weird technology, and mundane equipment.

FRINGE SCIENCE

"It's Science. It's just a Tad Weird."

Unofficially, you are part of the department's effort to overcome and enhance the powers that were once wielded by the likes of Project Ragna Rok. Officially, you are aiding in the effort to allow the discoveries of the B.P.R.D. to further humanity's defence against the supernatural.

FILL IN THE GAP: You can attempt a focus check as a bonus action to add your half your proficiency an additional time to a cross-divisional check (see p. 175) you do not have both skills for.



FRINGE SCIENCE FEATURES TABLE

LEVEL	FEATURES
2	Fill in the Gap
10	Safety Valve
14	Refined Probability

You have three uses of this ability and regain all uses when you return to base. You gain 2 additional uses at levels 8, 12, and 18.

SAFETY VALVE: You can spend 2 points of Ingenuity to reroll your misfire die.

REFINED PROBABILITY: You can reverse the result on the Misfire Table and pick which result is resolved. For example, rolling a 34 would allow you to pick the 34 result or the 43 result.

METAPHYSICAL CALIBRATION

"It's magic. It just uses a Scientific Method."

Trying to understand some technology that field agents bring back is like trying to understand how a butterfly flapping its wings causes a tsunami on the other side of the world.

THE ESOTERIC RHYTHM: You gain advantage on cross-divisional checks (see p. 175) when you are not proficient in both skills. You have three uses of this ability and regain all uses when you return to base. You gain 2 additional uses at the 8th, 12th, and 18th levels.

OVERLOAD: You can trigger a roll on the Misfire Table and use the effect against a targeted creature. The effect of the misfire is resolved immediately after the triggering attack or effect. Any saving throw is made at disadvantage.

EARTHING FUSE: When you trigger a misfire, you can roll twice and select which result takes effect.

METAPHYSICAL CALIBRATION FEATURES TABLE

LEVEL	FEATURES
2	The Esoteric Rhythm
10	Overload
14	Earthing Fuse

MISFIRE TABLE

D100	EFFECT
01	The artifact begins to tick, buzz, produce smoke and steam, or otherwise make ominous noises. All creatures within a 15 radius of you, including yourself, must immediately make an Intelligence saving throw against your DC as they think of how to best avoid what might happen. At the end of your turn, those creatures who failed their saving throw take a number of d8s of force damage equal to your combined Research and Development level and are rendered incorporeal. Those who succeeded suffer half as much damage and remain physical. While incorporeal, a creature cannot be harmed by non-magical attacks and cannot interact with the physical world. At the end of an incorporeal creature's turn, roll 1d10. On a 1-5, they remain incorporeal. On a 6-9, they blink back into existence and remain physical until the end of their next turn, then roll again. On a 10, the effect ends.
02–05	You cause all creatures within a 15 ft radius of a point that you nominate to immediately make a Wisdom saving throw against your engineer DC. On a failure, they can only take an action or a bonus action on their turn, cannot take reactions, suffer -2 to their AC, and reduce their speed by half. This effect lasts for 1 minute. A creature can spend an action once it has left the affected area to repeat the saving throw.
06–10	All creatures in a 10 ft cube from a point adjacent to you must immediately make a Dexterity saving throw against your engineer DC. On a failure, they glow with an immutable blue light for 1 minute. As a result, affected creatures cannot become invisible, all ranged attacks on them have advantage, and they have disadvantage on Dexterity (Stealth) checks. They should also see a doctor at the earliest opportunity.
11–16	Believing something awesome just happened, you are stunned until the start of your next turn. It didn't.



MISFIRE TABLE CONTINUED

D100	EFFECT
17–22	You hear the inner thoughts and monologues of a creature you target. If you don't target a creature, you instead take 1d6 psychic damage and have a sudden urge to report to the Personal Department for additional workshop training on personal boundaries.
23–30	Heavy rain falls in a 60-foot radius centred on the target. The area becomes lightly obscured. The rain falls until the start of your next turn.
31–36	An animal appears in the unoccupied space nearest the target. The animal isn't under your control and acts as it normally would. Roll 1d100 to determine which animal appears. On a 01–25, a racoon appears; on a 26–50, a cow appears; on a 51–99, a rat appears; and on a 100, a corgi appears.
37-44	A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.
45-52	The target grows 1 size category larger. If it can't complete the growth (room dimensions) or if you didn't target a creature, you become the target. After 8 hours, the target returns to its normal size. If effected by a magical or misfire effect, they revert to their normal size.
53-60	An area of darkness forms in a 15 ft radius around the target area. Creatures with darkvision that are not demonic cannot see in this area, and light from candles and torches does not penetrate the darkness. It persists for 10 minutes.
61-66	Grass grows on the ground in a 60 ft radius centred on the target. If grass is already there, it grows to ten times its normal size and remains overgrown for 1 minute.
67-73	You shrink yourself one size category. When you return to base, you return to your previous size.
73-80	You cause all creatures in a 20 ft radius to make a Dexterity saving throw against your engineer DC. Creatures suffer 21 (6d6) fire damage on a failure and half as much on a success. All flammable items catch fire in the area.

MISFIRE TABLE CONTINUED

D100	EFFECT
81-87	You become invisible for 1 minute or until you take the attack action or cause a creature to make a saving throw against an effect.
88-95	Leaves grow from the target. If you chose a point in space as the target, leaves sprout from the creature nearest to that point. Unless picked off, the leaves fall off after 24 hours.
95-99	A burst of shimmering light extends from you in a 30 ft radius. You and each creature in the area that can see must succeed on a Constitution saving throw against your engineer DC or become blinded for 1 minute. The saving throw can be repeated at the end of each creatures' turn, ending the effect on a success.
100	The targeted creature is teleported to a random dimension unless it succeeds on an Intelligence saving throw against your engineer DC. On a success, the creature instead takes 27 (5d10) damage from the force of the attempted rip in reality. On a failure, the creature is teleported to a random dimension roll 1d8 and consult the Misfire Dimension Table. The creature remains there until they find a way back. Or rather, if.

MISFIRE DIMENSION TABLE

D8	REASON
1	Hell
2	Mythic Russia
3	The Underworld
4	Dream: The creature enters a slumber and cannot awaken by non-magical means.
5	Fae Realm
6	Mythic Deeps
7	Earth: 1d10 x 100 miles from current location.
8	Spirit: Treat the creature as a ghost.

Field Analyst

Field analysts know things. They are the agents that recall local burial customs or which folk tales are likely to be based in truths. They can translate texts better than academics and perform rituals better than occultists. Field analysts have even read the B.P.R.D. manuals, multiple times. Most teams consider their field analyst to be the brains behind their operations, and teams without one are at a disadvantage.

What sets you apart from the rest of the Research and Development Department? Why are you in the field? As a field analyst, you could be curious about a specific phenomenon or hoping to discover your big breakthrough research. You could be a believer in the supernatural or a sceptic. You are the agent who has to wonder the wider questions of a Case File in terms of the celestial and dimensional issues raised. Thankfully, you do not have to also answer them.

Quick Build

Make Intelligence your primary ability score followed by Wisdom. Select the Crossed the Line path for your recruitment into the B.P.R.D.

HIT DICE: 1d8 per field analyst level

HIT POINTS: 8 + your Constitution modifier at 1st level, 1d8 (5) + your Constitution modifier every field analyst level after 1st.

SAVING THROW PROFICIENCIES: Intelligence and Wisdom

SKILLS: Pick 4 from the following list: History, Medicine, Occult, Religion, Science, Intuition, Technology, Bureaucracy, or Investigation.

WEAPON PROFICIENCIES: Basic Weapons, Firearms: Pistols

Field Analyst Features

EXPERTISE: Select 2 skill proficiencies gained from this role. When you make ability checks using these skills, you can add double your proficiency bonus.

LEARNED: Your proficiency bonus is increased by 1 (included in table).

PROPER CONDITIONS: When making a check with an associated kit, such as a field lab, you gain advantage and can reroll the lowest result.

RESEARCH FIELD: Choose from either Scholar or Theoretical Practitioner.

Field Analyst Progression Table

Level	Prof. Bonus	Features
1	+2	—
2	+3	Expertise, Learned, Proper Conditions
3	+3	Research Field
4	+3	Ability Score Increase, Think It Through
5	+4	Another Way
6	+4	Find the Gaps, Research Field Feature
7	+4	Theoretical Degree
8	+4	Ability Score Increase, Font of Knowledge, Think It Through
9	+4	Lab Safety
10	+5	Always Connected, Research Field Feature
11	+5	Another Way, Solid Theory
12	+5	Ability Score Increase, Reliable Memory
13	+6	—
14	+6	Research Field Feature, Think It Through
15	+6	Infallible
16	+6	Ability Score Increase, Another Way, Solid Theory
17	+7	—
18	+7	Ability Score Increase, Unmatched Wits
19	+7	—
20	+7	Ability Score Increase, Extrapolate

ABILITY SCORE INCREASE: You can increase one of your ability scores by 2 or two ability scores by 1. Alternatively, you may select 1 feat from the "Feats" section (see p. 59). You gain additional ability score improvements at the 8th, 12th, 16th, 18th, and 20th levels.

THINK IT THROUGH: Your ability to think things through allows you to bring the theoretical to aid in you in situations where others would rely on brute strength or charm. You can attempt a focus check as a bonus action to substitute the ability modifier of a skill check for your Intelligence modifier. You have 3 uses of this ability, which are regained when you return to base. You gain 2 additional uses of this ability at the 8th and 14th levels.

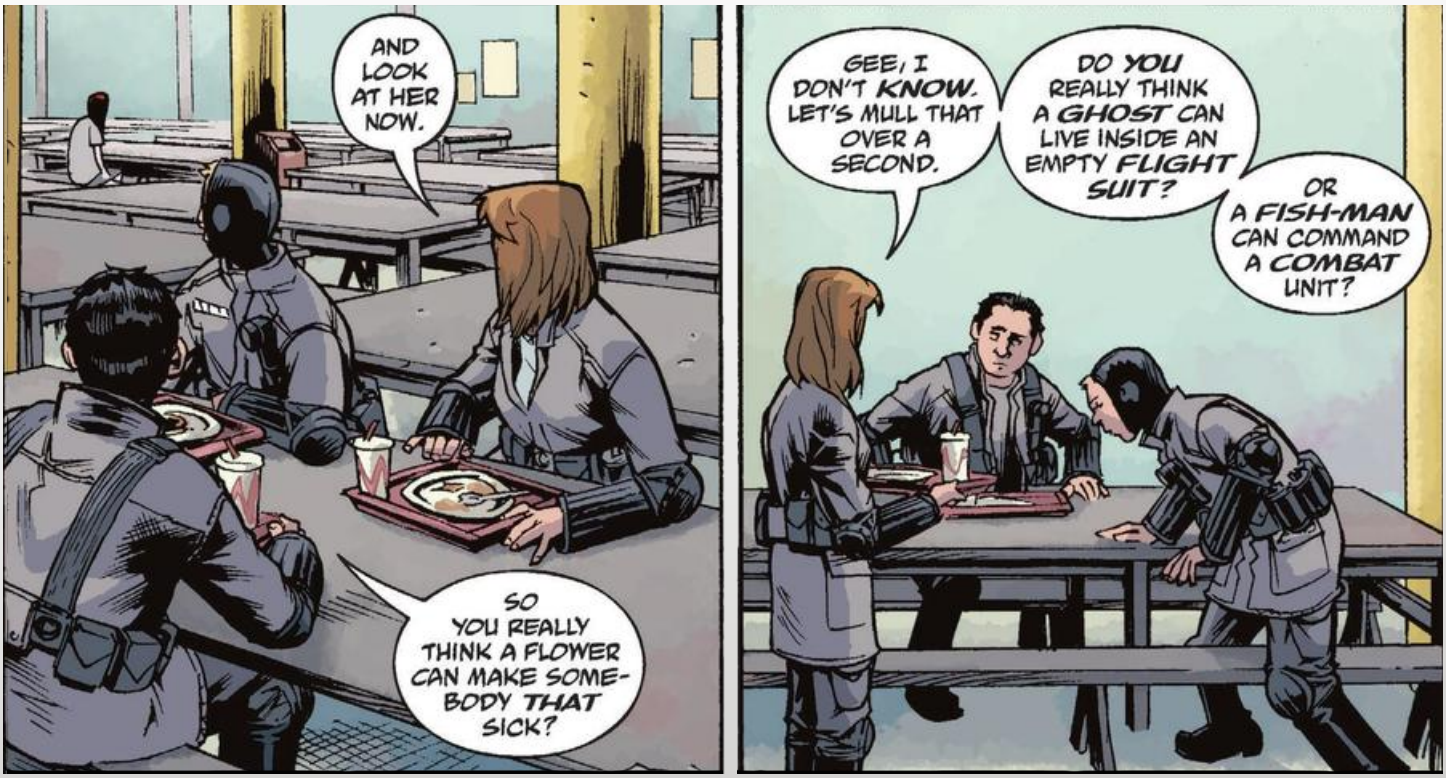
ANOTHER WAY: You can find unusual methods to rule out the alternatives. You can attempt a focus check as a bonus action. If successful, you generate a point of Ingenuity the next time you succeed on an ability check. You have 3 uses of this ability, which are regained when you return to base. You gain 2 additional uses of this ability at the 11th and 16th levels.

FIND THE GAPS: On your turn, you can make an Intelligence (Investigation) check contested by a creature's Dexterity (Stealth) or Charisma (Persuasion) as a bonus action. If successful, the attack on that creature deals all damage as if it were vulnerable to it. You must take time before you can use this feature again.

THEORETICAL DEGREE: Add half your proficiency bonus (rounded up) to any ability check you are not proficient with.

FONT OF KNOWLEDGE: You are able to investigate creatures and learn how to overcome their defences, making every hit count. If you have been able to examine a creature's corpse as part of a take time or successfully made an Intelligence (Science) check contested by the creature's Charisma (Persuasion), you can add a number of d6s to your damage against the nominated creature for a single attack made on your turn. The number of d6s increases based on your field analyst level. At 8th level, it is 3d6, at 12th level 5d6, at 15th level7d6, and at 20th level 10d6. As a reaction, you can expend your use of this ability for the round to cause the attack made by an ally within 15 ft to benefit from the additional damage. If the attack roll has disadvantage, you cannot use this ability. You have a number of uses of this ability equal to your proficiency bonus, regain 1 use when you take time, and all uses when you return to base.

LAB SAFETY: Suffer half damage on a failure and no damage on a success against effects that allow you to make a Dexterity saving throw.



ALWAYS CONNECTED: When you beat a DC by 5 or more, you generate a point of Ingenuity. When you add Ingenuity to the Investigation Sheet, you also gain a stored point of Ingenuity.

SOLID THEORY: You can as a bonus action attempt a focus check to gain advantage on a single Investigation, Science, or Occult check. You have 4 uses of this ability, which you regain when you return to base. You gain 2 additional uses at the 16th level.

RELIABLE MEMORY: You can treat a roll of 9 or less in a skill you're proficient in as if it had rolled a 10.

INFALLIBLE: You can reroll the d10 when you generate Doom on a ability check or saving throw that you are proficient with but must accept the new result.

UNMATCHED WITS: You can add your Intelligence modifier to initiative rolls. If you are using the alternative initiative rules, you may perform two actions in a fast action turn once per combat encounter. You decrease the required number of successes in an extended skill check by your Intelligence modifier (to a minimum of 1).

EXTRAPOLATE: As a reaction, you can add your proficiency bonus to your AC until the start of your next turn or to the result of a saving throw, attack roll, or skill check. You have a number of uses of this ability equal to your Intelligence modifier plus 1. You regain all uses when you take time.

SCHOLAR

Those researchers that brave field operations bring their analytical minds to bear with great effect. They capitalise on momentary breakthroughs to crack the case open. This unrelenting focus on the details allows them to catch every opportunity. Where other agents hope for a breakthrough, a scholar knows it is only a matter of time and collecting enough data.

JUST THE FACTS: If you have disadvantage on a skill you are proficient in, you may elect to negate the disadvantage by not adding your proficiency bonus to the check.

THE PLANETS ALIGN: If you use Ingenuity to boost the result of an ability check that you are proficient with, instead of rolling a d6, you roll a d8 for each point consumed.

KNOWLEDGEABLE: During skill checks or saving throws you are proficient with, you generate Ingenuity on one additional step.

SCHOLAR FEATURES TABLE

LEVEL	FEATURES
3	Just the Facts, The Planets Align, Knowledgeable
6	Persistent Feeling, Lesser Minds, Push the Limits
10	That's Not It, The Stars Align
14	Expanded Remit, Galaxies Align

PERSISTENT FEELING: When you take time, you retain a number of stored points of Ingenuity equal to your Intelligence modifier. If you have no stored Ingenuity, when you finish taking time, you gain 1 point.

LESSER MINDS: You can attempt a focus check as a bonus action. If successful, you can negate disadvantage on a single ability check. You have 4 uses of this ability and regain all uses when you take time. You gain 2 additional uses at 12th and 17th levels.

PUSH THE LIMITS: If you have advantage on a skill check you are proficient with, you may reroll the lowest result.

THAT'S NOT IT: As part of a skill check, you can attempt a focus check as a bonus action. If successful, you can reroll the result of 1d20. Doing so generates a number of points of Doom equal to half your proficiency bonus.

THE STARS ALIGN: When you spend Ingenuity to boost the result of an ability check, instead of rolling a d8, roll a d10 for each point consumed.

EXPANDED REMIT: Gain proficiency in 5 skills or languages and 3 saving throws.

THE GALAXIES ALIGN: When you spend Ingenuity to boost the result of an ability check, instead of rolling a d10, roll a d12 for each point consumed.

THEORETICAL PRACTITIONER

You have made the study of magical phenomenon and the rites associated with them your centre of study. This focus has led to you take on field work, perhaps to see how your ritual theory works in practice or perhaps to see magic up close and

THEORETICAL PRACTITIONER FEATURES TABLE

LEVEL	FEATURES
3	Ritualist, Consume Resource, Evading Fate
6	Studied Practitioner, Assured Outcome
10	Ritual Performance, Ritual Academic
14	Resolute Focus, Nature of Power, Ritual Interference

personal. Regardless of the reason, you are able to better perform the rituals and rites that allow individuals to successfully channel magic. Though you may have a scientific reason for how you manage this, as to most people, it will always be magic.

RITUALIST: You know a number of rituals equal to your Intelligence modifier. You still require the tomes and supplies to perform these rituals.

CONSUME RESOURCE: When you destroy a magical artefact, you do not need to roll to see if the effect takes. You gain the destroyed effect and are able to gain the additional benefit as if you had expended one charge from the artefact.

EVADING FATE: When you complete a ritual, you do not increase the step by which you generate Doom.

STUDIED PRACTITIONER: When performing a ritual, you can turn the Charisma check into an Intelligence check provided you have been able to study the ritual while taking time. You gain advantage on Intelligence (Occult) checks to begin performing a ritual.

ASSURED OUTCOME: You have a number of stored successes that you can use to power performing rituals. You regain all stored successes when you return to base. At 6th level you have 2 stored successes and gain 2 additional successes at 8th and 12th levels.

RITUAL PERFORMANCE: You can subtract your Intelligence modifier form the ritual level when calculating how much preparation time you need to perform a new ritual. You generate Ingenuity when performing a ritual one additional step.

RITUAL ACADEMIC: You gain advantage on Intelligence based check to understand, translate, prepare, implement, or alter rituals.

RESOLUTE FOCUS: When you are performing a ritual, you can only be interrupted by either spending an action to do something other than continue the ritual or if you are reduced to 0 HP.

NATURE OF POWER: You gain advantage on ability checks to recognising if an effect is caused by magic, psychic powers, or weird science.

RITUAL INTERFERENCE: When you are interrupting a ritual performed by another creature, you can enter an opposed channelling check to derail the magic. If successful, you siphon off a number of successes from the ritual equal to your Intelligence modifier + the number of success rolled.



Department of Internal Affairs

Internal Affairs in the B.P.R.D. enjoys and endures the widest remit of any department in the Bureau, from the safeguarding of the agents, assets, and recovered artefacts to the less glamorous job of maintaining, cleaning, and upkeep of the Bureau's buildings. They are primarily stationed at the HQ, buoying field teams with anything they could need for an investigation. When they are called into the field, it is primarily in a support role to ensure the safety of the public and the agents involved in a developing situation.

Oversight and Security

Though the B.P.R.D. has been known to use its links with the military across the decades, this has become increasingly rare as the Bureau has grown. Its very own Internal Affairs department now ensures to the safety of its personnel and real estate, with the oversight and security agents tasked with these functions taking their roles extremely seriously.

Creating an Oversight and Security Agent

Oversight and security agents are the ones who procure what the Bureau needs, be it equipment or firepower. Though the B.P.R.D. has been known to use its links with the military, it has become increasingly rare as the Bureau has grown and now has its own oversight and security agents to call upon.

As an oversight and security member, you know how to get things done. Equipment? You can get it. Combat tactics? You have those, too. In oversight and security, you are the practical one to bring logistics and firepower to the team.

Quick Build

For fire team director, make Charisma your primary ability score followed by Strength. For an emergency technician, make your Dexterity primary ability score followed by Wisdom. Select Recommended for your recruitment into the B.P.R.D. for both.

HIT DICE: 1d8 per level of oversight and security agent.

HIT POINTS: 8 + your Constitution modifier at 1st level, 1d8 (5) + your Constitution modifier after the 1st level for every oversight and security agent level

SAVING THROW PROFICIENCIES: Dexterity and Constitution

SKILLS: Choose 2 of the following: Steady Hands, Acrobatics, Athletics, Bureaucracy, Technology, Intuition, or Perception.

WEAPON PROFICIENCIES: Basic Weapons, Firearms: Pistols, Firearms: Advanced, Demolitions.

Oversight and Security Progression Table

Level	Prof. Bonus	Features
1	+2	Sub-Department
2	+2	Well Supplied
3	+2	Well Prepared, Voluntold
4	+2	Ability Score Increase, Coordinator
5	+3	Plan C
6	+3	—
7	+3	Foot In It
8	+3	Ability Score Increase
9	+3	Defensive Driving, Well Prepared
10	+4	By the Book, Know Where to File
11	+4	Well Supplied
12	+4	Ability Score Increase, Tales of the Past
13	+5	Pension of Survival
14	+5	Well Prepared
15	+5	The Other Plan
16	+5	Ability Score Increase, Well Supplied
17	+6	—
18	+6	Ability Score Increase
19	+6	—
20	+6	Ability Score Increase, Operational Priority

OVERSIGHT AND SECURITY FEATURES

SUB-DEPARTMENT: You can select either fire team coordinator or emergency technician.

WELL SUPPLIED: You can "remember" that you have 1 Tiny or Small item of equipment that is not on your inventory sheet in one of your pockets. You have 2 uses of this ability. You regain all uses when you return to base. You gain 1 additional use of this ability at the 11th and 16th levels.

WELL PREPARED: Your inventory space is increased by 2. It increases by an additional 2 at the 9th and 14th levels.

VOLUNTOLD: You can grant any unspent movement from your turn to another agent as a reaction. This movement can be taken immediately.

ABILITY SCORE INCREASE: You can increase one of your ability scores by 2 or two ability scores by 1. Alternatively, you may select 1 feat from the "Feats" section (see p. 59). You gain additional ability score improvements at the 8th, 12th, 16th, 18th, and 20th levels.

COORDINATOR: The help action has a range of 15 ft and can be performed as a bonus action.

PLAN C: You can spend a point of Ingenuity from the Investigation Sheet to prevent all agents from being surprised. You can also spend a point of Ingenuity from the Investigation Sheet to attempt a focus check as an action. If successful, the next attack against a creature you nominate treats all damage from the attack as if it were a critical hit.

FOOT IN IT: When you are taking time, you can cause a number of points of Doom that were generated to be spent immediately.

DEFENSIVE DRIVING: You can drive and operate any land-based vehicle. You can add double your proficiency bonus to checks while piloting a land vehicle. You also gain proficiency in aircraft and water vehicles.

BY THE BOOK: When you beat a DC by 5 or more, you generate a point of Ingenuity. When you add Ingenuity to the Investigation Sheet, you gain a stored point of Ingenuity.

KNOW WHERE TO FILE: You start each Case File with 3 additional points of Requisition to spend.

TALES OF THE PAST: Gain proficiency in Wisdom saving throws.

PENSION FOR SURVIVAL: When you are reduced to 0 HP, you can immediately make a Charisma saving throw where the DC equals 5 + half the damage suffered. If successful, you are instead reduced to 1 HP. Each time you successfully use this ability, the DC increases by 1 until you return to base.

THE OTHER PLAN: When you are below half HP and conscious, you regain 5 HP at the start of your turn until you are at half HP.

OPERATIONAL PRIORITY: When you are reduced to 0 HP, you drop to 1 HP instead. You can spend a point Ingenuity to take an additional action on your turn. You have a number of uses of this equal to your Constitution modifier and regain all uses when you return to base.

FIRE TEAM DIRECTOR

The fire team director is the manifestation of the philosophy of planning for the worst and hoping for the best. Their tactics are centred around providing their team enough immediate support to turn the tide or provide support to establish a defensive position or tactical withdrawal. Unlike a team leader or an operational oversight agent, a fire team director is not a consistent leader but rather an individual who brings the efforts of their fellow agents to bear with the greatest effectiveness when doom or failure is on the table.



FIRE TEAM DIRECTOR FEATURES TABLE

LEVEL	FEATURES
1	Deployment Tactics
8	Perceive Weakness
14	Penetrating Defences

DEPLOYMENT TACTICS: You learn 3 of the following tactics. Each time you gain a level in Oversight and Security, you can swap a known Deployment Tactic with a different one. You have a number of uses of this feature equal to your proficiency bonus, regaining 2 uses when you take time or all after a return to base. You learn 2 additional tactics at 6th and 12th levels.

- **COVERING FIRE:** You make three attack rolls against up to three creatures within 15 ft of each other. Each time you hit a creature, its speed is reduced by 5 ft and all allies gain a +1 to attack rolls when targeting an affected creature.
- **LEAPFROG:** You nominate up to three allies. They can immediately move up to 15 ft as a reaction. This movement does not provoke opportunity attacks.
- **NOW!:** As an action, nominate up to 3 allies within 15 ft that can hear you. They may immediately use a reaction to make a single attack.
- **PHALANX:** Nominate a friendly target. For each ally within 5 ft of them, the target gains +1 to their AC. You can sustain focus on this tactic as a bonus action on your turn. As a reaction, provided you are within 5 ft of them, you can elect to suffer damage or a condition targeting the nominated creature as though you were the original target.
- **RAPID RESPONSE:** You as an action gain 3 reactions until the start of your next turn. You can dash as a bonus action.
- **SUPPRESSIVE FIRE:** When you take the attack action with your sidearm, you can make three attacks instead of one. Each attack can target the same creature or multiple creatures. Each time you hit a creature with this attack, it suffers -1 to attack rolls and saving throws until the end of its next turn (multiple hits stack). Using this ability consumes 1 use of your Deployment Tactics ability.
- **TACTICAL WITHDRAWAL:** When you use this reaction, all agents within 15 ft may move up to half their movement speed as a reaction. This does not provoke opportunity attacks, and they must end this movement further away from hostile creatures than when they started.
- **WATCH OUT!:** Provided you can see the danger coming, you grant an agent within 15 ft of you advantage on a saving throw. Alternatively, you can swap places with an agent who is targeted by an attack or effect when you are within 5 ft of them. You become the new target, while the original agent is moved 5 ft and knocked prone.
- **TARGET PRIORITY:** Nominate up to two creatures you can see. Allies that target only them gain a damage bonus equal to your proficiency bonus. You can sustain focus on this as an action.

PERCEIVE WEAKNESS: You have learnt the signs to watch out for when a creature or an undead is at their most vulnerable or dangerous. When a creature nominated by one of your deployment tactics is reduced to below half HP, the GM notifies you.

PENETRATING DEFENCES: When you nominate a hostile creature as the target of your deployment tactics, you treat their damage reduction as being a number of points lower equal to half your proficiency bonus. If the creature instead has damage resistance, the damage dealt while nominated by your deployment tactic cannot be reduced to below your proficiency bonus.

EMERGENCY TECHNICIAN

There is a small army of technicians and mechanics who keep the Bureau running. The emergency technicians are a specialised splinter group of technicians that as well as being able to repair equipment can keep their head under the stresses and strains of field work. It is not every day that, on top of rewiring the team's radios, a technician also needs to wire in a 1920s telephone to the generator while figuring out how to unlock a door when the lock is using an enigma rotary. The emergency technician can overcome the background interference that usually comes hand in hand with the supernatural. It is said that they can turn rocks and length of twine into a small demo charge with enough duct tape and time.

DUCT TAPE AND 42: You are able to repair equipment even when it would have been easier to replace it. Even if there is a supernatural force stopping the technology from working, you can find a work around. While taking time, you can repair equipment that has been damaged or rendered in operable

by Doom. If a supernatural force is stopping the technology from working, you can begin a work around, but it will require understanding the force stopping it from working. If you spend 3 points of Ingenuity from the Investigation Sheet, the technology is able to work for at least a chapter.

You can attempt a focus check as a bonus action while repairing a piece of equipment. If successful you can spend 2 Ingenuity to render it immune to supernatural interference for the remainder of the Chapter.

EMERGENCY TECHNICIAN FEATURES TABLE

LEVEL	FEATURES
1	Duct Tape and 42, How It's Made
8	It Lives!, Twine and Rocks
14	Master Craftsperson

HOW IT'S MADE: You gain advantage on checks to understand how a piece of equipment functions. You also gain advantage on Steady Hands checks to unlock doors or similar safeguards.

IT LIVES!: When you take time, you can MacGyver an item to restore its functionality, even when using an out of date piece of technology.

TWINE AND ROCKS: You can construct parts or stand ins for pieces of equipment with the bare necessities. You can craft a number of pieces of technology equal to your Dexterity modifier, they have a number of uses equal to your proficiency bonus before they need repairing. Crafting equipment requires 1 hour per Requisition level of the item in question.

MASTER CRAFTSPERSON: You subtract your Dexterity modifier from the Requisition level to calculate the time it will take you to craft a piece of equipment.

You can improve a number of pieces of equipment equal to your proficiency bonus. An improved piece of equipment gains 1 of the following features. Multiple uses can be expended on a single piece of equipment.

- Add 15 ft to its range.
- Add an additional damage die.
- Gain damage reduction 2 or improve damage reduction by 1.
- Grant damage resistance to 1 damage type other than psychic damage.
- Doubles its ammo capacity.

PERSONNEL DEVELOPMENT

Personnel development, or HR in the Bureau can be an unglamorous job. But field agents know that their Case Files would end in disaster without the aid of a personnel development agent procuring a rare item or even just lifting their team from despair by a well-timed joke and reminder of the last time they were in a situation this bad. To be a personnel development agent is to balance keeping the team coherent and supporting each other while finding the gaps to make the systems of bureaucracy and personal eccentricities work to your benefit.

The B.P.R.D. has a unique roster of employees who require a more hands on approach to ensure that they well within a team and that each team fulfils their role. You can see how relationships between the different departments, the B.P.R.D. and its counterparts across the world, and the public's input and relationship with supernatural affect the team, allowing your team to procure insights, research, and even equipment. While a field analyst has the read out on their field lab, you can gauge the mood of your team or the room in much the same way and coax people and events to fall in line with your proposals.

QUICK BUILD

The most important ability score for personnel department is their Charisma score followed by their Wisdom. Select the Traditional Channels path for your recruitment into the B.P.R.D.

HIT DICE: 1d8 per level of personnel development agent

HIT POINTS: 8 + your Constitution modifier at 1st level, 1d8 (5) + your Constitution modifier for every personnel development agent level after 1st.

SAVING THROW PROFICIENCIES: Charisma and Wisdom

SKILLS: Pick 3 of the following: Intuition, Perception, Bureaucracy, Persuasion, or Medicine.

WEAPON PROFICIENCIES: Basic Weapon, Firearms: Pistols

PERSONNEL DEVELOPMENT PROGRESSION TABLE

LEVEL	PROF. BONUS	FEATURES
1	+2	People Person
2	+2	Recuperation, Personal Cues
3	+2	My Team, Delegate
4	+2	Ability Score Increase, Pep Talk
5	+3	Call the Cavalry, Management
6	+3	Professionalism
7	+3	Self-Sufficient
8	+3	Ability Score Increase, Front of the Queue
9	+3	Inner Workings
10	+4	Rolling Progress, Upper Management
11	+4	—
12	+4	Ability Score Increase, Operational Management, Reliable Memory
13	+5	Sticks and Stones
14	+5	Executive Management
15	+5	Synergy
16	+5	Ability Score Increase
17	+6	—
18	+6	Ability Score Increase, Delegation
19	+6	—
20	+6	Ability Score Increase, Field Coordinator

PERSONNEL DEVELOPMENT FEATURES

PEOPLE PERSON: When you are speaking to a witness or any creature, you gain 1 additional level of information from the individual as though you had beaten the next DC level required. You can add double your proficiency bonus to either Persuasion or Bureaucracy checks and, if not proficient, gain proficiency with one of these skills.

RECUPERATION: When you take time, a number of friendly creatures equal to your Charisma modifier gain temporary HP equal to twice your personnel development level.

PERSONAL CUES: You can attempt a focus check to substitute an Intelligence skill check with Wisdom (Intuition). You have 2 uses of this ability and gain 2 additional uses at the 8th and 14th levels. You regain all uses when you return to base.

MY TEAM: You can pick your particular approach to your team, bureaucrat or operational oversight.

DELEGATE: You have learned that leadership sometimes means stepping aside and coordinating those who have the best opportunity to achieve the objective. You can make a focus check as a bonus action. If successful, when you take the attack action, you can grant the attack to another field agent instead of taking it yourself. They can then use your attack on their turn as a bonus action. If they take any other action other than the attack action, the bonus attack can still be taken. If you can make more than 1 attack with the attack action, you can delegate all your attacks to a single field agent or to different ones.

ABILITY SCORE INCREASE: You can increase one of your ability scores by 2 or two ability scores by 1. Alternatively, you may select 1 feat from the "Feats" section (see p. 59). You gain additional ability score improvements at the 8th, 12th, 16th, 18th, and 20th levels.

PEP TALK: You have a pool of healing that you can use to restore a maximum number of HP equal to five times your level. It takes an action, and you can restore any amount of HP from this pool provided the target creature has at least 1 HP.

CALL THE CAVALRY: Once per Case File, you can request additional backup agents equal to your proficiency bonus.

MANAGEMENT: Gain a number of d6s of management dice equal to your Charisma modifier + 1. Provided a recipient can hear you, you can grant to a die to friendly target within 30 ft of you as a bonus action. The target can add the management

die to the result of an attack, ability check, or saving throw after the d20 has been rolled but before the outcome is declared. You regain all uses when you return to base.

PROFESSIONALISM: As an action, you grant all friendly creatures within 30 ft that can see or hear you advantage on saving throws against becoming frightened. If they are already under the effect of the frightened condition, it immediately ends. You can sustain focus on this feature as a bonus action on each of your turns for a number of rounds equal to your Charisma modifier plus 1. You have a number of uses equal to your proficiency bonus and regain all uses when you return to base.

SELF-SUFFICIENT: You can dodge and disengage as a bonus action.

FRONT OF THE QUEUE: After leaving base, you can call upon any missing agents or resources that remain at base a number of additional times equal to half your proficiency bonus. You also generate a point of Ingenuity, which you can immediately add to the Investigation Sheet or store normally.

INNER WORKINGS: Once per Case File, you can requisition equipment of 1 additional Requisition level above that which you can normally access.

ROLLING PROGRESS: When you generate a point of Ingenuity, you can use a reaction to immediately grant it to another agent within 30 ft of you. When an agent beats a DC by 5 or more with your management feature, you generate a point of Ingenuity.

UPPER MANAGEMENT: The dice granted by your Management feature are increased to d8s.

RELIABLE MEMORY: You can treat a roll of 9 or less in a skill you're proficient in as if it had rolled a 10.

OPERATIONAL MANAGEMENT: You regain all uses of your Management feature when you take time.

STICKS AND STONES: You can cause a creature within 30 ft of you to focus its effort and attention on you. Once you have hit a creature, you can expend a use of this feature as a bonus action. While sustaining focus on this feature, the nominated creature gains disadvantage on attacks targeting other creatures. You can sustain focus on this ability as a bonus action on your turn for a number of rounds equal to your proficiency bonus.

EXECUTIVE MANAGEMENT: The dice granted by your Management feature are increased to d10s.

SYNERGY: When you take time, you can regain a number of uses of abilities that normally recharge when you return to base. The total number of uses you regain is equal to your proficiency bonus. You must return to base before you can use this feature again. You can allow another agent to regain uses of their abilities by expending uses of Synergy.

DELEGATION: You can as a bonus action grant a number of creatures equal to your Charisma modifier an additional action that they immediately take. You have 3 uses of this ability, regain 1 use when you take time, and all when you return to base.

FIELD COORDINATOR: Use a bonus action to cause a number of creatures equal to your Charisma modifier to take additional damage until the end of your next turn. Each time they are successfully hit by an attack, they suffer bonus damage equal to your Charisma modifier. Additionally, you can treat a single failed ability check, saving throw, and attack roll as a success. The ability check is treated as beating the highest DC by 5, the saving throw results in no damage being suffered, and the attack roll triggers a critical hit. You must take time before you can use this feature again.



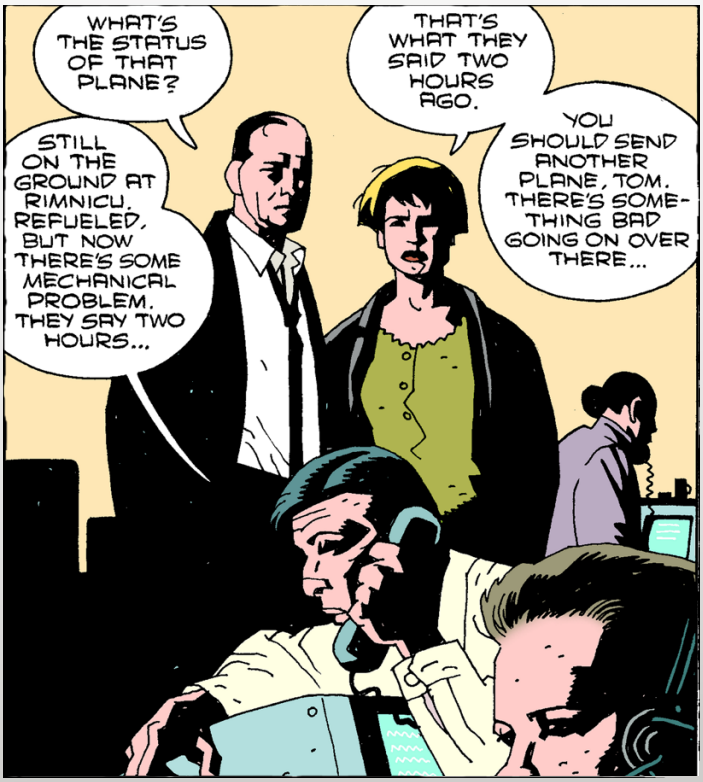
OPERATIONAL OVERSIGHT

Rather than focusing on the organisation's procedures, operational oversight focus on the other teams operating in the same area, being in the room for the briefings, and hearing the concerns. With this additional information, you ensure that your team operates within the bounds of the agreed operation and does not impede the wider progress being made by the B.P.R.D.

OPERATIONAL OVERSIGHT FEATURES TABLE

LEVEL	FEATURES
3	Personnel Allocation, Additional Briefings
12	Helping Hand
16	Upper Management

PERSONNEL ALLOCATION: Each time you leave base, you know the three teams operating nearest your team's case and can call an additional agent for help. (See "Backup Agents", p. 105).



ADDITIONAL BRIEFINGS: You gain an additional level of clearance that comes into focus and relevance when you first add a point of Ingenuity to the Investigation Sheet.

HELPING HAND: Expend any number of unspent HD and add the total rolled to the damage of an ally within 15 ft of you.

UPPER MANAGEMENT: You regain all uses of your management dice when you take time.

BUREAUCRAT

Bureaucrats excel in finding the gaps in the internal systems of an organisation and making them work for their purposes. This semi-mechanical approach to the effectiveness of their team allows them to know when to hold back and when to press an individual to get the most out of them. The requisition office never knows whether to welcome or fear a bureaucrat's arrival.

RED TAPE: You know the inner workings of the requisition system and those who operate it. You gain an additional number of Requisition points equal to your proficiency bonus.

NO ONE WILL MISS IT: You can attempt an Intelligence (Bureaucracy) check to gain access to equipment that usually requires a higher priority or level of clearance Where the DC equals twice the level of the item + 8. If successful, you can spend the required Requisition points to gain the desired item even if you do not have the Requisition level.

TEAM BOOST: Use an action and expend any number of unspent Hit Dice. Add the total rolled to the current and maximum HP of a number of targets equal to half your proficiency bonus within 15 ft of you.

EMPLOYEE OF THE MONTH: Expend a use of your management dice and add the total rolled to the amount of HP regained by a creature within 15 ft of you as a reaction.

BUREAUCRAT FEATURES TABLE

LEVEL	FEATURES
3	Red Tape, No One Will Miss It
12	Team Boost
16	Employee of the Month

Chapter 3: Customization

Feats

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class provides an ability score improvement. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Old School feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow—perhaps by a withering curse—you can't benefit from the Old School feat until your Strength is restored.

A feat that is indented has a non-indented parent feat above it.

Some feats can be taken multiple times. If so, this will be stated with the feat. This allows agents to select new options or gain additional uses as if they were selecting it for the first time.

Bureau Feats

THE ARCHIVE

PREREQUISITE: Intelligence 13+, Proficiency in Bureaucracy

As part of a take time rest, you can request access to the archive relating to the creatures and phenomena that you have encountered. When you do so, you can request one of the following:

- A rough description of the primary threat, including creature or ritual type.
- Any known banes or defences against the threat.
- How the threat was last contained or dealt with.

EXPLOSIVES EXPERT

PREREQUISITE: Intelligence 12+, Proficiency in Demolitions

If you had found yourself in a different line of work, you would be called an arsonist. You have a knowledge not only of the premade explosives but the surrounding chemistry of how gummy bears and bleach can make a small bomb.

- You treat all damage from explosives you plant, including grenades, as exploding damage. (See p. 120).
- You gain advantage on Intelligence (Science) checks relating to knowledge of explosives.
- Use an action to study a door, wall, pillar, altar, or similar object. Once complete, any damage from explosives you place to attack the object overcome its damage resistances.

EXPLOSIVES ARTIST

PREREQUISITE: Explosives Expert

Demolition and the use of explosives aren't just a means to an end for you, they're an art form. You gain the following benefits when you take this feat:

- You can rig explosives on the fly causing them to explode on impact, at the end of your turn, or at the start of your next turn. This requires a bonus action and both of your hands to be free on your turn.
- You gain advantage on Dexterity (Steady Hands) checks to disarm or alter the fuse mechanism on an explosive device.
- You can add double your proficiency bonus to Intelligence (Science) checks to detect residue of explosives.
- You gain advantage on Wisdom (Perception) checks to find trip wires, pressure plates, and similar traps.

FINE DETAIL

PREREQUISITE: Intelligence or Wisdom of 15+

You have an eye for detail and an ordered mind that allow you to maintain focus during prolonged tasks. You gain the following benefits:

- Instead of taking part in an extended skill check, You can decrease the number of successes required for the skill by half your proficiency bonus.
- When you take part in an extended skill check, you can reroll the d10 if it generates Doom.
- You decrease the time it would take for an extended action, such as sorting through a small personal library to find the legitimate occult tome, by half.

FORENSIC TRAINING

PREREQUISITE: None

Fieldwork is all well and good, but a fingertip search and formal training can catch a lot of the finer details that get swept up in

the rush of the screaming and shooting.

You can spend 10 minutes studying a scene, corpse, or creature using a field lab kit. After the time has passed, you gain advantage on the following:

- If used on a location, Investigation checks for information, such as signs to locate the creature responsible.
- If used on a corpse to learn how it died and by what type of creature, if any, you gain advantage on saving throws against effects that caused the death of the corpse.
- If used on a creature, you learn if it has more HP than you and gain advantage on Investigation, Intuition, and Persuasion checks relating to the creature. If you target the creature once you have studied it using this feature, you treat the first attack you make against it as triggering a critical hit. You must study it another time before you can use this feature again.

GOOD BOOKS

PREREQUISITE: None

Whether buying coffee, helping with inventory, or simply returning items on time and in good working order, you put in the extra time to stay on the right side of the requisition staff.

- You can expend a Hit Die before leaving base and gain additional Requisition points equal to the amount rolled.

HOW BIG CAN IT BE?

PREREQUISITE: None

Famous last words.

- When targeted by a creature at least 2 size categories bigger than you gain a +2 to your AC.
- You gain advantage on avoiding or escaping grapples of creatures at least one size category larger than you.

HYPER FOCUS

PREREQUISITE: None

You enter a state of focus which allows you to overcome world-ending obstacles.

- You gain advantage on focus checks and on sustaining focus due to taking damage.
- If sustaining focus requires an action, you can sustain focus as a bonus action instead.

INCREASED SKILL SET

PREREQUISITE: Intelligence 13+

You have a knack for picking up new skills and knowledge.

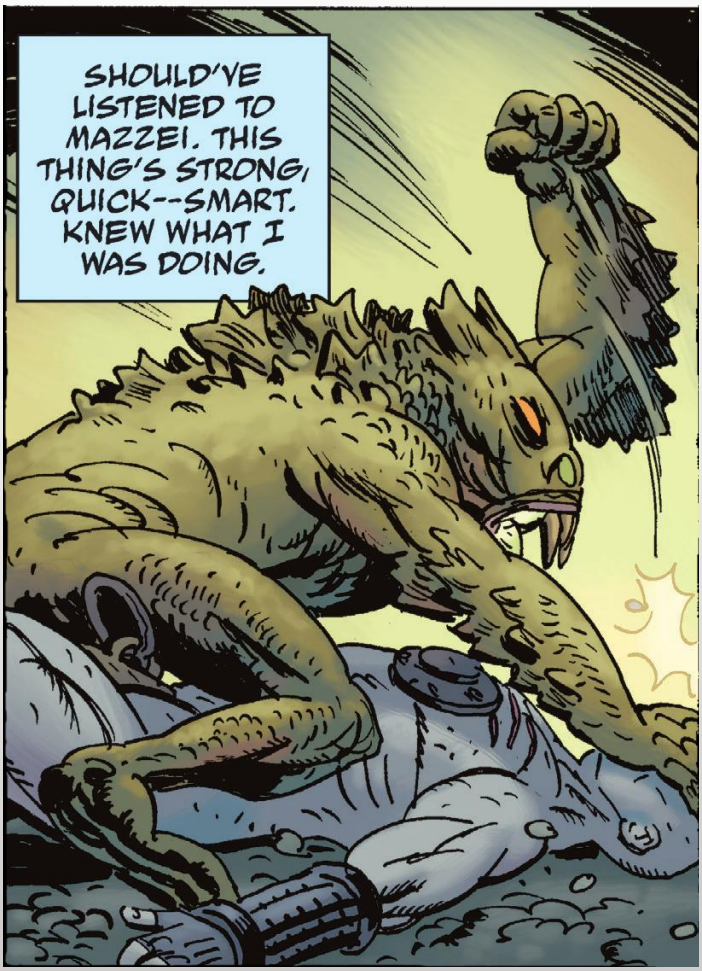
- You gain proficiency in a number of skills equal to your Intelligence modifier.

INSIGHTFUL CONVERSATIONALIST

PREREQUISITE: Proficiency in Intuition, Persuasion

By rapidly dissecting speech and intent, you can take control of the dialogue. You gain the the following benefits:

- Increase your Charisma score by 1.



- When you spend at least one minute engaging someone in conversation, either on your own or as part of a wider conversation with the team, you can add either your Wisdom modifier (minimum 1) to Charisma (Persuasion) checks or your Charisma modifier (minimum 1) to Wisdom (Intuition) checks. You have 3 uses of this ability and regain all uses when you take time.

JOINT DEPARTMENT
PREREQUISITE: None

You have spent an extended period on an interdepartmental taskforce and have retained the skills that you learned while working with other departments.

- Select a role that you have no levels in and gain the benefit of one of the sub roles (such as Specialised Training for field agents, My Team for personnel development agents, or Research Field for field analysts). You only gain the features at the lowest level unlock.

KITCHEN SINK
PREREQUISITE: Strength 10+

You know how to find space in an already impossibly full backpack. You roll and stuff equipment so that it hangs right, and you are able to carry more without it impacting you.

- You gain 4 additional inventory spaces each time you take this feat.

KNOWLEDGE OF THE DAMNED
PREREQUISITE: Intelligence 14+ or interaction with an entity or artefact that holds forbidden knowledge.

You've had one too many brushes with darkness, which has left you with knowledge you'd often rather forget.

- You gain proficiency in the Occult and History skills. If you are already proficient, you may add double your proficiency when making Occult or History checks.

- You can tempt fate by opening your mind to the occult. Doing so grants advantage on a single Occult or History check. When you do so, roll a number of d10s equal to your proficiency bonus, generating Ingenuity and Doom on each. You must take time before you can use this feature again.

OUTNUMBERED
PREREQUISITE: None

Being outnumbered is the easy part. Coming down from the adrenaline rush is the hardest bit.

- When you take the attack action, you can make 1 additional attack targeting a different creature within 10 ft of the original target.

- You can disengage as a bonus action.

PROFILER
PREREQUISITE: Proficiency in Intuition, Investigation

Whether through formal training or simply having been in the field long enough, you understand people and their motivations.

- Increase your Intelligence or Wisdom by 1.

- You gain advantage on Intuition checks to catch if a creature or person, is lying or holding information back.

- You gain advantage on Investigation checks when searching a person's belongings for hidden clues.

RAPID RECOVERY
PREREQUISITE: None

Why sleep when there's a Case File to investigate.

- When you take time, you can recover up to 3 total uses of a role or origin feature that you would normally regain when you return to base.

RESISTANCE TRAINING
PREREQUISITE: None

You have undergone specific training against certain threats.

- Gain proficiency in one type of saving throw.

- Reroll results of 1 when making saving throws of that type.

SPECIALISED TRAINING
PREREQUISITE: None

Intense training with recovery divers and rock climbing experts means you can overcome terrain that would slow other agents.

- You gain a swim speed equal to your walking speed.
- Climbing does not cost extra movement.
- Standing up from prone costs 5 ft of movement rather than half.

STERNER STUFF
PREREQUISITE: Constitution 13+

Roll with the punches they say. So you do.

- Increase your Constitution score by 1.
- You gain 1 additional HP each time you gain a level.
- You can reduce the damage you receive from a successful attack by an amount equal to your level, to a minimum of 3. You must take time before you can use this feature again.

SURVIVAL TRAINING
PREREQUISITE: Wisdom 12+, Constitution 10+

While others head off to visit Mexico, you prefer to spend your time crawling through undergrowth and smelling spoor.

- You gain proficiency in the Survival skill.
- You can as part of taking time make a crude shelter and forage for food, if there is any to be found.
- You always know which way is north while on the Earth.

TACTICAL VEST MASTERY
PREREQUISITE: Constitution 12+

Learning the limits of a TacVest and the wisdom of wearing armour is a skill that every field agent should consider.

- You can reduce non-magical bludgeoning, piercing, and slashing damage by an amount equal to your proficiency bonus when wearing a B.P.R.D. tactical vest

THERE'S SOMETHING THAT BOTHERS ME
PREREQUISITE: Proficiency in Perception, Investigation

Whether the rest of the Bureau, or your team, realises, you've been honing your detective skills and can rival the great masters.

- Increase your Wisdom by 1.
- Increase your passive Perception and Investigation by 5.

THOUGHT IT'D BE WORSE
PREREQUISITE: None

After a while, you are numb to things that most people would run screaming from. After all, it's just another day at the office.

- You gain advantage on saving throws against becoming frightened, stunned, or paralyzed.

UNDERDOG
PREREQUISITE: None

You fight better when outclassed and outgunned. You are able to stand up to the worst the Bureau has to face.

- When you are hit by a creature's attack, you gain +2 to your AC against attacks from the same creature until the start of your next turn.
- When targeted by a creature with a CR higher than your total level, you gain a +1 bonus to you AC.

VANISH
PREREQUISITE: None

You have the uncanny ability to sneak away from zombies, frog monsters, and members of middle management.

- You can hide when lightly obscured, such as by dim light or light cover.
- You can hide as a bonus action.
- While hidden, if you miss with an attack, you do not reveal your location and remain hidden.

WEAPON FOCUS
PREREQUISITE: Proficiency in Firearms: Pistols

You have trained extensively with the Bureau's weapons.

- You can select one of the weapon focuses available to field agents. (See p. 31).

WIDE SKILL SET
PREREQUISITE: None

You put downtime to good use and practice new skills.

- You gain half your proficiency bonus (rounded down) to any 4 skills of your choice.

WIDE STRIDE
PREREQUISITE: None

You can hustle faster than some folks run.

- Increase your movement speed by 10ft.
- You can dash as a bonus action.

Combat Feats

BRACE
PREREQUISITE: None

You have learned to brace yourself in the face of an incoming attack, mentally fortifying yourself for the impact.

- You brace up as a bonus action on your turn and gain temporary HP equal to twice your level. You have 3 uses of this ability and regain up to 2 uses when you take time.
- You can, as a bonus action, gain advantage on Strength, Dexterity, and Constitution saving throws until the start of your next turn. You have 3 uses of this feature and regain all uses when you take time.

COMBAT DEPLOYMENT
PREREQUISITE: Charisma 12+

Through training or observation, you have gained an understanding of tactical deployment.

- Gain limited access to Deployment Tactics (see “Deployment Tactics”, p. 54). You learn 2 Deployment Tactics and have 1 use of Deployment Tactics. You regain this use after you take time.

DUCK AND WEAVE
PREREQUISITE: None

Duck and cover. Or just run like hell.

- Use a bonus action on your turn to add your proficiency bonus to your AC against melee attacks until the start of your next turn.

FIELD TRAINING
PREREQUISITE: None

You have been out in the field long enough to learn how to capitalise on the small breakthroughs.

- You can as an action generate 1 point of Ingenuity. You have 3 uses of this ability and regain all uses when you return to base.

GUNSLINGER
PREREQUISITE: Dexterity 13+, Proficiency in Firearms: Pistols

You have trained or gotten away with it often enough in the field that you are able to wield two pistols without serious issue. After all more fire power is always better, right?

- You can add your Dexterity modifier to the offhand attack rolls when making attacks with a pistol in both hands.



HARDY
PREREQUISITE: Constitution 15+

Some would say you are lucky, stubborn, or just hard to kill. You shrug off wounds that would leave others gravely injured. Even when something breaks, you bounce back at an alarming rate.

- Gain advantage against suffering injury.
- You heal 1 additional injury when you take time or return to base.

INTUITIVE COMBAT
PREREQUISITE: Wisdom 13+

You rely on your wits as much as your reflexes in a fight. You can anticipate a target's destination to deadly effect.

- You can add your Wisdom modifier to your initiative score.
- You can substitute your Wisdom modifier for your Dexterity modifier when making ranged attack rolls.

OLD SCHOOL
PREREQUISITE: Strength 13+

You have advanced hand-to-hand combat training, perhaps from life before the B.P.R.D., perhaps because you went to classes after work as a stress reliver, or perhaps you got tired of ghosts being able to jam guns with their minds.

- When you establish a grapple, you can use a bonus action to cause the grappled creature to also become restrained.
- You gain advantage when establishing or maintaining a grapple.
- You can expend a HD as a bonus action to cause a creature you hit with an unarmed attack to make a Constitution saving throw where the DC equals 8 + your proficiency + your Strength or Dexterity modifier. On a failure, it is stunned until the end of your next turn. On a success, it suffers the Hit Dice as additional damage to the unarmed attack.

PATCHWORK MEDICINE
PREREQUISITE: Wisdom 13+

You attended the workplace courses or simply learned the hard way that first you have to be breathing to finish a case.

- You can restore HP equal to 1d4 plus your Wisdom modifier as a bonus action provided you are within 5 ft of the creature. This can used on a creature at 0 HP. You have a number of uses of this ability equal to your proficiency bonus and regain all uses of this ability when you return to base.

MEDICAL TRAINING
PREREQUISITE: Wisdom 13+, Patchwork Medicine

Extensive medical training allows you to make the most out of the supplies available in the field.

- You can expend a use of a medical kit to restore 1d6 HP instead of 1d4.
- You gain advantage on Wisdom (Medicine) checks to stabilise a creature.
- You gain advantage on Intelligence (Science) checks relating to human biology and tolerances.
- Gain proficiency in Medicine.

FIELD MEDICINE
PREREQUISITE: Wisdom 14+, Patchwork Medicine

There is the ideal situation, and there's working in the field. Better to train for the worst and hope for the best. Even long-term damage is better than being dead.

- You gain a number of d6s that you can use to restore HP equal to the amount rolled, even if the creature is at 0 HP. You gain 3d6 the first time you take this feat and gain 3 additional d6s each time you take this feat. Restoring HP this way requires an action and for you to be within 5 ft of the target creature. You can expend any number of d6s on one creature as an action.

POINT BLANK
PREREQUISITE: Proficiency in Firearms: Any

Up close and personal, just how you like it. Unless there are tentacles involved.

- When you successfully make a ranged attack targeting a creature within 5 ft of you, you treat the damage from the attack as exploding. (See “Exploding Dice”, p. 120).
- Attacking a target within 5 ft doesn't impose disadvantage.

COMBAT MARKSMANSHIP
PREREQUISITE: Proficiency in Firearms: Any, Point Blank

Centre of mass every time. Just remember to move.

- When you reduce a creature to 0 HP, you can make an additional attack as a free action, once on your turn.
- When you successfully hit a creature with a ranged attack, you can immediately move 5 ft. This movement does not provoke opportunity attacks.

SHARPSHOOTER
PREREQUISITE: Proficiency in Firearms: Advanced, Point Blank

Even the range hounds are jealous of your talent.

- Each time you hit a creature with a successful attack using an advanced firearm, the targeted creature's speed is reduced by 5 ft until the start of your next turn.
- When you reduce a creature to 0 HP with a ranged attack, you gain advantage on your next attack roll.

PRODIGIOUS ATHLETE
PREREQUISITE: Constitution 12+, Strength or Dexterity 13+

The need to train is etched deeply in your bones.

- Add double your proficiency bonus to Athletics and Acrobatics checks if already proficient. If not already proficient, you gain proficiency in both Athletics and Acrobatics.

RANGE HOUND
PREREQUISITE: Proficiency with Firearms: Pistols or Advanced

People joke that the firing range is your other office. Which is ridiculous. You don't have an office. Your time on the range does, however, allow you to put your honed skills to use in the field.

- Doom can never cause you to hit an ally.
- If you have advantage on a ranged attack roll with a pistol or advanced firearm, you trigger a critical on one additional step (if normally 20 then on 19-20, if already 19-20 then 18-20).

You do not suffer disadvantage on firing a pistol or advanced firearm at its long range.

RAPID FIRE
PREREQUISITE: Dexterity 12+, Proficiency in Firearms: Any

You are able to unleash a hail of fire that causes those around your target to suffer ricochets and worse. If you were fighting creatures with sense, they would duck for cover. Zombies, however, are completely lacking in sense. For now.

- When you take the attack action with a firearm, you can declare you are firing rapidly. When firing rapidly, you target up to three additional creatures within 10 ft of your original target. If the attack roll against the original target would have also been successful against the additional creatures, they suffer 2d6 bludgeoning damage. You can nominate the original target as one of the three creatures. If Doom is generated as part of the rapid fire attack roll, you are out of ammo and must reload as an action.

RAPID RELOAD
PREREQUISITE: Dexterity 12+, Proficiency in Firearms: Pistols

Practice has shaved critical seconds off your reload time.

- A weapon that requires an action to reload takes a bonus action to reload for you. If the weapon requires a bonus action to reload, you do so as a free action.
- You can make an additional attack with a firearm in your off hand as a bonus action if you took the attack action.

RUN!
PREREQUISITE: None

When the chips are down, running is as good a tactic as any.

- You can ignore difficult terrain when taking the dash action. (See "Actions on Your Turn", p 110).
- When you take the dash action, you also benefit from the disengage action.

SIDESTEP
PREREQUISITE: None

Mobility in a firefight can make the difference between getting hit in the leg or the chest. As such you, have learnt how to sidestep in response to incoming fire and shift your centre of mass to avoid the worst of the hits. Most of the time.

- You can as a reaction attempt a focus check to add half your proficiency to your AC against a ranged or melee attack.

- As a reaction, spend a point of Ingenuity to move up to half your movement in response to being hit by an attack. You must take time before you can use this feature again.

TRICKY
PREREQUISITE: None

You are able to crack most mundane security measures. These skills come in handy when dealing with cults who insist on meeting in century-old estates and manors.

- You can attempt a focus check as a bonus action to negate disadvantage on a Dexterity (Stealth) check.

- You can attempt a focus check as a bonus action to gain advantage on a Dexterity (Steady Hands) check to unlock a door.

WEAPON TRAINING
PREREQUISITE: None

You have put in the extra hours either on your own dime or the B.P.R.D.'s to become familiar and effective with additional weapons.

- You gain proficiency in any three weapons of your choice.

WEEKEND TRAINING
PREREQUISITE: Strength or Constitution of 12+

You attend all the optional training courses that have placed a value on operating in the field.

- You can add half your proficiency bonus to any Strength, Dexterity, or Constitution check you are not proficient with.

- You can dash while carrying an unconscious creature.

- You gain a swim speed equal to your walk speed.

WORKS IN THE MOVIES
PREREQUISITE: Strength 14+, Proficiency with Firearms: Advanced

Technically, it isn't recommended. But when you fight ghosts and demons, what's the worst that can happen? You are able to wield two two-handed firearms and fire both with some level of accuracy.

- You can hold and fire a two-handed firearm in each hand. You treat it as dual wielding (see "Two-Weapon Fighting", p. 114). You have to drop one of the rifles to reload either.

Mortal Feats

FORTUNATE
PREREQUISITE: None

Perhaps you have a guardian angel or similar watcher. Maybe, you are just lucky. After all someone has to win the lottery, right?

- You can spend a point of Ingenuity to swap the digits on a d20 result on a saving throw or attack roll. For example, this feat will turn a 02 into a 20, triggering a critical hit. You have 2 uses of this ability and regain all uses when you return to base.

NON-BELIEVER
PREREQUISITE: Cannot take the Ordained or Reformed Believer feats

Even considering the B.P.R.D.'s remit, some believe that magic and demons are simply creatures and phenomena yet to be explained by science. They often rapidly change their minds.

- Gain proficiency in the Science skill.

- You can attempt an Intelligence (Science) check whenever an Intelligence (Occult) check would be required to learn a scientific or more mundane reason for a phenomenon.

When you are able to explain a supernatural creature or phenomenon by mundane means, you gain a point of Ingenuity. You have three uses of this ability and regain all uses when you take time.

ORDAINED
PREREQUISITE: None

You are an ordained member of a religious organisation. Trained in their religious rites and rituals, you are able to bring this knowledge to the defence of both your faith and your fellow agents.

- You learn the exorcism ritual (see p. 158), gain an exorcism kit, and a symbol of your faith (religious iconography).

- You gain advantage against becoming possessed.
- Your melee weapon attacks against demons deal bonus radiant damage equal to your level.
- You gain proficiency in the Religion skill.
- During a take time, you can bless a single body of water ranging in size from a bath to a flask. You can do this a number of times equal to your Charisma modifier plus 1. You regain all uses of this feature when you return to base.

REFORMED BELIEVER (CULTIST)
PREREQUISITE: Charisma 10+, Wisdom 12+

You are an ex-cultist or other believer, which grants you the ability to spot the real thing and those who are willing to believe and those that need to believe.

- Gain proficiency in the Occult skill.
- You gain advantage on Intelligence (Occult) and Intelligence (Investigation) checks to confirm if an occult shrine, book, or location is genuine or a misguided and confused attempt at emulating the real thing.
- You gain advantage on Wisdom (Intuition) check to gauge if someone is acting under a compulsion such as being programmed or charmed.

REMARKABLE SKILLS
PREREQUISITE: Charisma 10+, Wisdom 12+

You have honed one of your skills to perfection.

- Pick a skill you are proficient with. You can add double your proficiency bonus when using the chosen skill.

Supernatural Feats

CURSED SOUL
PREREQUISITE: None

Contact with an entity or artefact or indirect influence through death or occult interference has caused you to become cursed.
Pick 1 of the following options:

- You become resistant to poison damage and gain advantage against becoming poisoned.
- The first time you are reduced to 0 HP, you instead drop to 1 HP. You must return to base before you can use this feature again.

FLAMEPROOF
PREREQUISITE: Cursed Soul, Psychokinesis (Fire), or Cursed (Demon) Origin

After manifesting certain abilities, select agents find that fire does not hold the same danger as it once did.

- You can never suffer more than your 5 - your proficiency bonus in fire damage from any one source or attack per turn. (Minimum of 0.)

HOST TO A SPIRIT
PREREQUISITE: Cursed Soul or Ghost (Wandering) Origin

Your curse has manifested as a spirit sharing your physical body. Luckily, this allows you to call upon its wisdom.

- Increase your Wisdom score by 1.
- You gain proficiency in the Intuition or Perception skill.
- Use an action and spend a HD to manifest the spirit. For 1 minute, you can gain proficiency in 2 skills of your choice or gain advantage on Wisdom (Perception and Investigation) checks that rely on your senses. If you generate Doom as part of these rolls, your GM treats you as possessed by the spirit.

TWO VOICES, ONE SOUL
PREREQUISITE: Host to a Spirit

You have achieved symbiosis with your passenger.

- Increase your Wisdom score by 1.
- You gain advantage on initiative rolls. If using the alternative initiative rules, you may take two actions as a fast action once per combat.
- When manifesting the spirit and generating Doom, you are not treated as possessed. You cannot be possessed by another creature or entity.

INFERNAL BLOOD
PREREQUISITE: Cursed Soul or Cursed (Demon) Origin

Demonic influence has invested you with power.

- Provided you have not suffered radiant damage since your last turn and are not on hallowed or consecrated ground, you can use an action to regain HP equal to twice your level.

SHIFTER
PREREQUISITE: Cursed Soul or Host to a Spirit

You are able to manifest a spirit or other entity in such a way that you appear to fulfil many of the folklore accounts of a werewolf.

- Increase your Strength score by 1.
- You gain proficiency in the Animal Handling or Perception skill.
- As an action, shift form to take on the features of a beast. You gain natural weapons that deal 1d6 slashing damage and resistance to non-magical bludgeoning, slashing, and piercing damage while transformed. Your transformation lasts for a number of rounds equal to your Strength modifier +1 (minimum 1). Using an action to shift again or being reduced to 0 HP returns you to normal.

UNDYING
PREREQUISITE: Cursed Soul

The cursed have often died, and as they continue their existences, they find that they can push themselves further and further at the cost of inviting in final destruction.

- Increase your Constitution score by 1.
- When reduced to 0 HP, you can mark 2 death saves as failures. If you do, spend 2 Hit Dice and regain HP equal to the amount rolled + your Constitution modifier at the start of your next turn.
- You gain advantage on saving throws against effects that would reduce your maximum HP.

VAMPIRIC TAINT
PREREQUISITE: Cursed Soul or Cursed (Vampire) origin

Vampiric taint oozes through your veins.

- You gain advantage with your bite attack if the targeted creature is grappled.
- Provided your target has blood, you regain HP equal to the amount of damage a creature suffers (rather than dealt) due to your bite attack.
- Your claw attacks are treated as wooden stakes (see "Wooden Pole", p. 83) when targeting vampiric creatures.
- As an action, you can shift into a mist form. You can sustain focus on this form for up to 1 minute. You are resistant to all damage and your movement speed is replaced by a fly speed of 10 ft while in mist form. You cannot attack, use items, or otherwise interact with the physical world while in this form but can pass through small opening such as keyholes and under doors.
- You can see in dim light as if it were bright light up to 20 ft and in darkness as if it were dim light for up to 30 ft.

WITCH'S BLOOD
PREREQUISITE: Cursed Soul or Cursed Origin

Your heritage has led you to be able to resist the work of other witches and uses of the folklore magics.

- You gain proficiency with the Charisma saving throw.
- You gain advantage on Occult or History checks to recall information about folklore and to recognise curses and the effects of magical rituals.

DEFY CLASSIFICATION
PREREQUISITE: None

Your physiology is truly unique, granting abilities that would cause you to be classified as multiple types of creatures. Pick one of the following options each time you take this feat:

- You can choose up to 2 features from any origin.
- You can take a feat from the Bureau, Mortal, or Supernatural section even if you do not fulfil the prerequisite.

- Gain gills and the ability to breath underwater.

- You can increase the damage of a successful attack by suffering damage equal to the amount you wish to increase the damage by. For example, if you wish to increase the damage by 20, you would suffer 20 damage immediately.

ECTOPLASM PUPPET SAVANT

PREREQUISITE: Ghost Origin

As a ghost, you are able to puppet master unconscious and dying creatures almost as well as they moved in life.

- When you spend a Hit Dice to puppeteer a creature, you can spend a point of Ingenuity to remain in possession of its physical form for 1 additional round. You can use the creature's physical ability scores and gain the benefit of its features and attacks. If the creature takes damage, it is subtracted from its maximum HP. If it is reduced to 0 HP you take any excess damage to your stability.

- After you puppeteer a creature and until you take time, you gain one of its skill and saving throw proficiencies. You can also read, write, and speak one language the creature knows.

- You can spend a point of Ingenuity instead of a Hit Dice to power ectoplasm uses.



GRASP OF THE GRAVE

PREREQUISITE: Ghost Origin, Ectoplasm Puppet Savant

You are able to invade a creature when it is at death's door.

- You can expend a use of ectoplasm to enter a contested Charisma check against a creature which is below half of its maximum HP. If you win, you gain control of that creature's physical form and are able to either paralyze it or move it up to half its movement speed and make 1 attack. You take half the damage that the creature suffers while you control it. The effect ends at the start of your next turn. A creature immune to being charmed is immune to this effect.

- As an action, you can make an attack roll using your Intelligence modifier + proficiency bonus against a target within 30 ft of you. If you successfully hit, you deal 3d8 + your Intelligence modifier in necrotic damage to the target, and it cannot regain HP until the start of your next turn. If the creature is undead or cursed, it gains disadvantage on attack rolls until the start of your next turn as the cold grasp of the grave reminds them of their death and what awaits them. The damage dealt by this attack increases by 1d8 at the 10th, 13th, and 16th levels.

DRAG YOU DOWN

PREREQUISITE: Ghost Origin, Grasp of the Grave

You have mastered the art of possession.

- You can expend a use of ectoplasm to attempt to puppeteer a creature who is above half of its HP. To do so, you enter into a contested Charisma check against the creature. If you are successful, you can cause the creature to move, speak, and take 1 action. For each round you continue to puppet the creature, you must repeat the contested Charisma check. You can leave the creature at any time as an action. For each round you successfully puppeteer the creature, you take 1 point of psychic damage.

- You gain advantage on contested Charisma checks if the creature is below half its maximum HP.

- When you stop puppeteering a creature, you can spend a point of Ingenuity to cause them to be frightened of you for 1 round.

ECTOPLASM RESERVES

PREREQUISITE: Ghost Origin

You have a deep well of ectoplasmic reserve.

- You gain 3 additional uses of your ectoplasm. You regain all uses of this feature when you return to base.
- You can reduce your current and maximum stability by 1d10 + your total level to gain an additional use of ectoplasm. Your stability maximum is restored when you return to base. You can do this a number of times equal to your proficiency bonus. If this reduces your maximum stability to 0, you make death saves with disadvantage and cannot be restored until you return to base.

FAE CHARM

PREREQUISITE: Fae Origin

Thanks to your Fae heritage, you have an "endearing" quirk. Of course, your fellow agents have more choice words for it.

TOMFOOLERY QUIRK TABLE

D10	QUIRK
1	You hide a needed piece of equipment.
2	Your team is plagued with illusionary mosquitoes.
3	You add rocks slowly to a teammate's MOLLE backpack. Even if packed full, the bag slowly increases in weight.
4	For the rest of the Case File, you provide a soundtrack. It plays at the most inopportune times.
5	All the team's flashlights produce a different coloured light of the spectrum.
6	You always carry a bag of glitter. Now's the time to use it.
7	You put a fake (or real) spider on one of your teammates.
8	You cause a teammate to speak gibberish for 1d10 minutes.
9	A random magazine falls out of a B.P.R.D. sidearm. Good thing, there's one in the chamber!
10	One teammate has garlic breath for the rest of the Case File.

- You gain a tomfoolery quirk that can shift the run of bad luck by completing some mischief. When you act upon this quirk to the detriment of yourself or a team member, you can nullify a point of Doom the GM is holding.

SHAPESHIFTER

PREREQUISITE: Fae Origin, Fae Charm

The Fae blood in your veins has given you unique gifts.

- You have a total number of uses of this ability equal to your Charisma modifier (minimum 1). You regain all uses when you return to base. You can maintain focus on a use of this ability for up to 10 minutes (see "Focus Check", p. 93). When you expend a use, you gain one of the following benefits in addition to enhanced bane:
- **ENHANCED BANE:** If you are touched by iron, you cannot use any of your Fae origin features or abilities granted by this feat until you take time. You also suffer additional damage from iron weapons equal to your level.
- **ALTER FORM:** You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, colouration, and distinguishing characteristics, if any. You can make yourself appear as a member of another origin, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same.
- **NATURAL WEAPONS:** You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 (2d6 if you already have natural weapons) bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. You have a +1 bonus to the attack and damage rolls you make using it.
- **EMULATE CREATURE:** You take on the features of an animal, gaining advantage on Wisdom (Perception) checks that rely on sight, hearing, or smelling. You can dash as bonus action. You can see in dim light as if it were bright light and darkness as if it were dim light for up to 15 ft.

HARMONY
PREREQUISITE: Ghost (Wandering) Origin

You operate in harmony with your voice box volunteer.

- While directly possessing your voice box, you can elect to take damage instead of the voice box, the original target. The damage cannot be reduced in any way.
- Once on your turn, when your voice box makes a successful attack, it deals additional damage equal to your proficiency bonus and is psychic damage.

LIMITED ECTOPLASM USE
PREREQUISITE: Psychic or Cursed Origin

Though not a spirit, your body produces enough ectoplasm to manifest a lesser version of some ghostly tricks.

- You gain a number of uses of ectoplasm equal to your Constitution modifier (minimum 1).
- You know how to use the Wandering Spirit and Puppeteer features of the ghost origin. (See p. 20).

LIMITED PSYCHIC AWAKENING
PREREQUISITE: Charisma 10+

Working for the B.P.R.D. has led your latent psychic abilities to awaken, allowing you a limited version of psychic ability.

- Increase your Charisma score by 1.
- You know the psychic powers psychometry, psychic invasion, and séance.
- You gain 3 uses of psychic manifestation.

PSYCHOKINESIS
PREREQUISITE: Limited Psychic Awakening or Psychic Origin

You can violently manifest your psychic talent.

- Gain resistance to one of the following damage types: cold, fire, acid, thunder, lightning, or bludgeoning.
- Use an action to make a melee or ranged attack roll (range of 30 ft) using your Charisma modifier + proficiency bonus and deal 1d10 of the selected damage type. The damage from this attack increases to 2d10 at 8th level, 3d10 at 12th, and 4d10 at 16th.
- You can as part of manifesting your psychic powers control one source of the associated damage type, such as a fire, and cause it to move up to 15 ft. You can as an action draw on the source of the damage type, such as a fire burning and target it at a creature within 30 ft of you. The creature must make a Dexterity saving throw where the DC equals 8 + your Charisma modifier + proficiency bonus, suffering 1d10 of the damage type on a failure or half as much on a success. The damage increases by 1d10 each time you take the action and resets if you take any other action up to a maximum of your proficiency bonus in d10s.

PSYCHIC MIGHT
PREREQUISITE: Limited Psychic Awakening or Psychic Origin

The will required to manifest your psychic abilities can be honed through use, and some can even exchange their life force for their powers.

- Use any number of your Hit Dice to gain a number of additional uses of psychic manifestation equal to the number of Hit Dice consumed in this way.
- You regain 1 use of psychic manifestation when you bounce back or take time.

PSYCHIC HARROWING
PREREQUISITE: Limited Psychic Awakening or Psychic Origin

You are able to leave a lasting impression in the minds of others.

- Increase your Charisma score by 1.
- You gain 2 additional uses of psychic manifestation.
- You can reach out with your mind to hear the thoughts of all creatures within 15 ft. You gain surface level emotions and thoughts. You can enter into an opposed Charisma check as per psychic invasion to implant 1 image or idea in a willing creature's mind provided the creature is in the same dimension as you.

PSYCHIC MASTERY
PREREQUISITE: Psychic Harrowing

You are a towering psychic presence.

- Increase your Charisma score by 1.
- You gain 1 additional use of psychic manifestation.
- You gain advantage on checks to manifest your psychic abilities and on saving throws to continue to manifest them.
- You become resistant to psychic damage and negate disadvantage on any save that would be imposed due to your abilities such as a ghost attempting to possess you.

PORTENT
PREREQUISITE: None

Call it a gut feeling or being able to see the great wheels of coincidence turning. You often turn events to your advantage.

- When you leave base, roll 2d20 and record the result. You can use these results instead of rolling either an ability check, attack roll, or a saving throw. When you do, it generates a point of Doom.

RITUALLY INITIATED
PREREQUISITE: Charisma 12+ and Intelligence 12+

Whether your bloodline was cursed or you are descended from a line of witches, warlocks, or other creatures, you are able to channel magic with less risk than others.

- When you complete the casting of a ritual, you do not increase the range on which you generate Doom.

WILL OF THE DEATH
PREREQUISITE: Ghost Origin

Though a ghost, you can inflict your will, forcefully if need be, on those around you.

- You can enter into a contested Charisma check against a creature within 60 ft of you. If you are successful, you can use your ectoplasm to cause the creature to take 1 action

Weird Feats

PORTAL ACCESS
PREREQUISITE: Completed a vision quest, or taught by someone who knows how to access other dimensions, or discovered during a Case File.

You are able to travel momentarily into another realm, granting you certain boons in the physical realm.

Select one of the dimensions listed below. As a bonus action, you can align your physical body with your presence in that realm to act in tandem. You can sustain focus by expending a bonus action on each of your turns up to a number of rounds equal to your proficiency bonus. While aligned, you gain the benefit determined by the realm you select when you take this feat. Any additional damage is added to the first successful weapon attack on your turn.

- **ASTRAL:** You deal 2d6 radiant damage. In addition, while aligned, each time you succeed on a Wisdom (Intuition) check you learn the emotional state of the creature you are observing as well as if they are under the effects of any possessions.
- **ATLANTEAN:** You deal 2d6 cold damage. Unless it has a swim speed, a creature you damage gains the restrained condition.
- **DREAM:** You deal 2d6 psychic damage. In addition, you gain advantage on the first attack roll on your turn while aligned if the creature is not immune to the sleep/unconscious condition.
- **FAE:** You deal 2d6 poison damage. The creature you targeted is knocked prone or has its movement speed halved until the start of your next turn each time you hit it with an aligned attack.
- **MYTHIC RUSSIA:** You deal 2d6 necrotic damage. The creature cannot regain HP until the start of your next turn when it suffers necrotic damage from an aligned attack.

Chapter 4: Equipment

Equipment

As a government agency that specialises in the paranormal, the B.P.R.D. has a wide range of equipment and technology available to support its agents. They are an agency, however, which means accessing that equipment can sometimes involve more than a little bureaucracy.

Clearance Level

Clearance level is a general indicator of an agent's access to the archives and recent operational reports. The information gained via clearance level is usually granted at the start of a Case File. However, agents can choose to use it mid-case, which represents the information they had been reading through during transit falling into place. Clearance level information represents the email chains, meetings, and rumours the agent has been privy to. It is assumed an agent has any required information from both their clearance level and membership in the B.P.R.D.

You can gain clearance levels by:

- Completing a challenging or interesting Case File and recovering items of interest to the B.P.R.D. with minimal assistance and collateral damage.
- Fulfilling your drive.
- Spending Requisition to unlock it temporarily.
- Advancing in your life at the B.P.R.D.

Clearance Level Table

Clearance Level	Information Granted
1	The research history of an area relating to anything in the public domain. The rumoured name of an artefact.
2	The name of an artefact that is responsible for a similar incident.
3	The last time the B.P.R.D. encountered a similar incident.
4	How it was dealt with the last time the B.P.R.D. faced a similar situation.
5	The origin story of the artefact and who created it. The true name of the demon being summoned.

Requisition

Teams assigned with a Case File are allotted a Requisition pool to gather equipment. This is based on a number of factors, including the team's size, the perceived threat of the case, and how the team has used equipment in the past. In game terms, this is represented by two factors: Requisition level and Requisition points. The first, Requisition level, limits the types of equipment agents can spend Requisition points on. This in itself serves as an indicator of how rare or powerful an item may be. The second, Requisition points, provides the pool of points the team can use to gather the equipment they feel will be needed for their field excursion. Teams should beware of taking too much, as unused or misused equipment is likely to hurt an agent's chances of getting everything they want next time.

Some Case Files may grant additional equipment or back up. This is determined by the GM at the start of the Case File. These Case File specific pieces of equipment do not count against the agent's equipment limits or Requisition points spent.

For example, agents needing to parachute to an inaccessible mountain range would require either jet packs or parachutes and possibly a pre-arranged local guide.

Subsidising Other Investigations

Any unspent Requisition points are granted to other teams that are operating. This may lead to them succeeding where once they would have failed. These other teams may be able to help you in future cases, be available as backup agents, or uncover additional clues that might make the next Case File easier for everyone. At the end of the day, having friends never hurts.

Calculating the Requisition Level

Requisition level is the highest level of equipment a team may request and is based on the threat of the Case File. Training missions, Level 0, are totally routine and only the most standard equipment is required. The rare Case File with a rating of 5 is likely to involve saving a small nation at least and more than likely the world at large. These require the agents to have access to the full weight of the B.P.R.D.'s resources. The Requisition level is equal to the level of the Case File. For example, a Level 2 Case File allows agents to request equipment of a Requisition level of 0, 1st, or 2nd levels. (See "Case File Difficulty", p. 124)

A GM can allow equipment of additional Requisition levels to be obtained by the agents at their discretion and similarly can rule out some equipment for any number of reasons. For example, the requisitions officer has a higher priority investigation or the agents have had previous questionable use of the item.

Chapter 4: Equipment

Calculating Team Requisition Points

STARTING REQUISITION: Each team starts with 10 points.

TEAM SIZE: Add 2 points per agent, to a maximum of five agents.

CLEARANCE LEVEL: Add 2 Requisition points for every clearance level the team has above the standard (1).

SENIORITY: Add Requisition points equal to half the average level of the team (rounded down).

CASE FILE THREAT: The team gains additional Requisition points equal to the Case File threat level. (See "Case File Difficulty", p. 124).

THE GOOD BOOKS: If an agent returns a magical artefact or nonstandard equipment unused and in good condition, they gain 1 Requisition point for the next Case File.

THE BLACKLIST: If an agent loses or returns a destroyed magical artefact, they may not request magical artefacts of the same of higher Requisition level without spending an additional 3 Requisition points per Requisition level of the artefact.

Gearing Up

In addition to any equipment granted by their background or their class, each agent begins a Case File with a B.P.R.D. tactical vest (TacVest), a heavy duty backpack, a B.P.R.D. issued sidearm, a tracker beacon, and a flashlight.

Agents can request additional equipment before the start of the Case File. Any equipment available is determined by: the priority of the investigation, the agent's clearance level, and any class features that allow for the requisition of extra equipment.

As agents can start a Case File with more equipment than they can carry, they need to allocate items to both their TacVest and backpack. Excess equipment is usually left in the agents' vehicle, which is often accessible throughout the Case File.

The list of items in this chapter is not exhaustive. It simply serves as a guide to the size of additional equipment that the agents might request or come across.

If an agent loses equipment or fails to return it in a usable condition, the Bureau becomes less willing to entrust the agent with magical artefacts or additional equipment in the future.

Inventory

Standard inventory space for an agent is 8 + 2 for each point of Strength modifier + any additional spaces gained from other features. If an item such as ammunition is loaded in a weapon, the ammunition does not take up an inventory slot.

- Tiny (0 slots)
- Small (1 slot)
- Medium (2 slots)
- Large (4 slots)
- Huge (8 slots)

If an item has the Bulky property, it takes up 1 additional inventory space.



Chapter 4: Equipment

Standard Loadout Items

B.P.R.D. Heavy Duty Backpack

These versatile military backpacks come in a variety of sizes based on individual agent preference. Consisting of one large compartment, several smaller compartments, and enough straps to carry all but the largest items of equipment, this backpack is ideal for storing items that won't be needed immediately. Taking items from the backpack takes a single action, leading most investigators to rely more on their tactical vest.

B.P.R.D. Sidearm (Small)

The standard-issue 9mm semi-automatic sidearm of the B.P.R.D. The agents must register these weapons with local authorities when operating outside the US. In some regions, the agents may not have access to these or similar firearms, and the GM has final say over when this occurs. For game statistics, see the Weapon Tables. Each agent can begin a Case File with up to 3 magazines of ammunition for their sidearms.

B.P.R.D. Tactical Vest

The iconic B.P.R.D. tactical vest (TacVest). B.P.R.D. proudly printed on the back, this sleeveless tactical vest has a number of pockets that allow agents in the field to operate with their equipment close to hand. While backpacks are standard issue for all agents, most find that the vest is able to carry all the equipment they need. Within the vest are reinforced panels to provide agents with additional protection.

The tactical vest has 4 pockets. Each pocket can hold 2 Small items or 1 Medium item for a total capacity of 8. One pocket usually contains the standard-issue flashlight.

POCKETS: The agent is able to access equipment in their TacVest's pockets as it were at hand. As part of an agents turn, they can produce 1 item from the vest's pockets. As a bonus action, they can stow 1 item and replace it with another item from their tactical vest.

Any items not in the tactical vest but in an agent's inventory are in their backpack, which requires an action to open and retrieve an item. The tactical vest does not have a size as it is a means of organising an agent's inventory.

A tactical vest also provides one of the following:

- **STAB VEST:** Multiple layers of material to defend against stab attacks. Not any help against bullets, sadly. The agent wearing it gains resistance to piercing damage and damage reduction 2 against slashing damage (to a minimum of 3).

Equipment Made Easy

The following options are included for groups who prefer to only track equipment within easy reach then let the details of the rest of their loadout unfold as part of play.

THE VEST: With this option, agents recover stored items from their TacVest by marking their inventory spaces as they "remember" what they brought with them from their vehicle or temporary base of operations.

TO HAND: With this option, agents can carry all their equipment without issue in their backpacks and can use Tiny and Small items as needed, but they are required to keep track of what is in their TacVest versus their backpacks.

- **BALLISTIC VEST:** Experimental lightweight graphite lining of the vest provides the wearer with protection from traditional projectile weapons, while spreading the impact of other attacks across a wider area. Still very painful, regrettably . The agent wearing it gains resistance to bludgeoning damage and damage reduction 2 against slashing damage (to a minimum of 3).

Finally, a TacVest has two additional properties:

RUINED: An agent wearing a tactical vest can expend their reaction to cause a critical hit to become a regular hit. The tactical vest loses its damage resistance permanently after this use. When you return to base, you can request a new one and use this feature again.

TAKING THE BRUNT: As a reaction, an agent can spend a point of Ingenuity to reduce the damage suffered from an attack by 1d6 OR their Constitution modifier per point of Ingenuity spent.

High-Powered Flashlight (Small)

A sturdy one-handed flashlight with a fresh set of batteries installed before you left base. While activated, it casts bright light out for 15 ft and dim light out for 30 ft in a cone.

B.P.R.D. Tracker (Tiny)

Using a B.P.R.D. laptop, agents can determine where these trackers are located to within 10 ft. Each agent usually wears their tracker on a belt. The range on a tracker is substantial but can be blocked by physical obstacles. Agents should be secure in the knowledge that satellites can locate a tracker almost anywhere on the planet's surface. An agent can use an action to attach a tracker to a hostile creature that is being grappled.

DISABILITY

It's no secret that the life of an agent of the B.P.R.D. is one fraught with danger and the unexpected. An average day can throw you for a loop at any time. Things rarely go the way they're anticipated to — that's a fact of an agent's life. However, not all disabilities are the result of accidents out in the field. People are born with them or simply develop them over time as the result of an illness or genetic condition. The B.P.R.D. realises this and offers assistance to all agents in the form of both medical care and mobility aids and prosthetics.

Disability in tabletop roleplaying games requires a combination of mechanics and roleplay. In this section, you will find not only mechanics, but also guidance on roleplaying these experiences in a sensitive and accurate manner within the Hellboy universe.

ROLEPLAYING DISABILITY

Disability is a lived experience, as much a part of a person as their interests and physical body and requires just as much serious thought as any other aspect of your character. Consider what experience you are wanting to portray and how you can best reflect this. For example, playing an amputee character means you should take into account whether or not they wear or use prosthetics. Not every amputee chooses to, and this doesn't necessarily mean they are unable to perform a task. Look at artists who paint using their feet or mouth, or the feats of Paralympians. They work with their disability to navigate through everyday life.

REMEMBER:

Disability, chronic illness, and neurodivergency is a spectrum, not a monolith. No two people's experiences are exactly the same, even if they may share some specific aspects.

When roleplaying a disabled character, you should always keep a dialogue open between the players and the GM and be aware that unintentional ableism will sometimes happen both in and out of game. Be open to making these mistakes, correcting them, and learning from them going forward.

DISABILITY & MECHANICS

This section and the following items have mechanics attached to them for use in game. Any of these options are available at character creation, but you might find through massive injury or Case File events your agent gains a disability. You can tailor these mechanics to better suit your character's personal experience or the Case File you are playing through.

MOBILITY AIDS

Mobility aids are common items that provide assistance for disabled people and enable them to fulfil a variety of tasks with more support than they would have had without them. For example, an agent with an arthritic knee might use a brace or a walking cane to relieve pain and stiffness that otherwise may affect their movement speed, reducing it by a certain amount.

These items are included as part of your character's starting equipment or become part of their equipment over a period of time if they later develop a disability. They do not require Requisition points or take up inventory slots. Some of these items have been crafted by the B.P.R.D. to create sleek, practical designs that also function as weapons in a pinch, whereas others provide more general assistance.

Mobility aids can be modified to include different or additional equipment. You may spend 1 week of downtime (see p. 104) per Requisition point or half that if you are or have help from an experimental engineer for each modification. You must still spend Requisition points, which can either be left over from your previous Case File or deducted against your next Case File. Your GM may also allow you to include equipment not included here and is encouraged to reward creativity. If your mobility aid is lost or destroyed, the B.P.R.D. will replace it with the base model, and your modifications will need to be repeated.

NOTE FROM PERSONNEL: Mobility aids are provided free of charge under each agent's health insurance.



THE FIELD WHEELCHAIR

Based on the pre-existing designs of wheelchairs, the field wheelchair is designed exactly for what the name implies: the everyday fieldwork of B.P.R.D. agents. With specially crafted elements engineered by experts, and consideration in every detail, the field wheelchair is durable and reliable both on and off mission, providing comfort, support, and ease of movement.

PROFICIENCIES: You are proficient in using your wheelchair both for everyday tasks and as a weapon when in combat.

MOVEMENT SPEED: Whilst using the chair, your movement speed is 30 ft. When you are not using it, your movement is equal to your character's usual base speed.

ABILITY MODIFIER: The chair's frame is constructed from carbon fibre, making it lightweight yet durable. Your wheelchair can be used in combat using either your Strength or Dexterity modifier.

BASE EQUIPMENT: The field wheelchair comes with two additional pieces of set equipment that are included with your standard loadout.

- **LEATHER TACTICAL GLOVES:** These leather gloves have rubber shapes along the palms to provide grip and protection from friction whilst using the push rims.

- **REAR COMPARTMENT:** A snug compartment that is built into the backrest of the seat. It replaces your B.P.R.D. heavy duty backpack and can hold the same amount of gear.

ACTIONS: The field wheelchair can be used as a weapon in combat. It has 3 actions you can take.

- **STRIKE:** You pivot on one wheel and use momentum in your favour to strike a target in range with one of the rear wheels.

  Melee weapon attack: Reach 5 ft, one target. Hit: 1d6 + Strength/Dexterity modifier bludgeoning damage.

- **SHOVE:** By moving 10 ft in a straight line towards a target, you can slam the chair into it with force.

  Melee weapon attack: Reach 10 ft, one target. Hit: 1d6 + Strength/Dexterity modifier bludgeoning damage.

  The target must succeed on a DC 14 Strength saving throw or be pushed back 5 ft from you.

- **CRUSH:** If the target is prone, you can choose to run them over with your chair. This is a melee attack as above, although you gain advantage on the attack and increase damage to 1d8.

FEATURES: Your field wheelchair has 3 features available which depend on environments and settings during your Case File.

- **SWIFTNESS:** When moving down an incline, you can choose to let gravity take some control, allowing you to roll faster and granting you double your base movement speed. Bear in mind that you must use either your hands or the brakes located at either rear wheel to slow down.

  Using your hands slows you down by 5 ft per round whereas using the brakes slows you by 15 ft per round. Both of these require your action to use.

- **STABILITY:** The wheelchair has a smaller fifth wheel at the back of the frame acting as a stabiliser. Whilst using the chair, you have advantage on saving throws versus being knocked prone.

  If you are knocked prone whilst in the chair, you are not thrown out of it unless you aren't wearing the seatbelts. These belts strap across your pelvis, shins, and ankles to hold and support you correctly in the chair. They can be clasped and unclasped using your reaction. Whilst in the chair and the both of you are prone, you must use half movement to push you and it up unaided. If you are assisted by an ally, it requires none of your movement to right yourself.

- **CLIMB:** A nifty piece of sophisticated engineering from the B.P.R.D.'s experimental laboratories, you can use your bonus action to press a small button on the arm of your chair, activating a mechanism that widens out the width of the wheels with a hidden inner rim initially tucked under the chair, further in on the camber bar. This inner rim has a rigid surface of pronged hooks, sharp enough to grasp at the ground but not enough to cut into and damage your hands. This wider wheel and its surface allows the chair to grip and move up and down stairs safely, granting an agent freedom of movement.

WALKING CANE

Walking canes are simple by design with a handle at the top and a foot at the bottom that grips the floor. They help distribute weight evenly and ease any pain caused by gait. Reinforced with metal and a small weight hidden within the base, the canes manufactured by the B.P.R.D. are weapons that are concealed in plain sight.

Melee weapon attack: Reach 5 ft, one target. Hit: 1d6 + Strength/Dexterity modifier bludgeoning damage.

PROSTHETIC LIMBS

Made from lightweight but resilient materials and metals, prosthetic limbs are designed for everyday wear and active fieldwork. They're no Right Hand of Doom, of course, but they're as tough and durable as a limb of flesh and bone, held in place through a system of suspension to keep the prosthesis connected to the body.

- **HARNESSES:** Harnesses typically strap about a thigh, bicep, chest, or waist depending on the limb the prosthesis is being attached to. The harnesses sit underneath your clothes and can be adjusted as and when required.

- **CUPS:** Cups are meticulously measured and shaped to perfectly cover the stump they are being attached to and remain fixed in place through a phenomenon called suspension grip.

Prosthetics come in different designs — some look like complete hands and feet with intricate engineering to create numerous moving parts, whilst others end in claws or blades. Either design bears no disadvantage on the wearer; you are considered as being proficient in the prosthetic you have chosen for yourself. This means you are experienced in using it for everyday and fieldwork related tasks. You can open doors, crack locks, lay out explosives, fire weapons, sprint, jump, and climb. You may grasp a door handle 'differently' from a character who has a flesh and blood hand, but the end result is the same — you still open the door. This is applied to every task and activity you do. No disadvantage is placed upon you unless, for example, you decide to take off your prosthetic and perform a complex motor skill task, or if your prosthetic breaks as a result of an attack or accident out in the field.

It requires the same amount of force for an enemy to remove your prosthetic as it takes for them to tear or cut off a flesh and blood limb.



Additional Equipment

B.P.R.D. Field Kit

REQUISITION: While each agent will have their own specific list of "must have" items, those listed here are commonly used by all agents and are available without spending Requisition points.

BINOCULARS (SMALL)

Provides a magnification factor of up to ten times normal vision.

BOBBY PIN (TINY)

More than a fashion item, the bobby pin can be used to attempt a Dexterity (Steady Hands) to unlock a door. If successful, the bobby pin is rendered warped and useless.

BOXES OF MATCHES OR LIGHTER (TINY)

When ignited, cast bright light for 5 ft and dim light for 10 ft for 6 second per use. Each has 10 uses.

FLARE (SMALL)

Commercially available chemical flares burn red in both water and ominous corners. Flares cast light in a circle for 1 minute, bright light for 10 ft, dim light for 20 ft.

KEYS TO THE B.P.R.D. VEHICLE (TINY)

Two sets available per group.

MOBILE PHONE (SMALL)

Heavily dependent on local reception and limited to domestic calls. It is bulky enough to withstand most of the damage that the agent carrying it can dish out.

PEN AND NOTEBOOK (TINY)

A small notebook with water-resistant paper and a pen.

RADIO (SMALL)

Handheld VHF radios that allow for communication between agents within several miles that are able to receive, depending on terrain. The radio includes an earpiece for ease of use.

Nonstandard Equipment

Granted by class or life before the B.P.R.D., these items are difficult to replace without calling in favours or being lucky. You may be able to discover these items during a Case File. If one of these items is lost, requisition may be unable to replace it without an agent calling in favours. This includes personal equipment an agent may have brought from home such as flasks.

FLASK
REQUISITION: Level 0, 1 point.

Holds 1 pint of liquid. Coffee, tea, holy water, whiskey, the flask can hold any liquid within reason. It holds 10 uses of the liquid if it has combat uses such as holy water. If two appropriate containers and wicks are available, booze or similar flammable liquid can be turned into up to 2 Molotov cocktails.

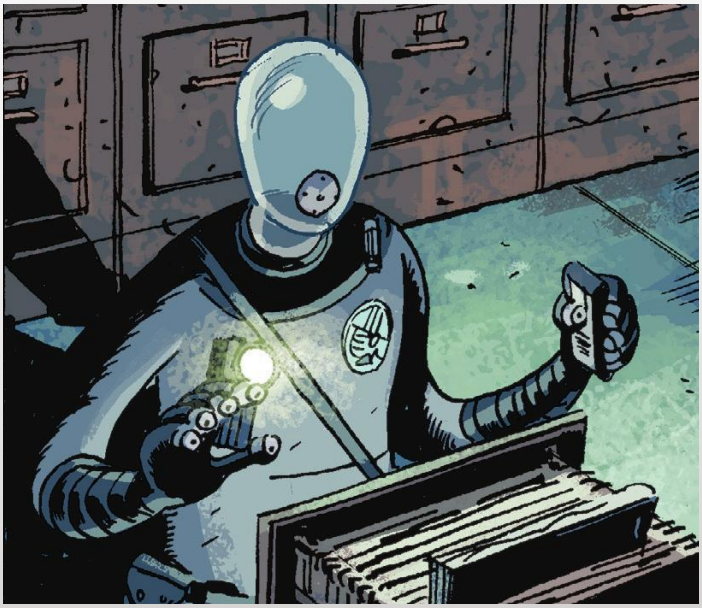
SPECIALIST EQUIPMENT

B.P.R.D. LAPTOP (LARGE)
REQUISITION: Level 0, 2 points if the only laptop in a team, i.e. not part of a kit, otherwise 4 points per additional laptop.

B.P.R.D. laptops are heavily reliant on local signals but could provide additional computing power to confirm tests from a field kit. They also allow for historical record searches, granting advantage on relevant Intelligence (History) checks. B.P.R.D. trackers can be viewed via this piece of equipment.

CONTAINMENT SUIT
REQUISITION: Issued free if needed.

Only available to agents with the bound ghost origin. This containment suit allows creatures without physical bodies to manifest via ectoplasm and interact with the physical world. Etheric creatures can enter a containment suit if vacant. Damage to the suit and stabilising a creature using one is covered in the bound ghost origin. (See p. 20).



GAS MASK (SMALL)
REQUISITION: Level 1, 1 point per mask.

Provides the wearer with immunity from airborne poison damage or similar airborne effects, including the poisoned condition. The user suffers disadvantage on all ranged attack rolls, Wisdom (Perception), and Intelligence (Investigation) checks. Creatures flanking the wearer make their attack rolls at advantage. To don or doff the mask takes an action.

NIGHT VISION GOGGLES (MEDIUM)
REQUISITION: Level 2, 2 points per set.

Allows the wearer to see in dim light as if it were bright light up to 60 ft away and in darkness as if it were dim light up to 30 ft. If worn while looking at bright light, such as a flashlight, the wearer must immediately make a DC 15 Constitution saving throw. On failure, they are blinded until the end of their next turn. On success, the agent has a headache but is able to see still.

LOCKPICKING TOOLS (SMALL)
REQUISITION: Level 1, 1 point per set.

A set of lockpicking tools allows the user to attempt to unlock a locked door or similar obstacle, grants advantage on Dexterity (Steady Hands) checks to unlock locked doors.

SATELLITE PHONE (MEDIUM)
REQUISITION: Level 1, 2 points.

A sat phone grants occasional reliable communication with base. Just remember to keep it charged.

RITUAL COMPONENTS

GHOST BOX (MEDIUM)
REQUISITION: Level 1, 2 points.

A radio with a frequency scan mode that some ghost hunters claim allows communication with spirits. This grants the user advantage on any check to determine if a spirit is nearby.

HOLY WATER
REQUISITION: Level 0, 1 point.

Against some creatures, the sanctified water causes their supernatural abilities to short circuit. In others, it physically burns as if it were acid. Sometimes, it just causes them to be slightly wet

and rather annoyed. If the creature has a bane associated with radiant damage, the creature suffers 9 (2d8) radiant damage from each splash, spill, or pour of holy water. The targeted can make a DC 11 Dexterity saving throw against the water if it is more than 5 ft away from the creature throwing it at them, suffering half damage on a successful save. Creatures affected by holy water cannot regain HP until the end of their next turn. Those with the Ordained feat can use an action to bless water.

PRAYER BEADS AND HOLY SYMBOL (TINY)

REQUISITION: Level 1, 2 points.

The user can expend an action to cause a creature with a bane relating to radiant damage to make a DC 13 Wisdom saving throw, becoming frightened of the wielder on a failure. The creature can repeat the save at the end of its turn.

TAROT CARDS (SMALL)

REQUISITION: Level 1, 3 points.

The user can read the cards as part of a dust off or take time. Agents can ask three questions, and the GM can answer with yes, no, doom, insight, or unclear. If the answer is doom, the proposed course of action or line of investigation will invite doom or problems for the agents. Insight will lead to a positive resolution. Each additional question asked invites a point of Doom. A return to base must be completed before using again.

SPIRIT BOARD (MEDIUM)

REQUISITION: Level 1, 3 points.

A spirit board allows a non-psychic to communicate with spirits that are not manifest by spending 10 minutes waiting for the spirit to respond. The spirit can respond either yes or no, or spell out the answer using up to five words to for one question. The spirit can answer up to five questions. A point of Doom is generated for each additional question after the five.

SPECIALIST TECHNICAL KITS

COMMUNICATIONS PACKAGE (LARGE)

REQUISITION: Level 1, 3 points. Limit 1 per team.

A satellite phone, mobile phone, radio, and satellite upload link for a B.P.R.D. laptop. This kit grants reliable communication with the Bureau, between agents, and other teams in the area.

EMERGENCY RAPID DEPLOYMENT RITUAL KIT (MEDIUM)

REQUISITION: Level 1, 8 points per kit.

Contains a number of small spray cans, pieces of chalk, stencils, candles, and a reliable lighter as a minimum. It may fulfil a ritual's requirements or may be in addition to. If the requisitioner knows a ritual, it is assumed this kit contains the components for the known rituals. In addition, it contains up to three of the ritual components listed under specialist equipment, opposite.

ENHANCED FIELD LAB (HUGE)

REQUISITION: Level 2, 4 points. Limit 1 per team.

This kit contains a magnifying glass and portable microscope, portable thermal imaging camera, Geiger counter, FTIR spectroscope for organic molecule identification, portable XRF for elemental identification, a field lab kit, and a B.P.R.D. laptop.

FIELD LAB KIT (MEDIUM)

REQUISITION: Level 1, 2 points per kit.

A small collection of already prepared test kits to analyse for the presence of certain phenomenon. Confirming if a substance is blood is a common use. Temperature readings to confirm shifts is another. The kit has 10 uses. A use can be expended for an Investigation, Medicine, Science, or Occult check, granting advantage on the roll provided 10 minutes are spent on the task. The accompanying d10 can be rerolled when the check is made if it doesn't generate Doom or Ingenuity.

FIELD COMMANDER KIT (HUGE)

REQUISITION: Level 1, 3 points. Limit 1 per team.

Consisting of binoculars, a B.P.R.D. laptop, and a satellite phone, the field commander kit is designed to monitor and report on the progress of ongoing investigations. Given the expensive nature, the kit is usually kept secured and guarded.

MEDICAL KIT (MEDIUM)

REQUISITION: Standard Equipment. Each agent starts with 1 of these kits but additional kits can be available for 1 point each.

A small collection of military grade first aid material including bandages, tourniquet, adrenaline, morphine, antihistamines, splints, a ventilation kit, a stethoscope, a blood pressure cuff, shears, a saline IV, tweezers, gauze, steri-strips, and clotting agent. The kit has 10 uses. A use can be expended to attempt a DC 12 Wisdom (Medicine) check to stabilise an agent at 0 HP. During take time, a use can be used to restore 1d4 HP per use.

SURVEILLANCE PACKAGE (LARGE)
REQUISITION: Level 2, 3 points.

A parabolic microphone and thermal imaging camera grants advantage on Wisdom (Perception) checks to overhear or see creatures within 120 ft.

TACTICAL ENTRY KIT (LARGE)
REQUISITION: Level 1, 2 points per kit.

With lockpicks, a mini-sledge, crowbar, and utility knife, the TEK is capable of getting through any residential and most security-hardened boxes, doors, or windows.

TRAUMA KIT (SMALL)
REQUISITION: Level 1, 1 point per kit.

This kit contains an adrenaline shot, gauze, steri-strips, and clotting agent. Single use, the kit can be expended as an action on a unconscious creature to gain one of the following effects:

- The creature is stabilised automatically.
- If the creature is stable but at 0 HP, the creature awakens with 1d6 + their Constitution modifier in hit points. Their speed is doubled until the end of their next turn, after which suffering 1 level of exhaustion (See “Exhaustion”, p. 117).

WILDERNESS SURVIVAL KIT (LARGE)
REQUISITION: Level 1, 1 point per kit.

This kit contains fire starters, 5 field rations, a tent large enough for 1 agent, bed roll, and a compass.

EXPLOSIVES
You can throw a grenade a distance equal to your Strength modifier times 5 ft, +5 ft (minimum 10 ft). Beyond that range, you must make a ranged attack roll against a DC of 8 + 2 for every 5 ft beyond your throw distance, to a maximum range of 30 ft. On a miss, the grenade lands 10 ft off target in any direction, with the GM deciding where it lands. All grenades detonate at the end of the round in which they are thrown. A launcher can be requisitioned to propel the grenades.

C4 BREACHING CHARGE (SMALL)
REQUISITION: Level 2, 2 points per charge.

The breaching charge requires a tiny wireless or wired detonator, which is issued with the charge and requires an action to detonate. When detonated, a C4 breaching charge will open a locked wooden or metal door. If detonated while attached to a creature, the charge deals 6d6 thunder damage to the creature and one injury level without damaging creatures around it.

CONCUSSIVE GRENADE (SMALL)
REQUISITION: Level 1, 2 points per grenade.

All creatures within a 10 ft radius of the detonation must immediately make a DC 12 Constitution saving throw or become blinded and deafened until the start of their next turn.

SMOKE GRENADES (SMALL)
REQUISITION: Level 1, 1 point per grenade.

All creatures within a 20 ft radius of this grenade's ignition are lightly obscured, and all creatures within 10ft are heavily obscured at the start of the next round. The smoke lasts for 5 rounds, after which it dissipates at a rate of 10 ft each round.

STUN GRENADE (SMALL)
REQUISITION: Level 1, 2 points per grenade.

All creatures within a 10 ft radius of where this grenade detonates must immediately succeed on a DC 12 Constitution saving throw or be stunned until the end of their next turn.

TEAR GAS (SMALL)
REQUISITION: Level 2, 2 points per canister or grenade.

All creatures within a 10 ft radius this grenade's detonation must make a DC 13 Constitution saving throw at the end of their turn. Those who fail suffer the poisoned condition and must repeat the save at the end of each of their turns until either 1 minute passes, they receive medical attention, or they succeed on the saving throw. Those who succeed treat the affected area as heavily obscured. Creatures wearing gas masks, lacking tear ducts, or similar are immune to effects of this grenade.

TIMED CHARGE (MEDIUM)
REQUISITION: Level 5, 5 points per charge.

An action can be used to set the timer for either 30 seconds, 1 minute, or 10 minutes. Once activated, the timer can only be stopped by succeeding on a DC 20 Intelligence (Technology) or a DC 25 Dexterity (Steady Hands) check. A charge that detonates deals 30 (5d10) fire damage to all creatures and objects in a 20 ft radius and a further 20 (5d6) bludgeoning damage to every object and creature in a 30 ft radius.

DEMOLITION "GIFT BASKET" (LARGE)
REQUISITION: Level 2, 5 points. Limit 1 per team.

Made for demolition experts, this kit contains: 3 C4 breaching charges, 2 smoke grenades, and 3 concussive grenades.

RANGED WEAPONS

THROWING KNIVES (SMALL)
REQUISITION: Level 1, 1 point per set of 3.

At the end of combat, roll 1d6. On a 4+ you recover the knife if you have five minutes to search around for it.

SPECIALISED AMMO AND OPTIONS
Unless otherwise stated, ammunition for one firearm does not work with any other firearm.

ARMOUR PIERCING AMMO
REQUISITION: Level 2, 2 points per magazine.

A Tungsten core that penetrates armour. These rounds are stored in half-sized magazines. They reduce a creature's damage reduction by 5.

EXTENDED MAGAZINE (SMALL)
REQUISITION: Level 2, 2 points per magazine.

Longer magazines or a drum keep you in the fight. Nominate a non-revolver firearm each time one of these is chosen. Pistols gain 5 ammunition, advanced firearms gain 7.

FULL METAL JACKET
REQUISITION: Standard Equipment, 1 point for every 2 additional magazines.

The standard round for pistols and rifles.

INCENDIARY AMMO
REQUISITION: Level 3, 2 points per magazine.

Reduce the range of the firearm to 30/60 ft if not already lower. Incendiary ammo converts all damage to fire damage, targets all creatures within a 5 ft square, and causes all flammable items to ignite. A creature must make a DC 11 Dexterity saving throw at the start each turn or take 3 (1d6) fire damage. Succeeding at the saving throw or using an action extinguishes the flames.

AMMUNITION TRACKING
When tracking ammunition, a shot in gameplay terms might be two or three shots in reality. Players track these shots whether they hit or miss. As such, a handgun may have more ammo capacity but still only has a set number of moments to affect the combat during a Case File. This is not a change to how guns are implemented in gameplay terms but how they are presented in universe.

If your group would rather not track ammunition, use the following. Reduce the damage dice of all firearms by 1 size, such as d12s to d10s, d10s to d8s, and so on. When an agent rolls Doom on an attack roll, they are required to spend an action to reload before they can fire again.

Note from Playtesting: This drastically changes how players approach combat. When not tracking ammunition, everyone has a time in the spotlight. While tracking, combat scenes are more tense, with the spotlight shining on those lucky enough to roll well and not run out.

RUBBER ROUNDS
REQUISITION: Level 1, 1 point per magazine.

Targets reduced to 0 HP by these rounds are rendered unconscious but not dying. Damage reduction is doubled against these rounds, and the range of the firearm is reduced by 15 ft.

SILENCER
REQUISITION: Level 3, 2 points per weapon.

Reduces the noise of a firearm so that only creatures in the immediate area can hear it fire.

SILVER (REVOLVER)
REQUISITION: Level 3, 2 points per reload.

Though a poor metal for a projectile, the Bureau have found them effective against many creatures. The firearm's damage becomes 2d8, its range is halved (rounded up), and it cannot fire additional shots granted by the semi-automatic property.

SPEED LOADER
REQUISITION: Level 2, 3 points per speed loader.

Nominate one firearm each time. If it has Slow Reload, the weapon regains all its ammunition when an action is used to reload. Otherwise, the weapon can be reloaded with a bonus action. Speed loaders must be reloaded between uses.

TRACER
REQUISITION: Level 2, 1 point per weapon.

A successful attack against a target with this type of ammo grants other ranged attacks against the same target +1 to attack rolls until the end of the round. Multiple tracer rounds from different attackers against the same target stack.

IMPROVISED WEAPONS

An agent will sometimes need to attack with whatever is to hand, such as a glass bottle, chair leg, or saucepan. If an improvised weapon is similar to an actual weapon, it can be treated as its equivalent—a table leg as a bat, for instance. Similar objects can benefit from an agent's proficiency bonus at the GM's discretion.

Objects that do not resemble a weapon deal 1d4 damage, as do ranged weapons used for melee attacks and melee weapons used for ranged attacks that do not have the thrown property. Improvised weapons have a range of 20/60 ft.

CHAIN
A chain targets all creatures in a 5 ft square and grants advantage on establishing or maintaining a grapple.

MOLOTOV COCKTAIL
Once tossed, the area targeted by this weapon continues to burn for 2 (1d4) rounds. Each round, any all creature or object that starts their turn in the burning area suffers 3 (1d6) fire damage.

WOODEN POLE OR BAT
See values in the "Melee and Improvised Weapons Table", p. 85. Additionally, a knife or similar implement can sharpen this into a stake. Once sharpened, it deals 1d6 piercing damage and is treated as a sharpened stake against vampires. The stake gives +3 to attack and damage rolls against vampires, dealing 2d6 piercing damage. All damage from this weapon against vampires is treated as bane. The wielder can take a -10 to the attack roll to attempt to pierce the vampire's heart. If successful, the attack deals an additional 5d10 radiant damage.

WEAPON PROPERTIES

AMMO TYPE: The size and type of ammunition. Unless otherwise stated, ammunition for one firearm does not work with any other firearm.

FINESSE: You can choose to add your Dexterity or Strength modifier to attack and damage rolls with this weapon.

FIREARM: Do not add an ability modifier to damage results.

LIGHT: Small and easy to handle, this weapon is ideal when fighting with two weapons. (See "Two-Weapon Fighting", p. 114.)

NOISE: The sound of the weapon firing will alert other creatures in nearby areas.

NONLETHAL: Attacks from this weapon render the target unconscious or incapacitated, even if they are reduced to 0 HP.

RANGED: Two distances are listed. The first is the range that the weapon can target up to normally. The second is the maximum range that the weapon can target accurately. Attacks beyond normal range but within maximum range suffer disadvantage.

REACH: Adds 5 ft to reach when making an attack.

RELIABLE: Outside of the laws of physics, time, and space being altered—at which point it's likely that the weapon jamming is the least of your worries—this weapon cannot jam. Outside of a Case File specific situation, Doom cannot be spent to cause the weapon to jam or fail to fire.

RELOAD (X): Once the number of ammunition (listed in brackets) has been expended, you must spend an action reloading the weapon. If you take damage before their next turn while reloading, you must succeed on a focus check. If failed, the new magazine falls to the floor and the reload must be started again. If successful, the weapon is reloaded. A reloaded weapon gains the full ammunition listed in brackets.

RIFLE BUTT/PISTOL WHIP: In extreme situations, a firearm can be used as a club. Melee weapon attack: Range 5 ft, one target. Hit: 1d4 + Strength modifier. Properties: Light and Finesse.

SCATTER
A weapon with this quality can target up to two adjacent creatures. Make a single attack roll and apply it against the AC of any creature targeted. This weapon does not suffer disadvantage for a creature being within 5 ft of the user. For each 10 ft a target is from the user, a successful attack deals 1 less damage per damage die. For example, if a weapon with scatter deals 2d8 damage but a target is 10 ft away, the damage is reduced by 2. At 20ft, the damage would be reduced by 4.

SEMI-AUTOMATIC: When you take the attack action, you can make 1 additional attack as a bonus action with this weapon provided you have enough ammunition.

RANGED WEAPONS TABLE

WEAPON	REQ. LEVEL (COST)	SIZE	DAMAGE	PROPERTIES	AMMO
Firearm, Pistol					
B.P.R.D. Sidearm	0 (0/2 for each additional)	Small	2d10 bludgeoning	Firearm, Noise, Reload (7), Semi-Automatic, Pistol Whip, Ranged 45/100 ft	Small (7 shots)
"Samaritan" Revolver	1 (4)	Small	4d6 bludgeoning	Firearm, Noise, Reload (5), Pistol Whip, Ranged 45/100 ft, Reliable, Slow Reload	Small (5 shots)
Stun Gun/ Taser	0 (3)	Small	See Stun	Firearm, Reload (1), Noise, Nonlethal, Pistol Whip, Ranged 10/25 ft, Sustained Stun	Small (1 shot)
Firearms, Advanced					
Semi-Auto Rifle	3 (6)	Large	2d12 bludgeoning	Firearm, Noise, Reload (20), Semi-Automatic, Rifle Butt, Ranged 150/500 ft	Small (20 shots)
Shotgun	2 (6)	Medium	3d8 bludgeoning	Scatter 10 ft cone, Firearm, Noise, Reload (4), Rifle Butt, Ranged 20 ft, Slow Reload	Small (4 shots)
Submachine Gun	2 (4)	Medium	2d6 bludgeoning	Firearm, Noise, Reload (20), Semi-Automatic, Rifle Butt, Spray and Pray, Ranged 50/150 ft	Small (20 shots)
Thumper	4 (9)	Medium	Special	Firearm, Reload (1), Rifle Butt, Noisy, Ranged 30/80 ft, Damage dependant on grenade	Small Grenades
Unorthodox Weapons					
Flamethrower	3 (6)	Large	3d6 fire	Ranged line 5 ft wide and 30 ft long, Slow Reload, Two Handed	Medium (10)
Harpoon	0 (3)	Medium	2d6 piercing	Thrown 15/30 ft, Reach 10 ft, requires Strength score of 12 or higher	—
Molotov Cocktail	0 (1)	Small	1d12 fire	Thrown 15/30 ft, See Improvised Weapons	
Spear Gun	1 (4)	Large	3d6 piercing	Ranged 30/60 ft, Silent, Reload (1)	Medium (4 shots)
Tranquilizer Gun	1 (4)	Large	See Tranquilizer	Firearm, Reload (1), Rifle Butt, Reliable, Ranged 150/250 ft	Small (4 shots)
Basic (Ranged)					
Bow	0 (2)	Medium	2d6 piercing	Ranged 150/300 ft, Silent	Small (30 shots)
Crossbow	0 (3)	Small	1d10 piercing	Ranged 80/150 ft, Silent	Small (30 shots)
Slingshot	0 (2)	Small	1d4 bludgeoning	Ranged 20/60 ft, Light, Finesse, Silent	Small (30 shots)
Throwing Knives	1, 1 per set of 3	Small	1d6 piercing	Ranged 15/30 ft, one target, Thrown, Finesse, Light	See description on p. 82.

MELEE AND IMPROVISED WEAPONS TABLE

WEAPON	REQ. LEVEL (COST)	SIZE	DAMAGE	PROPERTIES
Basic Weapons (Melee)				
Brass Knuckles or Sap Gloves	Special	Small	1d4 bludgeoning	Unarmed Strikes
Combat Knife	0 (2)	Small	3d4 piercing or slashing	Light, Thrown 10/15 ft, Silent
Pocket Knife	0 (1)	Small	2d4 piercing or slashing	Light, Thrown 10/15 ft, Silent
Rifle Butt or Pistol Whip	—	Part of weapon	1d4 bludgeoning	Rifle Butt/Pistol Whip
Specialised Melee				
Bowie Knife	1 (2)	Small	4d4 slashing	—
Machete	1 (2)	Small (Bulky)	1d8 slashing	—
Nightstick or Baton	Special 1 (4)	Small (Bulky)	1d6 bludgeoning	Gain advantage on establishing or maintaining a grapple
Sword Cane	Special	Medium	1d8 piercing	Finesse, Light
Improvised Weapon				
Chain	—	Medium	1d6 bludgeoning	Reach
Folding Shovel	—	Small	1d4 slashing	—
Wooden Pole or Bat	—	Medium	1d6 bludgeoning	See description on p. 83 for special options

SILENT: This weapon does not give away your position when firing it, though the results of the shot, such as a security guard falling flat on their face, may allow the search to begin.

SLOW RELOAD: A single round is reloaded for each bonus action used. Each action reloads 2 rounds. Weapons with this property can be fired when only partly reloaded. For example, reloading 1 shot on a shotgun as a bonus action and firing it as an action. If you take damage while reloading and fail a focus check, you drop the weapon itself but your progress remains.

SPRAY AND PRAY: For each attack you make with this weapon, you can make an additional attack targeting another creature within 15 ft of the original target.

SUSTAINED STUN: On a successful hit, roll 1d10. If the roll equals or exceeds the target's Consitution modifier, they are rendered unconscious or otherwise immobilised (treat as the incapacitated condition) for 10 - the target's Consitution modifer rounds. Add 1 to the d10 roll for each additional round following a successful attack, or an additional round of incapacitated if the target is already immobilised. If able to, the target or another creature within 5 ft can use an action to remove the additional effects, such as by removing the taser prongs, for example.

THROWN: Use your Strength or Dexterity modifier for the attack.

TRANQUILIZER: When a creature is successfully hit with an attack from this weapon, instead of rolling damage, roll 5d12.

If the total exceeds the creature's current HP, it is rendered unconscious immediately. Creatures immune to the poisoned condition are immune to this effect.

TWO HANDED: Requires both hands for use.

UNARMED STRIKES: Unless modified by other abilities or equipment, the agent's fists deal their Strength modifier in damage. When an agent makes an unarmed attack, the agent is treated as being proficient with the attack. Their unarmed strikes have the Light and Finesse properties, and when taking the attack action with unarmed strikes, the agent can make 1 additional attack as part of their action.

RELICS

Relics in Hellboy's world are never generic or mundane. They always have an origin that is steeped in local culture — and occasionally the story of how the B.P.R.D. acquired it. Although the one item may be similar to another in effect, they are still one-of-a-kind artefacts in terms of design and historical significance. Relics detailed here have up to three types of abilities:

- **PASSIVE ABILITY:** The ability the item grants. A passive ability ends when a use is expended, the item is destroyed, or possession of the relic is lost. Passive abilities reactivate once the wielder has performed a return to base.
- **EXPENDITURE:** 1 use, unless otherwise noted. Once all uses are expended, the passive ability ceases to work.
- **DESTRUCTION:** The wearer/wielder can destroy the relic to attempt to gain the destruction ability. To see if the relic's destruction ability takes effect, roll 1d12. On a 3-12, the ability takes effect. On a roll of a 1, the item is destroyed, the magic dissipates, and nothing happens. On a 2, the item is destroyed but before the magic dissipates, the user gains the benefit of the item's expenditure uses, if any.

ANKH

REQUISITION: Level 1, 8 points.

Dating back to the First Dynasty, the Research Department is unsure of the ankh's original function. Those available for use are from the Old Kingdom and are infused with the power of life.

PASSIVE ABILITY: If you roll a 9 on your death save, treat it as a 10.

EXPENDITURE: Consuming 1 charge grants advantage on a single death save. (1d4 charges. 1d4 are regained when you return to base, to a maximum of 4)

DESTRUCTION: If at 0 HP at the start of your turn, you gain 40 HP. Excess above your maximum HP is gained as temporary HP. If you die while wearing the ankh, it is destroyed, and you are instead rendered unconscious for 1d6+3 months.

THE IRON SHOES

REQUISITION: Level 1, 5 points.

Heavy, cumbersome, and impractical for swimming, these shoes can at least take you places—as long as you aren't Fae.

PASSIVE ABILITY: While wearing the iron shoes, your speed is increased by 10 ft. but you have disadvantage on Dexterity (Stealth) checks. While swimming or otherwise in water, you sink at a rate of 10 ft per round unless you succeed on a DC 12 Strength (Athletics) check at the start of your turn.

EXPENDITURE: Each charge allows you to dash as a bonus action, and, if you take the attack action, gain +5 to melee damage. If an enemy ends its movement within 10 ft of you, you can move any amount of your unspent movement as a reaction. (1d8+2 charges and regains 1d3 at the start of each Case File, to a maximum of 10)

DESTRUCTION: You ignore difficult terrain and double your movement speed for 1 round, can dash as a bonus action, and gain +5 to melee damage for 5 rounds.

DEEP POCKETS

REQUISITION: Level 1, 8 points.

This could be the best jacket ever. It always has just what you need whenever you need it, but what you haven't figured out is how such a tiny pocket can hold an extra pair of combat boots.

You gain additional inventory space for 8 Small items, all at hand as if they were in your TacVest.



DEVIL'S BRIDAL

REQUISITION: Level 1, 4 points.

This bridal is of a worn, nondescript leather and has an attached, equally plain metal bit.

RIDING HORSE

Large Beast
Armour Class 10
Hit Points As original creature
Speed 60 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10
Challenge 1/4 (50XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. Hit: 8 (2d4+3) bludgeoning damage.

Once placed on a humanoid creature, they turn into a horse. The creature is unable to remove the item themselves and gains the following stats. The relic does seem to translate the creature's speech and emotions into the horse equivalent.

SCHUFFTEIN GLASSES

REQUISITION: Level 1, 8 points.

Created by Emil Schufftein in 1878, three pairs of these glasses have been recovered so far. Though bulky with a leather harness, the glasses use four crystal dioptres to penetrate through glamour and magic illusions.

PASSIVE ABILITY: You can see creatures usually rendered invisible and creatures that use glamour or magical illusions to hide or alter their appearance, including seeing the creature's "true" form. For each round that a wearer uses the glasses, the user must make a DC 10 Intelligence saving throw, gaining disadvantage on Wisdom (Perception) and (Investigation) checks for 1 minute on a failure as they become disorientated.

EXPENDITURE: You can use a charge to see through a wall or floor. Expend 1 additional charge for each extra obstacle the you wish to see through, such as a creature or door. (1d4+1 charges and regains 1d4 charges when you return to base)

DESTRUCTION: You crush the glass, causing the shards to disable the creature's ability to remain unseen or remain unaffected by the physical world. All creature within a 20 ft radius of a point within 30 ft of the user are rendered visible, regardless of abilities or features, and creatures in the area have attack rolls against them with made advantage for 1 minute.

LUCKY CHARM

REQUISITION: Level 3, 10 points.

Every agent has one or two lucky charms. After all, what's the harm in having a lucky penny or favourite pair of socks?

PASSIVE ABILITY: Gain +1 to all saving throws. This effect can stack with multiple lucky charms.

EXPENDITURE: Treat an attack targeting the wielder as a miss, even if was a critical hit. Alternatively, treat a failed saving throw as a success after the roll. The charm has one use. Unless destroyed, your luck returns after returning to base.

DESTRUCTION: Until you take time, you reroll any odd numbered d20 roll result. You may do this a number of times equal to your proficiency bonus. You also trigger critical hits on rolls of 1 as you are just that lucky.

While the lucky charm is out of charges or the destruction ability has been triggered, the agent is under the effect of the following curse until they take time:

LUCKY CHARM TABLE

D10	ITEM	D10	ITEM
1	Shamrock	6	Acorn
2	Rabbit's Foot	7	Keychain
3	Iron Horseshoe	8	Shell
4	Old Coin	9	Sunglasses
5	Polished Stone	10	Dice

BAD LUCK (CURSE): You do not generate Ingenuity on a roll of 20 outside of combat. You cannot generate Ingenuity on any roll other than a 10 on your d10, no matter the other circumstances such as class features. This curse ends when you return to base.

CHAPTER 4: EQUIPMENT



MYSTIC SIGIL

REQUISITION: Level 2, 5 points.

The B.P.R.D. has an entire selection of mystic sigils in a variety of portable articles from necklaces to notebook covers. Agents are encouraged to pick one up before leaving HQ.

PASSIVE: Gain a +1 bonus to your AC.

EXPENDITURE: Your mystical sigil allows you to reroll the results of one ability check, attack roll, or saving throw, but you must accept the new result. Single use that recovers on return to base.

DESTRUCTION: Your attacks deal an additional 2d8 radiant damage for 1 minute.

WARDING TALISMAN

REQUISITION: Level 1, 8 points.

Symbols of the various faiths or saints and even stones and crystals can protect the wearer when imbued.

PASSIVE ABILITY: Gain advantage against becoming possessed, charmed, or rendered unconscious by a magical effect.

EXPENDITURE: 1d4+1 charges, which recover on return to base. Use as a reaction and a charge to gain one of the following:

- +2 AC for 1 minute
- Advantage on a saving throw
- Negate being surprised

DESTRUCTION: You can either end 1 condition or common curse, cause a single attack targeting you to miss—even a critical—or succeed on a failed saving throw and take no damage.

NOTE FROM PERSONNEL: Any relics, rituals, or items with magical properties found during Case Files must be registered with Form 3442 B. Prior to this, you must seek approval from your supervisor for field use.

SWORDS AND WEAPONS

ANCIENT BLADE

REQUISITION: Level 3, 10 points.

Ancient blades include all manner of swords, daggers, knives, and axes from historic lost cultures. A few can be requisitioned, but agents will likely run across one of these blades in the field.

PASSIVE ABILITY: You gain +1 to attack and damage rolls. The blade has a 5 ft range and does 4d4 piercing or slashing damage. In addition, it deals 1d6 radiant damage, and can be thrown 10/20 ft. Damage from this weapon overcomes resistances to its damage types.

EXPENDITURE: Use a charge to make 1 additional attack as part of an attack action. (1d8 charges that recover on return to base)

DESTRUCTION: When your blade shatters, it triggers a critical hit. All damage dice are treated as rolling their maximum.

ANCIENT SPEAR

REQUISITION: Level 2, 5 points.

Spears are one of the first and oldest weapons crated. The ones the B.P.R.D. possesses radiate energy and power.

Melee Weapon: Reach, range 10 ft, one-handed 1d8 piercing damage (two-handed, 1d10), thrown 30/60 ft.

EXPENDITURE: You can use a charge as bonus action to convert all damage dealt by an attack with this weapon to radiant damage. (1d6 +1 charges, 1d6 recover when you return to base)

DESTRUCTION: When your spear shatters, impaling a creature, it causes 1 creature within 30 ft to reduce its movement speed to 0 and become restrained until the end of its next turn.

ANCESTRAL CANE
REQUISITION: Level 2, 7 points.

Popular during the Victorian era, these sword canes were designed by an older generation of hunters of supernatural phenomena to look elegant and remain hidden until needed.

A sword cane with a silver-inlaid blade, this weapon deals 1d10 slashing damage with +1 to attack rolls and damage rolls. If the weapon successfully hits a vampire, it deals 2d6 radiant damage. If an attack with this weapon rolls an unmodified 20, it decapitates the creature it targets. Whether the creature can survive without a head is up to the GM. If it does survive, it suffers an additional 3d6 slashing damage. All damage dealt by this weapon is treated as being from a silver weapon.

ATHAME
REQUISITION: Level 1, 7 points.

This black-handled ceremonial knife has been referenced in grimoires dating back to the Renaissance. It is central to modern day occultism and is used in multiple ritual practices and ceremonial magics.

PASSIVE ABILITY: When performing a ritual, you can reroll one d10 for each d8 of slashing damage you suffer from the blade. When attacking ghosts or similar undead or creatures of the underworld, an athame deals an additional 2d8 psychic damage to the 1d8 slashing damage.

BIOLOGICAL RELICS

HAND OF GLORY
REQUISITION: Level 3, 12 points.

The pickled and preserved hand of a hanged man has been imbued magics through occult ritual. There are five uses of the cursed hand, and each time one is consumed, a finger curls down towards the hand's palm.

EXPENDITURE: As a bonus action, spend 1 charge to take an additional action. Expend 2 charges to instead take 1 action at the end of a hostile creature's turn. (5 charges, no recovery)

DESTRUCTION: All non-boss monsters within 30 ft are treated as being surprised for 1 round.

BAD KARMA (CURSE): While holding the Hand of Glory, your Ingenuity range is decreased by 1. (Meaning you do not generate Ingenuity on a roll of 10 unless your Ingenuity range increases.)

LUCKY CAT BONE
REQUISITION: Level 3, 10 points.

Part lucky charm and part magical item, lucky cat bones are created through witchcraft rituals. These bones can protect their owner and are also ingredients of other rituals.

PASSIVE ABILITY: You gain +1 to your AC while the lucky cat bone is on your person.

EXPENDITURE: You can use a charge to improve the roll of a ability check, attack roll, or saving throw, adding 1d4 to the roll per charge expended. This modifies the natural roll, so if the roll was originally a 16 and the d4 rolls a 4, the roll is treated as rolling a natural 20. (1d6 charges and regains 1d4 charges when you return to base)

DESTRUCTION: You may chose to reverse the result of a d20, turning a 2 into a 20, until the end of a Case File's chapter.

MONKEY PAW
REQUISITION: Level 3, 10 points.

A perfectly preserved monkey's paw, this relic is still crafted in modern times as a means to offer good fortune.

PASSIVE ABILITY: You may reroll rolls of 1 on attack rolls, saving throws, and ability checks.

EXPENDITURE: For each charge used, roll 1d20 and take note of the result. Instead of rolling an ability check, saving throw, or attack roll you can elect to use a result. You lose all stored results when you take time. (1d4+1 charges, does not recover)

DESTRUCTION: Pick the result of a d20 result for yourself or another creature within 15 ft. The result is resolved as if the d20 had rolled the desired number.

MOTOR POOL AND BACKUP
If it isn't able to provide the support itself, the B.P.R.D. is able to call upon several external personnel to help with investigations. If a team feels they need some local logistical support, a number of options are included here.

AERIAL SUPPORT
REQUISITION: Level 2, 4 points.

You can be dropped into any area that an aerial vehicle could access. Able to call upon aerial support to aid you in navigating

the area with a bird's eye view, you also gain advantage on relevant Wisdom (Investigation or Survival) checks n the area.

DRIVER
REQUISITION: Level 3, 5 points.

The team has access to a driver who is trained in evasive tactics. They are reachable by either radio or mobile phone.

LOCAL GUIDE OR SUPPORT
REQUISITION: Level 1, 3 points.

You have engaged the services of a local to offer expert information from the local area, including legends and theories. It may not be relevant or accurate, but at least it's truthful. The information grants an additional clearance level and advantage on any check to locate a known site, such as a cave system or graveyard. In addition, all agents start with either 1 point of Ingenuity stored or 1 point on the Investigation Sheet per team. The local guide is a backup agent. (See "Backup Agents", p. 105.)

QRF (QUICK REACTION FORCE)
REQUISITION: Level 1, 10 points.

You have access to a specialised group who are trained to act with minimal notice. This could be a B.P.R.D. specific group or one from the local military. The QRF can be deployed with less than 1 hours' notice. When deployed, the QRF breaks down the door to the location where the agents are investigating, recovers all friendly NPCs and agents in the area, and takes them for medical attention. The QRF can be contacted via a satellite phone or a response can be deployed if the agents are out of contact for a pre-agreed amount of time. See "Backup Agents" for additional details on p. 105. They constitute eight direct backup agents with a speciality in security and combat. They have a combination of broad shoulders and fire support.

RECOVERY DIVERS
REQUISITION: Level 3, 5 points.

The team has access to specialised divers who are able to recover items underwater as part of a take time.

REMOTE SURVEILLANCE
REQUISITION: Level 3, 3 points per day and night.

A group of Bureau agents or local freelancers stake out an area, observing it from afar. This grants additional information relating to the happenings in the area during day and night.

REMOTE LAB OR RESEARCH TEAM
REQUISITION: Level 2, 5 points per team, lab, or backup agent.

You can call upon a lab or team as part of taking time. When consulting the lab or research team, the agents gain a number of points of Ingenuity that are immediately added to the Investigation Sheet equal to the number of individual relevant samples they submitted to the lab or research team. Relevant samples include samples of creatures or pictures of wall carvings. The lab and research team can also provide the agents with 1 remote backup agent with a specialisation in science or occult. For more information, see "Backup Agents" on p. 105.



PART II: MASTERING THE MECHANICS



Chapter 5: 5E Basics

Fifth Edition Basics

As mentioned previously in the introduction, the 5E system provides the mechanical framework, enabling players to craft outlandish tales within the world of *Hellboy: The RPG*. If you are not familiar with 5E, most of the core mechanics are introduced here. Even if you are experienced with 5E, however, it would still be worth familiarising yourself with this section as there are some differences to how injuries are handled, for instance.

The Principle Mechanic

A simple rule of thumb—and the principle mechanic for many RPGs—is that a dice roll should often be relied upon any time the outcome of a character's stated intent is in doubt.

Does the bullet hit the frog monster? Has the character discovered the secret clue hidden in the text? Will the character be able to climb the ivy-draped wall? Although they all constitute a dice roll at their heart, there are three types of rolls used to determine the outcome of a particular situation:

- **ABILITY (SKILL) CHECK:** Used to determine the outcome of an action related to a particular ability. An associated area of expertise, listed in parentheses and known as a skill, may allow you to add your character's proficiency bonus to the ability check.

- **ATTACK ROLL:** Used when some form of weapon or power is employed for an attack. If your character has trained with a particular weapon, a proficiency bonus may again apply.

- **SAVING THROW:** Used to avoid harm or resist harmful effects, depending on your agent's role or the situation that requires the saving throw.



Making a Roll

Regardless of whether an ability check, saving throw, or attack roll is required, each type of roll follows the same basic steps:

- The GM specifies the type of roll required and defines the Target Number (TN). If an ability check is being made, they will also specify which ability it applies to and any appropriate skill that can be included. If a saving throw is being made, the GM simply states which ability is being used to resist the threat. If an attack roll is required, the appropriate ability will be determined by the type of attack being made.

- The player then rolls 1d20 and adds the appropriate modifiers. This will always include a modifier based on the relevant ability for the roll but may also include others, such as a proficiency bonus if one applies, and/or other bonuses from class features or those related to the circumstance.

- Compare the total to the TN. If the total equals or exceeds it, it's a success. If not, it's a failure. The TN for ability checks or saving throws is known as a Difficulty Class (DC), while the TN for attack rolls is checked against Armour Class (AC).

Ability Scores

The basics of making a roll introduced a character's defining statistics, called ability scores. Each creature and character has a set of numbers that defines their strengths and weaknesses in a particular trait. Ability scores are not just a measure of innate capabilities, however, but also encompass a creature's training and competence in activities related to that ability.

A score of 10 or 11 in an ability score is the normal human average, but agents are a cut above average in most abilities. Unfortunately for agents, the monsters and creatures they face can often have scores much higher than this!

As mentioned in Chapter 1: Origins, each character and creature is defined by six ability scores:

- **STRENGTH:** Used for tests involving physical force.

- **DEXTERITY:** Tests your balance and reflexes.

- **CONSTITUTION:** Helps against damage and poisons.

- **INTELLIGENCE:** Tests your reasoning and memory.

- **WISDOM:** Tests your gut instincts and perceptiveness.

- **CHARISMA:** Helps with social scenes and willpower checks.

Each ability provides an associated modifier ranging from −5 (for an ability score of 1) to +10 (for a score of 30). This modifier is always added to any ability (skill) checks, saving throws, and attack rolls that make use of the ability score. Unless instructed otherwise, you would always add your Dexterity modifier to a Dexterity check, for instance.

The ability modifier derived from a particular score can be found in the "Ability Score Modifier Table", p. 9. Because they affect almost every attack roll, ability check, and saving throw, ability modifiers are used more often than their relevant score.

NOTE ON ROUNDING

To determine some outcomes, the rules may call for a total to be divided by another number. Whenever a number is divided within the game, the result is always rounded down when it is less than a whole number. This is the case even if the fraction is one-half or greater. Unless the text states, always round to a minimum of 1.

ADVANTAGE AND DISADVANTAGE

If the circumstances are particularly favourable for your character, they can benefit from a mechanic known as advantage. If a roll benefits from advantage, you roll 2d20 (two twenty-sided dice) and use the higher of the two results.

On the flip side, less than ideal conditions or a lack of proper equipment can result in your character rolling with disadvantage. When a roll has disadvantage, you roll 2d20 and use the lower of the two results.

If a roll would be affected by both advantage and disadvantage, they cancel each other out, and the roll is made normally.

CHECKS AND SKILLS

An ability check tests a character's or creature's innate talent and training in an effort to overcome a challenge. The GM calls for an ability check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For ability checks, the GM decides both the ability relevant to the task at hand and its difficulty, represented by a Difficulty Class. The more difficult a task, the higher its DC. The Typical Difficulty ClassesTable, opposite, shows the most common DCs.

PASSIVE CHECKS

A passive check is a special kind of ability check that doesn't involve a roll. These checks can represent the average result for a task done repeatedly, such as searching for secret doors continuously, or allow the GM to secretly determine whether the characters succeed at something without rolling dice.

TYPICAL DIFFICULTY CLASS TABLE

DC	VALUE
5	Very Easy
10	Easy
15	Medium
20	Hard
25	Very Difficult
30	Near Impossible
35	The Laws of Physics would like a word.
40	Don't roll. No, really. Put the die down.

Use the following formula to determine a character's total for a passive check:

- 10 + all modifiers that normally apply to the check

If the character has advantage on the check, add 5. If they have disadvantage, subtract 5. The passive check total is referred to as a score.

For example, a character has a Wisdom modifier of +4 and a proficiency bonus of +3. Their passive Perception is therefore 17.

CONTESTED ROLLS

A contested roll is required in certain situations where two creatures are opposing each other, such as one trying desperately to hold a door closed and the other attempting to prise it open. In these instances, both creatures roll appropriate ability checks. The higher of the two results is able to overcome the other creature's efforts. There is no need to compare the total to a DC, simply compare the results against each other. A contest that results in a tie means the situation remains unchanged.

FOCUS CHECK

To represent the chaos of field work, some abilities require a focus check to activate. A standard focus check is a DC 10 Constitution saving throw. For more difficult focus checks, the DC can be adjusted to 8 + one-half the agent's level.

If successful, the ability immediately takes effect as described in its entry. On a failure, the ability does not take effect. Although the action, bonus action, or reaction is still expended, the use of the ability is not.

A focus check made outside of combat can only be attempted once per task. A failed use of an agent's Trained Eye ability, for instance, would mean that the subsequent skill check would need to be made at disadvantage regardless.

Some abilities require sustained focus across several rounds. In this instance, only one check is made to activate the ability, but maintaining focus after this is a free action. Normal activity can be undertaken while maintaining focus. If the agent receives damage while sustaining focus, however, they must make a Constitution saving throw against a DC of 12 or half the damage, whichever is higher. On a success, the ability continues. On a failure, the ability ends. Using another ability that requires focus immediately ends any sustained focus, as does incapacitation or death.

A point of Ingenuity can be spent to activate an ability or maintain focus in response to damage, without requiring a focus check. See "Ingenuity and Doom", p. 119.

Group Checks

A group of agents can pool their efforts to improve their odds, which may be the case when searching for or attempting to decipher clues.

To undertake a group check, the GM sets the DC and specifies which ability and skill(s) may be used. The agents involved then roll their checks. If they roll more successes than failures between them, the check is a success.

Extended Checks

Some situations may involve multiple agents and require checks across several rounds or time periods. These are extended solo or group checks. To undertake an extended group check, the agents describe how they are going to use their skills to overcome the challenge, and the GM sets the DCs based upon the skill if they deem it appropriate. An extended solo check is the same as the group but only involves one agent.

Each agent can only attempt a skill once and can chose to expend role or background features that may cancel out a failure, grant a success, or grant advantage on another agent's check. The Game Master will set a number of successes that the agent or agents will need to accumulate before rolling a certain number of failures.

For example, following a confrontation with a ghost, the agents are running out of a collapsing warehouse. The GM decides that because the agents know a way out, the task is fairly simple and also decides that the agents need to accumulate 3 successes before 3 failures. A more complex task might require 4 successes before 2 failures.

Each failure should be dramatic but not devastating. In our example, a failure may mean that a door is blocked by a falling piece of roof and the agents must now decide how to overcome it. The success in removing the blockage may remove a failure from their running total or may lend itself to counting as a success. The GM has final say on what skills are appropriate and what complications may arise.

Skills

Sometimes, the GM might ask for an ability check using a specific skill. At other times, a player might ask the GM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill relevant to the task means an individual can add their proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes a normal ability check, adding only their ability score modifier to the roll.

On each *B.P.R.D. Agent Folio*, skills are arranged beside the ability that they are most often associated with. In some situations, the GM or player can recommend for skills to be applied from an ability that it isn't usually associated with, such as a Constitution (Athletics) check to determine how far the agent can swim through the wreckage of a sunken ship, or an Intelligence (Acrobatics) or (Medicine) check to gauge whether a feat of contortion is physically possible for a normal human.

Ability and Skill Descriptions

Strength

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

Athletics

Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following activities:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- You try to jump a long distance or twist mid-jump.
- You struggle to swim or stay afloat in treacherous currents, storm tossed waves, or areas of thick seaweed. Or, another creature tries to push or pull you underwater or otherwise interfere with your swimming.

OTHER STRENGTH CHECKS

The GM might also call for a Strength check when you try to accomplish tasks like those in the following list.

- Force open a stuck, locked, or barred door.
- Break free of bonds.
- Push through a tunnel that is too small.
- Hang on to a wagon while being dragged behind it.
- Tip over a statue.
- Keep a boulder from rolling.

ATTACK ROLLS AND DAMAGE

You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a crowbar or sword. You use melee weapons to make attacks in hand-to-hand combat, and some of them can be thrown to make a ranged attack.

LIFTING AND CARRYING

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

CARRYING CAPACITY

Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most agents don't usually have to worry about it.

PUSH, DRAG, OR LIFT

You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.



SIZE AND STRENGTH

Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.

ENCUMBRANCE

The rules for lifting and carrying in the 5E system are intentionally simple. *Hellboy: The RPG* builds on this with a simplified system for the amount of gear you can carry, known as your inventory. See "Inventory", p. 74.

DEXTERITY

Dexterity reflects your agility, reflexes, and balance.

ACROBATICS

Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The GM might also call for a Dexterity (Acrobatics) check to see if you can perform acrobatic stunts that involve dives, rolls, somersaults, and flips.

STEADY HANDS

Use this skill when attempting something that requires fine manual dexterity, steady hands, or swift trickery. This includes disabling traps, manoeuvring a vehicle, and picking locks.

STEALTH

Make a Dexterity (Stealth) check when attempting to conceal yourself from enemies, slink past guards, slip away unnoticed, or sneak up on someone without being seen or heard. Rules for hiding and being spotted can be found in the sidebar opposite.

OTHER DEXTERITY CHECKS

The GM might call for a Dexterity check when you try to accomplish tasks like the following:

- Securely tie up a prisoner.
- Wriggle free of bonds.
- Play a stringed instrument.
- Craft a Small or detailed object.

ATTACK ROLLS AND DAMAGE

You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon such as a

bow or gun. You can also add your Dexterity modifier to your attack and damage roll when attacking with a weapon that has the finesse quality, such as a dagger.

ARMOUR CLASS

Depending on the type of armour you wear, you might add some or all of your Dexterity modifier to your AC—which is the TN someone needs to achieve to successfully attack you.

INITIATIVE

You make a Dexterity check at the start of combat to determine initiative. This decides the order of creatures' turns in combat.

HIDING

The GM decides when the circumstances are appropriate for hiding. When you try to hide, make a Dexterity (Stealth) check. Until you are discovered or stop hiding, that check's total is contested by the Wisdom (Perception) check of any creature that actively searches for signs of your presence. You can't hide from a creature that can see you clearly, and you give away your position if you make noise.

If you come out of hiding in combat and approach a creature, it will usually see you. In some circumstances, however, such as if the creature is distracted, the GM may allow you to stay hidden as you approach a creature, allowing you to gain advantage on an attack roll before you are seen.

To determine if a creature notices you even while not actively searching, compare their passive Perception against the check you made to hide.

PASSIVE PERCEPTION: When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the GM compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score, which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5. For example, if a 1st level character (with a proficiency bonus of +2) has a Wisdom of 15 (a +2 modifier) and proficiency in Perception, they have a passive Wisdom (Perception) of 14.

WHAT CAN YOU SEE? One of the main factors in determining whether you can find a hidden creature or object is how well you can see, which might be lightly or heavily obscured, as explained in "Environmental Factors", p. 101.

CONSTITUTION

Constitution relates to your health, stamina, and vital force.

Constitution checks are uncommon, and no skills apply to Constitution checks, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster. A Constitution check can model your attempt to push beyond normal limits, however.

The GM might call for a Constitution check when you try to accomplish tasks like the following:

- Hold your breath.
- March or labour for hours without rest.
- Go without sleep.
- Survive without food or water.
- Quaff an entire pint of ale in one go.

INTELLIGENCE

Intelligence measures your reasoning power and cognitive ability, plus memory function.

BUREAUCRACY

Relates to knowledge of the inner workings of organisations, including how to navigate their nebulous internal processes, cut through red tape, and speak to the correct department.

HISTORY

This skill is your knowledge of the mundane world's history and the cultures within it.

OCCULT

This skill represents knowledge of supernatural traditions, paranormal myths, preternatural creatures, and the practices of secret cults. This can include knowledge of legends or reports of similar creatures such as ghosts, but the information may not be reliable. Just because there is a legend, it doesn't make it true.

OCCULT VS HISTORY

Knowing that a local lord from the mists of time named Rasimand was rumoured to have sold their soul is History. Recognising that the selling of a soul is usually linked to ghosts and demonic creatures such as vampires is knowledge of the Occult.

RELIGION
This measures your ability to recall lore about deities, rites and prayers, religious hierarchies, and holy symbols.

> ***RELIGION VS OCCULT***
> Religion is knowing that exorcism is a Catholic rite that can only be performed by an anointed priest with the approval of a bishop. Occult is knowing that the rite of exorcism is usually used against demonic entities, with mixed results.

SCIENCE
This covers knowledge of the physical sciences such as chemistry, biology, physics, and the natural world. This can also be used to recognise when something isn't of the natural world, such as ectoplasmic residue.

TECHNOLOGY
Technology skill relates to your knowledge of computers and other electronic devices, the inner workings of complex machines such as cars, and the processes required to craft or modify such equipment.

OTHER INTELLIGENCE CHECKS
The GM might call for an Intelligence check when you try to accomplish tasks like the following:

- Communicate with a creature without using words.
- Estimate the value of a precious item.
- Pull together a disguise to pass as an agent for another service.
- Forge a document.
- Recall lore about a craft or trade.
- Win a game of skill.

WISDOM
Your Wisdom score relates to your perceptiveness, insight, and judgement of facts.

ANIMAL HANDLING
When there is any question whether you can calm down a domesticated animal or understand an animal's intentions, the GM might call for a Wisdom (Animal Handling) check. This can also be used to gain an understanding if an animal's behaviour is normal or unusual.

INTUITION
Intuition represents your ability to put yourself in the shoes of others and discern their motivations or most likely path of action. For instance, Intuition is figuring out where a researcher has hidden their password or determining if someone is withholding information.

INVESTIGATION
This is the ability to collate information and decipher the data, which includes scouring a scene and understanding how different factors have interacted. You might deduce the location of a hidden object, discern what kind of weapon dealt a wound based on the trauma's appearance, or determine the weakest point in a tunnel that could cause it to collapse. This skill also allows you to track creatures by the evidence they leave behind.

MEDICINE
A Wisdom (Medicine) check lets you try to stabilize a dying companion or diagnose an illness. This also includes understanding how a creature died or why it might be acting irrationally.

PERCEPTION
This skill lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses.

> ***PERCEPTION VS INVESTIGATION***
> Perception allows you to notice something that might otherwise remain hidden, while Investigation allows you to piece together several clues surrounding the same hidden focus. Perception would allow you to notice that there is a gap in the stonework that could be a secret door. Investigation at the same site would allow you to determine how to activate the pressure plate that opens the secret door.

SURVIVAL
This skill allows the agent to survive in the wilderness or away from the comforts of home, which includes trudging through dense forests and frozen wastelands.

OTHER WISDOM CHECKS
The GM might call for a Wisdom check when you try to accomplish tasks like the following:

- Get a gut feeling about what course of action to follow.
- Discern whether a seemingly dead or living creature is undead.

Charisma

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

Intimidation

When you attempt to influence someone through overt threats, hostile actions, and physical violence, the GM might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering vizier to reconsider a decision.

Persuasion

When you attempt to influence someone or a group of people with tact, social graces, or good nature, the GM might ask you to make a Charisma (Persuasion) check. Typically, you use Persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. You may also, however, employ Persuasion when trying to fast-talk a security guard, pass yourself off in a disguise, or maintain a straight face whilst telling a blatant lie.

Other Charisma Checks

The GM might call for a Charisma check when you try to accomplish tasks like the following:

- Find a connection for news, rumours, and gossip.
- Blend into a crowd to get the sense of key topics of conversation.
- Take Big Red's banter without batting an eyelid and give as good as you get.

Saving Throws

A saving throw, or save, represent your efforts to avoid a trap, resist a supernatural power, or shrug off a poison. The GM will specify which ability is relevant when a saving throw is required. To make a saving throw, simply roll a d20 and add the appropriate ability modifier plus proficiency bonus if you have one for that particular save.

A saving throw can be modified by a situational bonus or penalty and also affected by advantage or disadvantage, as determined by the GM. The DC of the saving throw is determined by the effect that causes it, as is the result of a failed save. A successful save usually means a character or creature suffers no harm from the effect.

Each increment of 5 that an agent fails a saving throw by introduces an additional effect, such as increased damage or an additional factor or condition being added to the effect.

For example, if an agent's saving throw result against the appearance of a poltergeist is 4 and the DC was 14, then—alongside the listed damage—the agent suffers 1 additional damage dice, is lifted off their feet by the ghost, and is now in danger of being choked by it.



Time and Movement

Time

In situations where keeping track of the passage of time is important, the GM determines the time a task requires. The GM might use a different time scale depending on the context of the situation at hand. In an indoor environment, the agents' movements happen on a scale of minutes. It takes them about a minute to creep down a long hallway, another minute to listen and pick the lock, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of hours is often more appropriate. Agents stuck on foot and eager to reach the circle of stones at the heart of the forest hurry across those fifteen miles in just under four hours' time.

For long journeys, a scale of days works best. Following a trail across a misty moor, the agents spend four uneventful days before a frog ambush interrupts their journey.

In combat and other fast-paced situations, the game relies on rounds, a six-second span of time.

Movement

Swimming across a rushing river, sneaking down the corridor of a haunted mansion, scaling a treacherous mountain slope—all sorts of movement play a key role in *Hellboy: The RPG*.

The GM can summarize the agents' movements without calculating exact distances or travel times: "You travel through the forest and find the stone circle late in the evening of the third day." Even in a subterranean environment or a cave network, the GM can summarize movement between encounters: "After destroying the animated statue, you consult an ancient map that leads you through miles of echoing corridors to a chasm bridged by a narrow stone arch."

Sometimes it's important to know how long it takes to get from one spot to another in days, hours, or minutes. The rules for determining this depend on two factors: the speed and travel pace of those moving and the terrain they're passing over.

Speed

Every agent and creature has a speed, which is the distance in feet that they can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation. See "Movement in Combat", p. 111, for movement taken on a round-by-round basis. Otherwise, the following rules determine distance travelled in a minute, an hour, or a day.

Travel Pace

While travelling, a group of agents can move at a normal, fast, or slow pace, as shown on the Travel Pace Table. The table states how far the group can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully.

FORCED MARCH: The Travel Pace Table assumes that characters travel for 8 hours in a day. They can push on beyond that limit, at the risk of exhaustion. For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the "Hour" column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of injury. (See "Injuries", p. 116.)

MOUNTS AND VEHICLES: For short spans of time (up to an hour), many animals move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace on foot. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but the provision of remounts is virtually unheard of in modern times.

Characters in land vehicles choose a pace as normal and are limited by variables such as enforced speed limits, terrain capability, cruising speed, and fuel. The eight-hour journey time assumes that the characters plan for refuelling stops and short breaks. Characters in a waterborne vessel are limited to the speed of the vessel, and they don't suffer penalties for a fast pace or gain benefits from a slow pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day.

The fastest way to travel involves flight, though there is of course the need to have an airport or landing strip at the departure site and destination. Travel distance for aircraft assumes a commercial passenger flight is being employed.

Difficult Terrain

The travel speeds given in the Travel Pace Table assume relatively simple terrain: roads, open plains, or unobstructed subterranean tunnels. But agents sometimes face dense forests, rubble-filled ruins, steep mountains, and ice-covered ground—all of which are considered difficult terrain.

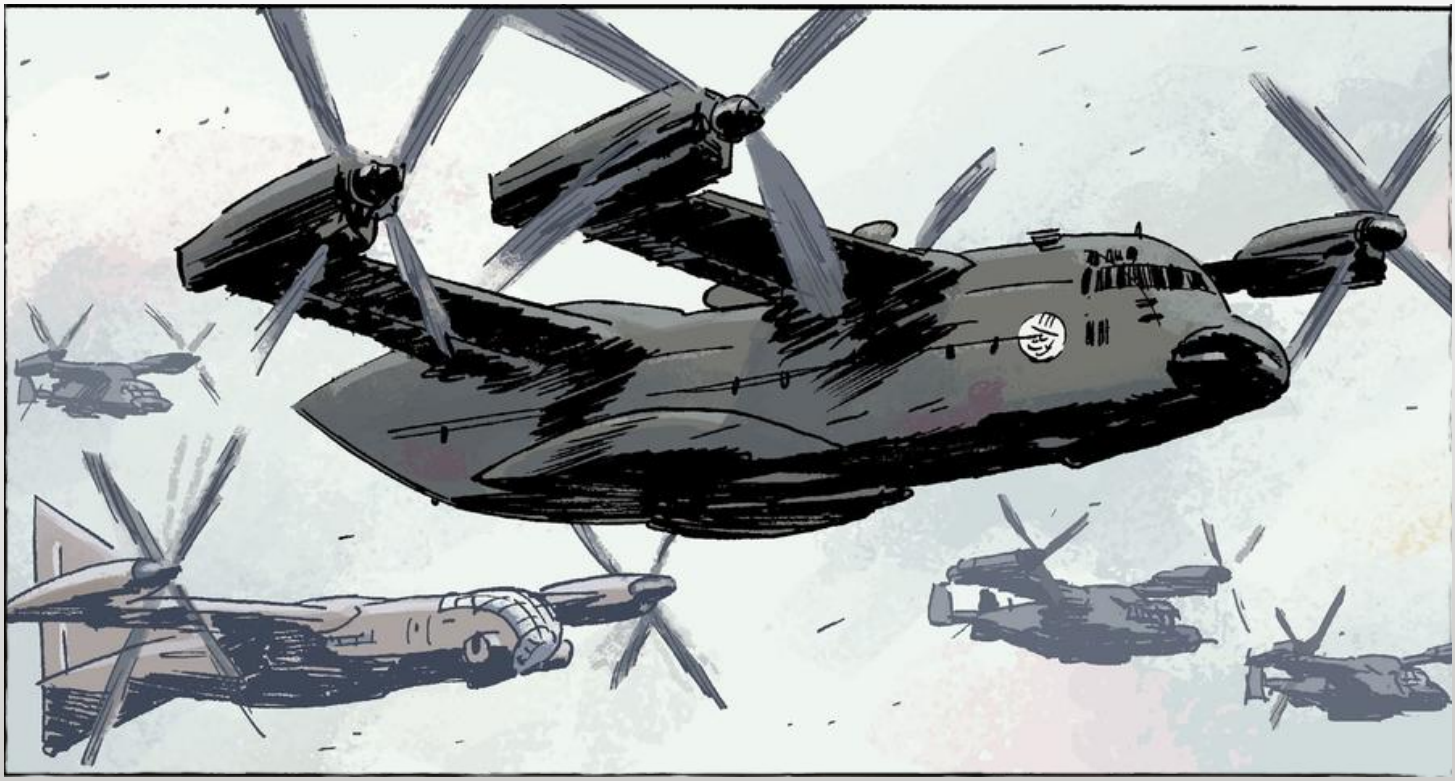
You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

Special Types of Movement

Movement through subterranean tunnels or wilderness areas often involves more than simply walking. Agents might have to climb, crawl, swim, or jump to get where they need to go.

TRAVEL PACE TABLE

	DISTANCE TRAVELLED PER...			
PACE (FOOT)	**MINUTE**	**HOUR**	**DAY**	**EFFECT**
Fast	400 ft	4 miles	30 miles	-5 penalty to passive Wisdom (Perception) scores
Medium	300 ft	3 miles	24 miles	—
Slow	200 ft	2 miles	18 miles	Able to use stealth
PACE (VEHICLE)	**MINUTE**	**HOUR**	**DAY**	**EFFECT**
Fast	1.5 miles	90 miles	675 miles	-5 penalty to passive Wisdom (Perception) scores and -2 penalty to checks made to control the vehicle.
Medium	3/4 mile	45 miles	340 miles	-2 penalty to passive Wisdom (Perception) scores.
Slow	1/4 mile	15 miles	110 miles	—
PACE (AIRCRAFT)	**MINUTE**	**HOUR**	**DAY**	**EFFECT**
Fast	—	700 miles	5600 miles	-5 penalty to passive Wisdom (Perception) scores
Medium	—	550 miles	4400 miles	—
Slow	—	400 miles	3200 miles	—



Travel Talk

Unless travel times are extremely important to the Case File—such as the agents need to be in a particular spot in a certain amount of time before the world is devoured—it is highly recommended that long-distance travel between locations is narrated in loose time frames. This ensures the game remains focussed on the strange occurrences that are mounting at a particular site rather than becoming bogged down in the mundane aspect of what happens en route to it.

If GMs are planning for events to occur between locations either during or in between Case Files, then travel times can be used as an integral factor. Perhaps with relevant checks to remain on schedule, such as Charisma (Persuade) checks to ensure that airport customs flows smoothly, Wisdom (Perception) checks to spot a gas station before a vehicle runs out of fuel, or Wisdom (Survival) checks to ensure the agents remain on the right track when travelling in the wilderness on foot.

Weird incidents can be used to be build the tension. The same customs officer that saw the agents onto their flight also greeting them on arrival, visible omens in the clouds or a passing flight of birds, and the wind blowing against the direction of the swaying branches or fluttering flags would certainly raise the hairs on any B.P.R.D. agent's neck while also providing a visual clue to something being afoot.

Climbing, Swimming, and Crawling

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed.

At the GM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

Jumping

Your Strength determines how far you can jump.

LONG JUMP: When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your GM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

HIGH JUMP: When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your GM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1½ times your height.

Environmental Factors

Being a B.P.R.D. agent often involves delving into places that are dark, dangerous, and laced with supernatural occurrences. The rules in this section cover some of the most important ways in which agents interact with the environment in such places.

Falling

Falling from a great height is one of the many hazards of an agent's job. At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet fallen, to a maximum of 20d6. The creature lands prone unless it avoids taking damage from the fall.

Drowning and Suffocating

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds). When a creature runs out of breath or is choking, it can survive for a



number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

Vision and Light

The most fundamental tasks of field agents—noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a supernatural ability, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a ***lightly obscured*** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A ***heavily obscured*** area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature effectively suffers from the blinded condition (see "Conditions", p. 117) when trying to see something in that area.

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

Bright light lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

Darkness creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within subterranean tunnels, or in an area of supernatural darkness.

BLINDSIGHT

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as some demons, and creatures with echolocation or heightened senses, such as bats, have this sense.

DARKVISION

Many creatures with supernatural powers have darkvision, especially if they've dwelt underground for extended periods, Within a specified range, a creature with darkvision can see in darkness as though it were dim light. Areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern colour in darkness, only shades of grey.

TRUESIGHT

A creature with truesight can, out to a specific range, see in normal and supernatural darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and can even perceive the original form of a shapeshifter or a creature that is transformed by a ritual or rite. Furthermore, the creature can see into other dimensions and metaphysical states.

Food and Water

Agents who don't eat or drink suffer an injury (see "Injuries", p. 116). Injuries caused by lack of food or water can't be removed until the full required amount of food and drink is eaten.

FOOD

An agent needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.

An agent can go without food for a number of days equal to 3 + their Constitution modifier (minimum 1). At the end of each day after that, an agent automatically suffers one level of injury.

A normal day of eating resets the count of days without food to zero.

WATER

A character needs one gallon of water per day, or two gallons per day in hot weather. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of injury at the end of the day. A character with access to even less water automatically suffers one level of injury at the end of the day. If the character already has one or more levels of injury, the character takes two levels in either case.

Interacting with Objects

A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the GM that their character is doing something, such as moving a lever, and the GM describes what, if anything, happens.

For example, a character might decide to pull a lever, which might, in turn, open a hidden door, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the GM might call for a Strength check to see whether the character can wrench the lever into place. The GM sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons and

abilities. Objects are immune to Poison and Psychic damage, but otherwise they can be affected by physical and supernatural attacks much like creatures can. The GM determines an object's Armour Class and hit points and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example.) Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

A character can also attempt a Strength check to break an object. The GM sets the DC for any such check.

Resting

Intrepid though they might be, agents can't spend every hour of the day in the thick of investigation, social interaction, and combat. They need rest—time to sleep and eat, tend their wounds, and refresh their minds and spirits for the batch of occult horrors to be faced.

Agents can take short rests in the midst of an investigative day and a long rest to end the day. They need to beware, however, as spending too much time steeling themselves will allow the dark forces to gather and prepare.

DUST OFF

You can spend a little time gathering your breath and checking equipment. You must take at least 5 minutes to dust yourself off and recover a little before pressing on. You can use Ingenuity (see p. 119) to spend Hit Dice (HD) for regaining hit points. If you do so, simply roll the HD and recover the amount of hit points indicated by the dice.

Taking advantage of more than one dust off per hour generates Doom in exactly the same manner as take time, below. During the second and subsequent dust off, however, Ingenuity can also be used to offset Doom on a one-for-one basis.

TAKE TIME

You spend an hour or more patching wounds, dozing, and otherwise recovering. You shouldn't tarry too long, however, as there is sure to be doom impending!

You remove one minor injury or reduce the severity of your moderate and higher injuries by one severity and may also freely spend HD to regain hit points. Additionally, you can attempt to make sense of a clue. Unfortunately, the slowing down of momentum means that all Ingenuity is lost.

When agents take time, 1 point of Doom is generated per agent.

RETURN TO BASE

A return to base is a period of extended downtime, at least 8 hours long, during which you sleep or perform light activity; reading, talking, eating, or standing watch for no more than 2 hours. This doesn't need to constitute an actual return to base, as sleeping in the B.P.R.D. vehicle, renting nearby accommodation, or finding a secure spot on site will suffice. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, performing rites, or similar activity—you must begin the rest again to gain any benefit from it.

You regain all lost hit points at the end of a return to base. You also regain spent Hit Dice, up to a number of dice equal to half of your total number of them (minimum of one die). For example, if you have eight Hit Dice, you can regain four spent Hit Dice upon finishing a long rest.

You can't benefit from more than one return to base in a 24-hour period, and you must have at least 1 hit point at the start of the rest to gain its benefits.

Between Adventures

Agents need time to rest and recuperate between Case Files. Many agents also use this time to perform other tasks, such as crafting new devices, performing research, or spending their hard-earned wages.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new Case File, the GM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the GM might want to keep track of just how much time is passing as events beyond your perception stay in motion.

Lifestyle Expenses

The B.P.R.D. or agency that a character is seconded from will cover all of an agent's expenses—to a reasonable degree. This includes travel, accommodation, vehicle hire, and groceries when investigating a Case File. Agents aren't given carte blanche to stay at the swankiest hotels and dine at the finest restaurants, however, so the GM must be clear on how far expenses will go when asked. The agents can always ask for a little leeway, particularly if they need to socialise with members of high society or carry out activities that directly relate to gathering information for a Case File. In "Chapter 4", the "Equipment" section provides guidance on expenses. (See p. 73.)

An agent's income will cover the rent for a modest apartment with the current era's mod cons, plus allow for monthly groceries, reasonable extracurricular activities—such as cinema visits, a sports activity, and other hobbies—caters for an annual holiday, and provides for the running of a personal vehicle.

As the B.P.R.D. likes to ensure that agents are well prepared for their investigation, the characters use the Requisition rules in "Chapter 1" when preparing for a Case File.

Downtime Activities

Between adventures, the GM might ask you what your character is doing during his or her downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

Downtime activities other than the ones presented below are possible. If you want your character to spend their downtime performing an activity not covered here, discuss it with your GM.

RECUPERATING

You can use downtime to recover from a debilitating injury, disease, or poison. After three days of downtime spent recuperating, you can make a DC 15 Constitution saving throw. If successful, you can choose one of the following results:

- End one effect on you that prevents you from regaining HP.
- For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you.

RESEARCHING

The time between Case Files is a great chance to perform research and gain insight into any mysteries that have unfurled over the course of the investigation. Research can include pouring over dusty tomes in a library or visiting other agencies to request access to their repositories of knowledge.

When you begin your research, the GM determines whether the information is available, how many days of downtime it will take to find, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome, or location). The GM might also require you to make one or more ability checks, such as a Wisdom (Investigation) check to find clues pointing toward the information, or a Charisma (Persuasion) check to secure someone's aid. Once those conditions are met, you learn the information if it is available.

If the research is related to an ongoing Case File or field of study related to the B.P.R.D., then the agency will cover your costs. Otherwise, you will need to discuss with your GM how you plan on paying for the research.

TEAM MANOEUVRES

Spending time on team building exercises together is a great way for agents to work more efficiently when out in the field. Days at the firing range, team briefings on research, and taking time to socialise together all help build a camaraderie that keeps the team fresh.

If your team is able to spend at least a week of downtime conducting team manoeuvres together, the team gains 1 shared point of Ingenuity at the start of the next Case File. The week of downtime need not be performed as one consecutive week but can instead be split up as seven days across multiple weeks.

TRAINING

You can spend time between Case Files learning a new language or training with a piece of equipment or set of tools. Your GM might allow additional training options and will consider whether your agency covers the fees.

First, you must find an instructor willing to teach you. The GM determines how long it takes, and whether one or more ability checks are required.

The training lasts for a minimum of 250 days. If the agency isn't covering your fees, you will need to slim down on your groceries or cut back on your hobbies for the duration. After you spend the requisite amount of time, you learn the new language or gain proficiency with the new tool.

VISITING MEXICO

This is the B.P.R.D.'s lexicon for partaking in activities that are a little more... frowned upon by senior management and the more serious agents.

Whether you lose yourself in a bar, continue a country-wide search for the best tasting pancakes, or take a sabbatical as a luchador, the next month or two blurs into a whirlwind of activity that you can barely remember. The expense of this carousing certainly comes at the sacrifice of your annual holiday. It also probably costs you the respect of your superiors.



Chapter 6: Backup Agents

Backup Agents

Some investigations and sites are just too vast or dangerous for a small team of agents. Although careful planning and preparation will mitigate a few of the additional considerations in these cases, one of the most obvious extra steps is simply putting extra personnel on the ground. The main team still have a task to accomplish and remain in place as the lead agents on the investigation. Backup agents simply provide additional eyes, ears, and expertise towards concluding the case.

Obtaining Backup

There are a few ways for you to obtain backup when planning or executing an investigation:

- You might requisition some agents as part of organising your loadout and prep for a Case File.
- Some role features will allow you to call for backup in the middle of a Case File.
- The GM can assign a number of backup agents to your Case File either before or during the investigation.

Backup Agents' Roles

Put simply, backup agents are there to provide support to your investigation in some fashion. This can be in the form of continuous passive support—so long as the backup agent is still standing—or more direct support as part of a particular task.

The actions a backup agent performs and the tracking of their health is your responsibility. The GM will narrate the backup agent's conversation and act as their conscience in response to any orders you give them that might be outside of procedure or intentionally harmful to the backup agent and others under their charge. If you order a backup agent to leap from a bridge for no other reason than your own entertainment, for instance, the GM will have the backup agent veto the order. They'll also very likely to report you to your superiors for welfare screening.

Light and Uncomplicated

The backup agent rules are purposefully designed to be lightweight. Being accompanied by several backup agents during a Case File, each with their own stat blocks, positions in initiative, and actions to perform, will quickly slow the game to a crawl. Your group can of course use the traditional method of tracking each agent as a fully-fledged NPC in the normal manner. Using the backup agent rules, however, will keep the game from being bogged down in bookkeeping while also providing you with additional benefits for having supporting team members in the vicinity.

Backup agent slots provided with the *Agent Folio* can be used to keep track of agents that accompany you on Case Files. Every backup agent should be given a name, not least because it makes it more personal when they're dragged through an interdimensional portal by grasping tentacles. "This is for Selene!" sounds a lot better than "This is for Backup Agent Number 1!"

Not All Agents Are Equal

It has been said a few times but bears repeating again. Backup agents are just that—secondary agents supporting your own investigation. Your group and you remain the stars of the Case File. You might even have an agent who is a legend within the B.P.R.D. assisting your investigation. Even so, they will still defer to your lead throughout the investigation. As such, it is recommended that backup agents don't have a full breakdown of statistics like most NPCs.

Several backup agent profiles are provided in "Appendix A", p. 231. Legendary agents can also provide backup to a Case File but will need some conversion work based on the guidelines provided in this chapter.

Rules for Backup Agents

Unless they are taking a more active role as a full-fledged NPC, backup agents generally remain in the background during a Case File and offer support in one of two distinct ways.

Direct and Remote Support

Backup agents can either provide remote or direct support. They can often change between the two during a Case File.

- **DIRECT SUPPORT:** The backup agent is in your immediate vicinity and able to provide the benefits of any direct support abilities they possess. This can include helping to search your area for clues, aiding with interviews, and supporting combat against creatures or villains.
- **REMOTE SUPPORT:** The backup agent is either in another part of the area being investigated or is completely remote from the location. In either case, you will need some means of communicating with the agent in order to gain their support. Backup agents providing support in this manner can only assist with remote support abilities.

Switching Between Support Roles

Switching a backup agent between direct and remote support is as straightforward as you requesting a backup agent to either move to your location (if in remote support) or sending them to a different location (if in direct support). Establish how long the switch will take with your GM.

Chapter 6: Backup Agents

Generally, the switch between direct and remote support is a matter of distance and logistics. A backup agent in another city in the same general area might take a few hours to achieve direct support, whilst an agent in another wing of the same mansion might only require a few minutes. Conversely, an agent swapping to remote support might only need a few moments to reach their new location, or they might need a matter of hours to reach an occult library that is required to provide the tools to enable their particular form of remote support.

Roles, Not Rolls

Backup agents should never need to make an ability check, saving throw, or attack roll. Instead, they provide specific benefits to certain actions that you make or scenarios you encounter.

If a situation arises that does require an ability check, saving throw, or attack roll for a backup agent, make the roll for the agent using your own statistics and apply any bonuses the GM deems appropriate in relation to the backup agent's role and abilities. (This assumes you are shouting warnings, giving orders, or otherwise looking out for the backup agent.)

Backup in Combat

In a tactical situation such as combat, backup agents still have a physical presence within the scene. When a scene begins that requires some sense of an agent's exact location, you determine where the backup agent is positioned. If you are using a grid and miniatures, a backup agent should be represented by their own miniature or token.

If the backup agent is in a direct support role, their speed is equal to your own normal speed. If an agent in a remote support role is required to move, the GM will inform you when that movement is complete.

In the Vicinty

Backup agents providing direct support must remain in the vicinity of the agent they are supporting. Rather than specify an exact distance, this intended to remain a loose definition, especially as the B.P.R.D. find themselves in all sorts of weird locales and settings.

If an approximation is required, the same room and within at least 30 ft. of the agent they are providing backup to should cover it. The GM always has final say over whether a backup agent is able to provide their assistance or not.

As previously stated, backup agents do not make attack rolls, although, dependent upon their abilities, they may provide some kind of benefit to your own attacks. Refer to the backup agent's sheet to see whether this is the case.

Backup agents can be targeted with attacks by NPCs and creatures just like any other agent. To target a backup agent with an attack that will only affect that agent or other backup agents in their vicinity, however, the GM must spend 1 Doom. Attacks that have an area of effect which encompasses you and a backup agent do not require the additional Doom expenditure. One of the perks of leading a Case File is making yourself a high-visibility target.

Backup agents do not have an AC or saving throws. If they are targeted by an attack or damaging effect, simply make a death saving throw for the backup agent. On success, they avoid the attack. On failure, they suffer a wound.

Non-damaging effects, such as a spirit attempting to possess a backup agent, are also determined by a death saving throw.

Backup agents do not have hit points but instead track wounds. If a backup agent is hit by an attack, they lose 1 wound. They are out of action and incapacitated once they have lost all of their wounds. If they do not receive medical attention before the end of the session, a further death saving throw should be made to see whether they survive their injuries. On a success, they recover a wound. On failure, they expire from their injuries. Unless specified otherwise, legendary agents are always assumed to pass the death saving throw for recovery.

A backup agent that receives medical attention via a medical kit or other form of treatment regains 1 wound, plus 1 wound per 5 points that the associated check exceeds the DC to treat them.

If a backup agent would gain temporary HP, they instead gain a temporary wound that functions in the same manner.

Ghosts and Backup Agents

It is possible for agents with the ghost origin and some other spirits to possess a backup agent and control their actions. This section is particularly relevant to ghost agents with the wandering classification and the voice vessel feature. (See p. 20.)

Ghosts or spirits that possess a backup agent continue to use their own attributes and skills as normal—the body they are possessing is effectively acting as a containment suit with the backup agent's consciousness shunted to one side.

Psychic damage affects a ghost or spirit directly and is deducted from their own hit points (referred to as stability for PCs and hit points for NPC spirits).

Any damage that affects the backup agent's physical body will remove wounds from the backup agent as per the rules for backup agents in combat. Once a backup agent is reduced to zero wounds, the ties that bind the ghost or spirit to the backup agent's body also unravel, and they are forced to leave the vessel they are possessing.

Player Characters as Backup

It is not always possible for each player to make every game. There are several in-game methods to cater for this when it

happens, including the option to have the player's character remain involved in some capacity by altering their status to that of a backup agent for the session.

In this case, the absent player should nominate another player to coordinate their backup efforts. If this has not been possible, the GM can nominate another player.

Instead of HP, the player character-turned-backup agent gains a number of wounds according to the following table:

PLAYER AS BACKUP AGENT TABLE

LEVEL	WOUNDS	BOONS
1-4	2	—
5-8	3	Either 1 direct or 1 remote
9-12	4	2, 1 direct and 1 remote
13-16	5	3, at least 1 direct and 1 remote
17+	6	4, at least 1 direct and 1 remote

DIRECT SUPPORT BOONS

BROAD SHOULDERS: The agent being supported gains 2 additional Inventory slots for the session.



EXTRA EYES: The additional pair of eyes negates 1 point of Doom generated as part of any Wisdom (Investigation) or Wisdom (Perception) check. The agent being supported also increases the Ingenuity range on such checks by 1, generating Ingenuity on a 9 or 10, instead of a 10.

FIRE SUPPORT: Once per round, the backup agent grants 1 Ingenuity to a single attack roll of the agent they are supporting. This Ingenuity can only be used on the attack being supported.

INTERVIEW TECHNIQUES: The additional presence negates 1 point of Doom generated as part of any Charisma (Intimidation) check. The agent being supported also increases the Ingenuity range on such a check by 1, generating Ingenuity on a 9 or 10, instead of a 10.

REMOTE SUPPORT BOONS

CHECK THAT REFERENCE AGAIN: You can use a take time rest to have your backup check references and details for any Intelligence-related skill check you have failed within the last five minutes. You may immediately reroll the check using all of your original modifiers. This ability can be used twice per Case File.

OLD ARCHIVES: Gain 1 additional level of clearance for the current Case File. This ability can only be used once during a Case File.

SCOUR THE BLUEPRINTS: By contacting your backup agent, you can gain 1 Ingenuity on a successful Intelligence (Science) or Intelligence (Technology) check. You can use this ability three times throughout the Case File.

OUTSIDE AGENCIES: Although they prepare local authorities for their presence as much as possible, the B.P.R.D. isn't always able to keep everyone in the loop regarding the current investigation. Luckily, you have someone on the phone to deflect any uncomfortable questions. Twice during the session, you can call on your backup to smooth over relations with another legal authority that has arrived on your scene or stumbled into your path. This could be inquisitive police that don't believe your credentials, a private security agency that don't care about your credentials, or a government body that wants to revoke your credentials.


"WE'LL BE THERE."

Chapter 7: Combat

Combat

Combat is recorded in rounds. Each round represents a six-second snapshot of time. Every character and creature able to do so takes a turn within each round. Turn order is determined at the beginning of a combat encounter when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round unless one side is defeated.

You can move up to your speed and take one action during your turn. The most common actions available are described in "Actions on Your Turn", opposite. “Movement”, p. 99, covers the rules for your move.

You can always choose to give up your turn completely. If you can’t decide what to do on your turn, consider taking the dodge or ready action.

You can take your action and movement in any order. For example, you can move 10 ft and take your take your action, then take the rest of your movement.

Combat Step-By-Step

- **DETERMINE SURPRISE:** The GM determines whether anyone involved in the combat encounter is surprised.
- **ESTABLISH POSITIONS:** The GM decides where all the characters and monsters are located. Given the adventurers’ marching order or their stated positions in the room or other location, the GM figures out where the adversaries are—how far away and in what direction.
- **ROLL INITIATIVE:** Everyone involved in the encounter rolls initiative, determining the order of combatants’ turns.
- **TAKE TURNS:** Each participant in the battle takes a turn in initiative order.
- **BEGIN THE NEXT ROUND:** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the combat encounter stops.

Surprise

You may sometimes be caught unawares, particularly if a creature has snuck up on you. In this case, you gain the surprised condition for the next round of combat, which is usually also the first round. If you’re surprised:

- You can’t move or take an action on your first turn.
- You can’t take a reaction until that turn ends.

You can be surprised even if others in your group aren’t.

Initiative

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order. The GM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.

The GM ranks the combatants in order from the highest roll to the lowest. This is the initiative order in which they act during each round. The order remains the same from round to round.

If a tie occurs, the GM decides the order among tied GM-controlled creatures, and the players decide the order among their tied agents. The GM can decide the order if the tie is between a monster and a player character. Optionally, the GM can have the tied characters and monsters each roll a d20 to determine the order, highest roll going first.

Alternative Initiative Rules

If you’d prefer to keep your combat more free-flowing and pulpy yet nuanced, we highly recommend an alternative initiative system that functions without dice. In this system, the agents mostly act first, although that very much depends on what they choose to do with their turn.

At the start of each round, each agent, NPC, and monster are able to choose whether to take a fast or slow turn. Fast turns allow you to take 1 action, such as make an attack, and slow turns allow you to take 2, such as move and attack. Each action also allows the use of any standard ability or feat effects, meaning that making an attack as a fast action will still provide bonus actions or additional attacks, for instance.

Rounds are resolved in the following order:

- Players and GM choose fast or slow turns for their characters
- Resolve player fast turns
- Resolve GM fast turns
- Resolve player slow turns
- Resolve GM slow turns

Once all turns are complete, start a new round, make your choices, and repeat.

Reactions remain unchanged (see p. 111). Both fast turns and slow allow for a single additional activity that can be performed as part of a single action as normal. See “Other Activity on Your Turn”, p. 111.

Actions on Your Turn

There are a number of common actions that are available to everyone on their turn in combat. You may also take smaller actions that require minimal effort during your turn. These free actions are limited to single acts such as opening a door, drawing a weapon, or shouting a warning. The GM will decide what constitutes a free action, but a good reference point to consider is whether the action could be taken within a split second. If not, the action likely requires a bonus action or full action.

ATTACK

Make a single melee or ranged attack against a target. Making an attack is covered on p. 113. Some features may allow additional attacks as part of the attack action.

BOUNCE BACK

This is a level-based, once per session action that allows you to recover from a blow and launch yourself back into the fray. This action can only be used when you are at half of your maximum hit points or less. You can immediately spend 2 Hit Dice (HD) to regain an amount of hit points equal to the total rolled. For more information on healing. (See p. 115.)

DASH

You use your action to gain extra movement. You may move up to your speed—including any modifiers—a second time.



DISENGAGE

If you take the disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn. (See "Opportunity Attacks", p. 114.)

DODGE

So long as you can see an assailant, attack rolls that target makes against you gain disadvantage until the start of your next turn. You also make Dexterity saving throws with advantage.

HELP

You can lend your aid to another creature in the completion of a task. When you take the help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 ft of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

HIDE

Following the rules as described in "Hiding", p. 96, you make a Dexterity (Stealth) check in an attempt to hide. If you succeed, you gain certain benefits as described further in "Unseen Attackers and Targets" on p. 113.

INTERACT

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the use an object action. This action is also useful when you want to interact with more than one object on your turn.

READY

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the ready action on your turn so that you can act later in the round using your reaction.

First, decide what perceivable circumstance will trigger your reaction. Then choose the action to take in response to that trigger or choose to move up to your speed in response to it.

When the trigger occurs, you can either take your reaction right after or ignore the trigger. "If the cultist steps on the trapdoor, I'll pull the lever that opens it", for example. As described under "Reactions", below, you can take only one reaction per round.

Bonus Actions

Some role and background features grant bonus actions, which is an additional action that may be taken on your turn. You can take a bonus action only when a special ability or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

You can take only one bonus action on your turn. You must choose which one to use when you have more than one.

Unless the timing is specified, you may choose when to take a bonus action during your turn. Anything that inhibits you from taking actions also prevents you from taking a bonus action.

Reactions

Certain special abilities and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack, described later in this chapter, is the most common type of reaction.

When you take a reaction, you can't take another until the start of your next turn. If the reaction interrupts another creature's turn, they can continue their turn right after the reaction.

Other Activity on Your Turn

Your turn can include a variety of flourishes that require neither your action nor your move. You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

If you want to interact with a second object, you need to use your action. Some gadgets and other special objects always require an action to use, as stated in their descriptions.

The GM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle.

For instance, the GM could reasonably expect you to use an action to open a stuck door or lever a lid on a chained coffin.

Movement in Combat

You can move up to your movement speed during your turn, which is listed on your character sheet. Using the dash action grants additional movement up to your speed.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your

Free Interactions

Most interactions with objects can be performed as part of movement or another action type. The interact action caters for any additional manipulation of objects beyond any single instance performed as part of movement. Here are a few examples of the sorts of things you can do in tandem with your movement and action:

- Draw or replace a melee weapon
- Open or close a door
- Withdraw a medical kit from your backpack
- Pick up a dropped weapon
- Remove a ring from your finger
- Eat a pancake
- Plant a banner in the ground
- Fish a few notes from your wallet
- Drink all the ale in a pint glass
- Throw a lever or a switch
- Grab your torch from your TacVest
- Take a book from a shelf you can reach
- Extinguish a small flame
- Don a mask
- Pull the hood of your hoodie up and over your head
- Put your ear to a door
- Kick a small stone
- Turn a key in a lock
- Tap the floor with a 10-foot pole
- Hand an item to another character

move from your speed until it is used up or until you are done moving.

If you are playing on a grid, movement typically translates to 5 ft per square.

Breaking Up Your Move

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet

Moving Between Attacks

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a fighter who can make two attacks with the Extra Attack feature and who has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again.

Using Different Speeds

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move.

If the result is 0 or less, you can't use the new speed during the current move.

For example, if you have a speed of 30 and a flying speed of 60 because of a gadget, you could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more.

Jumping, Swimming, and Climbing

There are two common forms of jumping, high jump and long jump, both of which are described on p. 101.

Swimming and climbing are also covered on p. 101.

Difficult Terrain

Remember, you move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a move.

Being Prone

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described on p. 118.

You can drop prone without using any of your speed. Standing up takes more effort; doing so costs an amount of movement equal to half your speed.

For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

To move while prone, you must crawl or use magic such as teleportation. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

Moving around Other Creatures

You can move through a nonhostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space. If you leave a hostile creature's reach during your move, you provoke an opportunity attack.

Flying Movement

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover or it is being held aloft by technology, such as a gadget that provides flight.

Moving through Another Creature's Space

You can move through another friendly creature's space. Whether friendly or hostile, you cannot end a move occupying the same space as another creature.

If you are at least two size categories smaller than a creature, you can attempt to pass through the larger creature's space with a Dexterity (Acrobatics) check. The space the creature occupies is treated as difficult terrain for the purpose of moving through it.

Opportunity Attack

If you leave a hostile creature's reach during your move without using the disengage action, they may use a reaction to make a melee attack against you. See "Melee Attacks", p. 114.

Creature Size

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. Unless it allows them passage, a frog monster standing in a 5-foot-wide doorway blocks other creatures from moving through.

A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to creatures surround

other creatures in combat. Assuming Medium combatants, eight creatures can fit in a 5-foot radius around another one.

Because larger creatures take up more space, fewer of them can surround a creature. If five Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

CREATURE SIZE TABLE

SIZE	SPACE	CREATURE
Tiny	2½ ft by 2½ ft	Frog
Small	5 ft by 5 ft	Large Dog
Medium	5 ft by 5 ft	Frog Monster
Large	10 ft by 10 ft	Giant Frog Monster
Huge	15 ft by 15 ft	Saint Leonard's Worm
Gargantuan	20 ft by 20 ft	Conqueror Worm

SQUEEZING

A creature can squeeze through an area meant for a creature one size smaller than it. The space being squeezed through is considered difficult terrain. A creature that is squeezing has disadvantage on attack rolls and Dexterity saving throws. Conversely, attack rolls against the creature have advantage while it's in the smaller space.

MAKING AN ATTACK

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a ritual, an attack has a simple structure.

- **CHOOSE A TARGET:** Pick a target within your attack's range: a creature, an object, or a location.
- **DETERMINE MODIFIERS:** The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, rituals, special abilities, and other effects can apply penalties or bonuses to your attack roll.
- **RESOLVE THE ATTACK:** You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

ATTACK AND DAMAGE ROLLS

Your attack roll determines whether the attack hits or misses. An attack roll is the total of a d20 roll plus appropriate modifiers. If the combined total of the roll equals or exceeds the target's Armour Class (AC), you have hit.

- **ABILITY MODIFIERS:** Ranged attacks and finesse weapons use the Dexterity modifier. Melee attacks use Strength.
- **PROFICIENCY BONUS:** If your agent is proficient in the weapon, also add the proficiency modifier to the attack roll.

ROLLING A 1 AND CRITICAL HITS

Rolling an unmodified 20 on an attack roll is a critical hit. Rolling an unmodified 1 means an attack misses, regardless of bonuses.

The effects of critical hits are covered on p. 115.

UNSEEN ATTACKERS AND TARGETS

If you can't see your target, you attack with disadvantage. If a creature can't see you, you attack with advantage. (If you are also hidden, you give away your position.)

RANGED ATTACKS

When you make a ranged attack, you shoot with a firearm, hurl a knife, or otherwise send projectiles to strike a foe at a distance. A monster might spit acid. Some rituals also involve making a ranged attack.

RANGE

You can only make ranged attacks against targets within a specified range.

If a ranged attack, such as one made with a ritual, has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a firearm, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

RANGED ATTACKS IN CLOSE COMBAT

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, ritual, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

Melee Attacks

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a sword, crowbar, or axe. Monsters typically make melee attacks with their claws, horns, teeth, or some other body part. A few rituals also require a melee attack.

Most creatures have a 5-foot reach and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than, as noted in their descriptions.

Instead of using a weapon to make a melee weapon attack, you can use an unarmed strike: a punch, kick, head-butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals Bludgeoning damage equal to 1 + your Strength modifier. You are proficient with your unarmed strikes.

Opportunity Attacks

In a fight, enemies that are fleeing or passing by often leave themselves exposed to a strike called an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To do so, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before it leaves your reach.

You can avoid provoking an opportunity attack by taking the disengage action. You also don't provoke one when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.



Two-Weapon Fighting

When you take the attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

You can also attempt to attack using a handgun in each hand. This follows the same two-weapon fighting rules, although you don't add your ability modifier to any attack made with your action or bonus action and further suffer a -2 penalty to each attack roll. If the pistol has the semi-automatic property, you can attack twice with the bonus action. The Gunslinger feat (see p. 63) allows you to include your ability modifier, though you still suffer a -2 penalty to each attack roll.

Grappling

If you have a free hand, you can use your attack action to grapple a creature within arm's reach. This replaces one attack action if you're able to make multiple attacks.

A grapple is a contest, with the attacker rolling Strength (Athletics), while the defender rolls their choice of either Strength (Athletics) or Dexterity (Acrobatics). If the grapple is successful, the target gains the grappled condition.

A grapple is subject to the following modifiers:

- If the creature being grappled is a size category larger, the grapple attempt is made at disadvantage.
- If the creature being grappled is one size category smaller, the grapple attempt is made at advantage.
- Attempting to grapple a creature at least two size categories smaller only requires a roll if they choose to dodge.
- You cannot grapple a creature more than two sizes larger.
- A grappled creature can expend its action to attempt to escape. This invokes a similar contest to the one used to establish the grapple.
- A grappled creature can be dragged or carried as part of the grappler's move. This halves the grappler's speed unless the creature is two or more sizes smaller than them.

Shoving A Creature

You can shove a creature with the attack action, which may knock it prone or push it away. If you're able to make multiple attacks with the attack action, this attack replaces one of them.

The target must be no more than one size larger than you and must be within your reach. A shove is a contest that follows the same format as a grapple. If you win the contest, you either knock the target prone or push it 5 ft away from you.

Cover

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

A target with half cover has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body, such as a low wall, large piece of furniture, narrow tree trunk, or creature (whether enemy or a friend).

A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be an overturned table, a car door, or a thick tree trunk.

A target with total cover can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

Damage and Healing

Even when not in close proximity with Hellboy during an investigation, injury and the risk of death are a very real concern for B.P.R.D. agents working in the field.

Hit Points

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

Current hit points (usually just hit points or HP) can be any number from the maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

Damage Rolls

For agents, a successful attack roll is followed by a damage roll. Damage is determined by the weapon used for the attack plus the ability modifier used for the attack. The total of the roll is then removed from the target's hit points.

NPCs and other creatures simply inflict their average damage. (The number following the title of their attack.)

If a weapon or other effect deals damage to more than one target at the same time, roll the damage once for all of them.

Critical Hits

For a critical hit—a natural 20 on an attack roll—an agent rolls damage and adds their ability modifier as normal. They then add the maximum number that their damage die can roll as a bonus.

If a weapon inflicts 1d8 damage, for instance, the PC would roll the d8 and add their ability modifier, then add another 8 to the total (the die's maximum).

NPCs and other creatures inflict double their average damage.

Damage Types

Different attacks, damaging spells, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

The damage types follow, with examples to help a GM assign a damage type to a new effect.

ACID: The corrosive spray of a weapon that emits caustic chemicals inflicts acid damage.

BLUDGEONING: Blunt force attacks—firearms, hammers, falling, constriction, and the like—deal bludgeoning damage.

COLD: Rare even among supernatural beings and ghosts, cold damage can also be inflicted as a result of extreme environmental conditions.

FIRE: Flamethrowers expel chemically induced flames that inflict fire damage.

INFERNAL: Akin to both fire and radiant damages, infernal damage burns with an elemental fury, both scorching and glacial, and is most often possessed by demonic entities.

LIGHTNING: Arcing electricity from an unstable or damaged device inflicts lightning damage.

NECROTIC: The touch of certain undead can wither life and drain the soul. These attacks inflict necrotic damage.

PIERCING: Puncturing and impaling attacks, including spears and monsters' bites, deal piercing damage.

POISON: Venomous stings and the toxic spit expelled by a venomous frog monster deal poison damage.

PSYCHIC: Some supernatural powers and psychic abilities attack the mind to inflict psychic damage.

RADIATION: Modern weapons sometimes pack a different punch. Weapons using radioactive components and contaminated sites can inflict radiation damage.

RADIANT: Some otherworldly and divine powers and weapons, like the Sword of Rhydderch Hael and Sledgehammer, can inflict radiant damage, using light, spirit, and pure energy.

SLASHING: Swords, axes, and claws deal slashing damage.

THUNDER: A concussive burst of sound, such as a flameless explosion in a confined space, deals thunder damage.

Damage Resistance and Vulnerability

A creature with resistance to a damage type receives only half damage from a source of damage of that type.

If a creature has vulnerability to a damage type, damage from a source of that type is doubled.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a creature has resistance to fire damage and resistance to all nonmagical damage, the damage of a nonmagical fire is reduced by half against the creature, not reduced by three-quarters.

Damage Reduction

A creature with this trait reduces a source of damage by the amount listed, to a minimum of 0. If a creature also has resistance, damage reduction is calculated first.

Dropping to 0 HP

If you are reduced to 0 hit points, you gain the unconscious condition and must begin making death saves. Roll a single d20 on your turn. On a roll of a 10 or higher, mark a success in your death saves. On a roll of 9 or lower, mark a failure. Additionally, an injury is suffered if a 1 is rolled, while a 20 results in 2 successes.

Gaining 3 failures before 3 successes means death unless returned to base or a hospital within the hour. If you achieve 3 successes before 3 failures, you stabilize. If you receive any damage whilst stable, you suffer an injury and must begin making death saves again.

Another character can expend a medical kit and attempt a DC 12 Wisdom (Medicine) check as an action to stabilize you. If this fails, the medical kit is still expended.

You recover from being unconscious when you take time, expend an appropriate power or role ability that restores hit points, or otherwise gain 1 or more hit points. Unless a role feature or ability states otherwise, the bounce back action cannot be taken when at 0 hit points.

BANES: While banes come in a variety of flavours, damaging banes overcome damage resistances and reductions and a creature or agent's damage threshold. In addition, if it is also the means of annihilating the individual, the damage dice always explode. Banes are detailed further in the *Field Director's Guide*.

Injuries

When you suffer more damage than your Constitution score, you must immediately make a Constitution saving throw against injury. The DC is either 10 plus the ability modifier applied to the damage or half the total damage, whichever is higher. Only a single injury can be suffered per attack.

You can suffer a number of non-stacking, minor injuries equal to your Constitution modifier before progressing to moderate. The effects of multiple minor injuries do not stack.

After you suffer a number of minor injuries equal to your Constitution modifier plus one, a moderate injury is been suffered. The effect replaces that of the minor injury. For each injury suffered after moderate, your level of injury will advance by one severity. Unlike minor injuries, the effects of these injuries do stack. At four advanced injuries, you will be seriously disadvantaged and should consider a rest.

Injury Levels

Level	Effect
Minor	-1 to skill checks, which doesn't stack
Moderate	Do not add ability modifiers to ability checks or attack rolls
Serious	Do not add ability modifiers to saving throws
Severe	Disadvantage on ability checks, attack rolls, and saving throws
Critical	Your speed is halved. You cannot dash

CHAPTER 7: COMBAT

EXHAUSTION

If you become exhausted, you immediately suffer a minor injury. If you do not rest, you suffer a moderate injury and another level of exhaustion after thirty minutes. For each thirty minutes after this, your level of exhaustion and injury advance by one severity. The effects of these injuries stack.

HEALING

Unless it results in death, damage isn't permanent. Rest and medical attention can both restore hit points.

When you receive healing of any kind, hit points (HP) regained are added your current hit points. Your hit points can't exceed your hit point maximum, so any hit points regained in excess of this number are lost.

For example, an agent uses dust off and spends a HD to regain HP, rolling an 8. If the agent has 38 current HP and has a HP maximum of 44, the agent regains 6 HP, not 8.

A creature that has died can't regain hit points.

CONDITIONS

Agents and creatures can be affected by one or more conditions that are imparted from an attack, ability, ritual, or other means.

BLINDED

- You can't see and fail any ability checks that require vision.
- All attack rolls against you have advantage.
- Your attack rolls have disadvantage.

CHARMED

- While charmed, you can't attack the creature that charmed you or target the charmer with harmful abilities.
- The charmer has advantage on any ability check to interact socially with you.

DEAFENED

- You can't hear and fail all ability checks that require hearing.

FRIGHTENED

- You have disadvantage on all ability check and attack rolls while you can see the source of your fear.
- You can not willingly move closer to the source of your fear.

GRAPPLED

- Your speed drops to 0, with no added bonuses.
- Grappled ends if incapacitated or if an effect removes you from the reach of the grappler or grappling effect.

INCAPACITATED

- You are unable to take any actions or reactions.

INVISIBLE

- It is impossible to see an invisible creature without the aid of a special ability, trait, or device.
- For the purposes of hiding, the creature is heavily obscured.
- Their location can be sensed by sound or by tracks and interaction with the environment.
- All attack rolls against them have disadvantage, and their attack rolls have advantage.

PARALYZED

- You are incapacitated. (See above.)
- You are unable to move or speak.
- You fail all Strength and Dexterity saving throws.
- All attack rolls against you have advantage.
- All attacks are critical hits if your attacker is within 5 ft of you.

PETRIFIED

- You and any objects you are wearing or carrying are transformed into a solid, inanimate substance. Your weight increases tenfold and you cease to age.
- You are incapacitated (see opposite), can't move or speak, and are unaware of your surroundings.
- You automatically fail Strength and Dexterity saving throws.

- You have resistance to all damage.
- You are immune to poison and disease, but any poison or disease you already have isn't cured, merely postponed.

POISONED

- In addition to any recurring damage from the poison, you have disadvantage on all attack rolls and ability checks.

PRONE

- When prone, you may only crawl for your movement action.
- You can stand from prone by expending half your movement or your action. You can choose to drop prone by using half your movement or your action.
- Ranged attacks on you are made at disadvantage unless made from 5 ft away, in which case they gain advantage.
- Melee attacks gain advantage against you whilst prone.

RESTRAINED

- Your speed drops to 0, with no added bonuses.
- All attack rolls against you have advantage.
- While restrained, your attack rolls have disadvantage.
- You have disadvantage on all Dexterity saving throws.

STUNNED

- You are incapacitated. (See opposite.)
- You cannot move and may only speak a few words at a time.
- You fail all Strength and Dexterity saving throws.
- All attack rolls against you have advantage.

UNCONSCIOUS

- You are incapacitated. (See opposite).
- You are unable to move or speak.
- You are unaware of your surroundings. You also drop items and fall prone. (See opposite.)
- You fail all Strength and Dexterity saving throws.
- All attack rolls against you have advantage.
- All attacks are critical hits if your attacker is within 5 ft of you.



Chapter 8: Ingenuity and Doom

Ingenuity and Doom

The agents of the B.P.R.D. are no strangers to flashes of Ingenuity, good fortune or brilliance, just as they are old friends with the impending Doom that follows their work across the globe. To represent this, *Hellboy: The RPG* uses the Ingenuity and Doom system to give players and GMs a mechanical backing allowing certain dice rolls to become a narrative opportunity beyond succeeding or failing.

Generating Ingenuity and Doom

Any time a player character makes an ability check, attack roll, saving throw, or has an outcome decided by the roll of a d20, the player also rolls a single d10. The die result for the d10 only counts if a 10 or a 1 is rolled and results of 2 through 9 are ignored. On a 10, the PC has generated a single point of Ingenuity. On a 1, the PC has instead generated a point of Doom. This allows characters to succeed with their d20 check, but potentially have a complication, or fail but gain an insight or opportunity that allows them to later rebound from that failure as they begin to hone in on the truth and everything in between.

If an ability or effect references increasing the step, by one for example, for Doom then it would be generated on a roll of a 1 or 2 on the additional d10. Similarly, if Ingenuity is generated by one additional step, then a roll of a 9 or 10 will generate the point. Increasing the step on Ingenuity and Doom rolls from multiple sources stacks.

Certain actions or discoveries as part of a case may generate additional Doom or Ingenuity. These are detailed in the Case File text. While foes and creatures can spend Doom, and NPC allies might benefit from Ingenuity spends, only PCs roll the d10 for generating Ingenuity and Doom. NPCs, foes, and creatures cannot generate Ingenuity and Doom through dice rolls.

Ingenuity

A player can always choose whether to spend Ingenuity or not. And though it has obvious uses in combat, the GM should also encourage the use of this resource outside of combat. Examples for using Ingenuity on a non-combat challenge include the player obtaining additional information from a skill check, succeeding more quickly than intended at a skill-related task, and gaining a new avenue of enquiry.

Ingenuity can be stored as an individual pool or spent towards unlocking Case File specific features on the Investigation Sheet. You can have a maximum number of Ingenuity points equal to your proficiency modifier plus 1 in your individual pool. You lose all Ingenuity in your individual pool when you rest by taking time or returning to base.

Rolling a 1 or 20

On a roll of a 20 on a d20 outside of combat, if the d10 roll does not generate Doom or Ingenuity, the agent receives 1 point of Ingenuity. If an agent rolls a 1 on a d20 and does not generate Ingenuity or Doom on the d10 roll, a point of Doom is generated.

Uses of Ingenuity

The following list provides some standard uses for Ingenuity:

- Use a role feature without having to make a focus check.
- Maintain a sustained focus in response to damage without having to roll.
- Reduce incoming damage as a reaction by 1d6 or your Constitution modifier per point spent.
- As part of a bounce back action, spend 1 point to add your Constitution modifier to the HP you regain.
- Reroll the damage dice from 1 successful attack and use either result.
- Use 2 Ingenuity to cause damage from a critical hit to explode. If a damage die rolls the maximum value, roll an additional die of the same type and add the result to the total. Any additional dice added can also explode.
- Increase the result of a skill check, attack roll, or saving throw by 1d6 per point spent.
- Negate 1 point of Doom generated by another agent.
- Increase your initiative score by 1d6 per point spent.
- As part of a dust off rest, spend 1 Ingenuity to use 1 HD.
- Spend 2 points to stabilise a creature or agent at 0 HP, requiring use of a Medical Kit.
- Power an ability that requires 1 Ingenuity to be spent.
- Immediately use 1 Ingenuity to unlock the next level of information or gain a mild benefit to the current situation. See "Succeeding with Ingenuity" on the next page.

- Immediately use 1 Ingenuity to lessen the impact of a failed check. For example, land on your backpack rather than your face as you fall through rotten floorboards, mitigating one dice of damage from the effect. See "Failing with Ingenuity" on this page.

- Injuries can also be suppressed by Ingenuity points. The GM should reward creative thinking when Ingenuity points are used for this purpose. (See "Fail with Style", above.)

Exploding Dice

For example, Hanna hits a frog monster with her B.P.R.D. sidearm, netting 1 Ingenuity as she does so. Before rolling for damage, she informs the GM that she will be spending the 1 Ingenuity from her d10 roll and 1 Ingenuity from her personal pool towards causing the damage to explode. She then rolls 2d10 for damage, resulting in a 6 and a 10. As the damage now explodes, she picks up another d10 and rolls it, also resulting in a 10. She picks up fourth d10 and rolls, netting a 5. Totalling the tally and adding her agent's +2 modifier from Dexterity, Hanna informs the GM that she has dealt 33 damage to the frog monster.

Can Agent Ingenuity Be Given to or Spent by Another Agent?

The simple answer is yes. If the agent in question can hear you, through the radio or other means, and you can suitably make it fit the narrative of the moment, the other character can spend your personal Ingenuity point. You could shout words of warning, use hand signals, toss the agent a needed piece of equipment, or otherwise influence the other agent. The other method for an agent to spend another's Ingenuity is to pool that Ingenuity on the Investigation Sheet and use as per normal. (See "Investigation Sheet", below)

Succeeding with Ingenuity

When you succeed with Ingenuity and use that point right away rather than pool it, you succeed with flair, gaining an additional advantage, piece of knowledge, or narrative moment of fortune, such as stumbling upon the tracks of the creature in question, or taking half the time to sift through the library. You may use any normal Ingenuity spend, but the players and GM are encouraged to be creative in rewarding the dice roll. If the Ingenuity can be narratively resolved out of combat, it should unless there is no direct benefit or the player is willing to forego the benefit of spending the Ingenuity on this roll.

This may mean if you are rolling a check to unlock a crucial bit of information, the agent receives the next level of information as well. If you are traversing difficult terrain like a rotting floor, you not only make your way across the room, but you can pick out the non-rotten planks for your fellow agents to follow. In another example for succeeding with Ingenuity, the players have barely succeeded on an ability check to persuade the church leader to let them enter the church grounds, but a point of Ingenuity could allow them to gain a guide to show them around or glimpse what the church leader is writing on the clipboard he now tries to hide.

Failing with Ingenuity

If a d20 ability check, attack roll, or saving throw fails, yet the d10 also generates Ingenuity, the PC still can gain insight or have some other bit of luck. They might find a document that wasn't what they were looking for on this occasion but might come in handy later. An attack may bounce from their enemy's armour, but the PC finds they're on firmer footing to repel the counter-attack. Or they may fail to pick up the trail they were looking for but avoid walking directly into a cave of trolls all the same.

The agents may also fail with style. For example, the agent could fail a Dexterity saving throw to traverse difficult terrain,

Investigation Sheet

Ingenuity	Description	Effect
2	Discovering a weak point in the creatures populating the Case File, the agents overcoming some their resilience.	Reduce the damage reduction of all minion-level monsters by 1. This can be activated multiple times and stacks.
4	Pressing ahead, the agents have made enough progress that the Grand Conspiracy struggles to catch up.	Remove 1 Doom point from the Grand Conspiracy Sheet. This can be activated multiple times and stacks.
5	Calling upon the agents' collective intuition, they backtrack, looking where they might have missed something.	The team can repeat an ability check to discover a Case File specific clue or secret, with the DC lowered by 5, provided they know where to start looking.

but instead land on their backpack rather than their face, mitigating one dice of damage from the effect, or in another way making it easier to recover from the failure. This is a good opportunity to include cinematic and comic book style scenes.

The Investigation Sheet

The Investigation Sheet is a method for players to unlock additional benefits from the Case File as they progress by pooling their Ingenuity. Agents that succeed on a skill check by 5 or more can add 1 point of Ingenuity to the Investigation Sheet. Ingenuity on the Investigation Sheet can be spent by any agent and is not lost if the agents use a take time rest, but stored Ingenuity points on the Investigation Sheet will be lost when the agents return to base. The listed uses on the Investigation Sheet are usually determined by the Case File, but a generic Investigation Sheet is also included on the previous page.

Doom

Whenever possible, Doom should be resolved immediately, but keep in mind that it should fit the narrative that led to the check. This may take the form of fumbling the result or gaining disadvantage on a subsequent roll if the d20 roll was a failure overall or succeeding at a cost if it was a success. An enemy might slip by the party's defences and end up in a better position to spring an attack, or an agent might hit with a shot only to realise they've got a jam in the magazine. In combat, Doom may manifest by the PC accidentally overreaching and temporarily lowering their Armour Class by 1 or 2, or the agents might misread a room as not derelict but ominous, discounting it as a site to rest with take time.

Much like Ingenuity, Doom can be tracked as a GM pool rather than used immediately. This might particularly be the case if there is no suitable option for the use of Doom as part of a roll, or if the use of Doom will arbitrarily slow the game down rather provide an interesting twist to the narrative.

The GM can hold an amount of Doom equal to the number of agents plus 1. If the GM ends up with more points of Doom in their pool than this number, the GM may spend it towards the Grand Conspiracy Sheet or discard it.

There are multiple situations where the GM could choose to discard Doom rather than spend it or add it to the Grand Conspiracy Sheet. The agents might simply be overwhelmed with enemies, investigations, and other aspects of the Case File. If the Case File generates too much Doom in the initial chapters, the GM might prefer to not advance the Grand Conspiracy Sheet in order to maintain mysteries and surprises in the later chapters. Also, if the Case File feels like it is moving from one element to the next too quickly, the GM can discard Doom to slow the pacing of the Case File down.

Failing with Doom

If an ability check, attack roll, or saving throw has failed and the d10 roll generates Doom, the result is a fumble. This should be problematic, but not debilitating. A magazine spills bullets out, causing the agent to use a bonus action to gather the bullets back up is a problem, their sidearm exploding in their hand from a misfire is debilitating. Doom in this instance should provide a challenge that requires a small amount of the agent's effort to overcome but should never render them ineffective.

Outside of combat, a future ability check associated with the failed roll might be harder, such as an increased difficulty or disadvantage, or the GM may require a different check to avoid a follow-up incident resulting from the original failed roll. This should be used to propel the story forward and allow for creativity on the player's side rather than punishing bad dice rolls or grinding the story to a halt.

Succeeding with Doom

If a d20 ability check, attack roll, or saving throw has succeeded and the d10 roll generates Doom, the players have succeeded at a cost, such as overlooking something, or allowing something to slip by them. For example, they score a good hit on an enemy but leave themselves vulnerable to a counterattack and lower their Armour Class against that opponent by 1 or 2 for a round. Alternatively, a character may spot the enemy before being noticed, but the agent believes that the creature lacks the ability to attack unless provoked causing them to carelessly continue into the creature's path.

As a general rule, whether it's a sidearm becoming jammed or the researcher becoming compelled to break cover and charge into combat at the sight of an undead student, the Doom effect should be specific to that character or those near them. Doom should never require more than a bonus action to fix mechanically and should always serve to drive the narrative.

Common Actions that Generate Doom

BEING THOROUGH

When the agents spend 10 or more minutes, which is in addition to any other time that is required, they generate a number of points of Doom equal to the total number of agents involved in the search. This allow for scouring through an area to find something hidden or possibly missed initially. At the end of the search, the GM can allow either another attempt to find the missing evidence with advantage or more likely they find what they missed by being thorough.

GRAND CONSPIRACY SHEET

DOOM	EFFECT
1	Spawn a portent of Doom, like a frog swarm or evil turkey, in the next room or area the agents enter. The Grand Conspiracy Sheet total must be above 4 to use this option.
1	Cause a minion-level foe to make 1 attack as a Bonus Action.
1	Improve an attack roll by 1d6.
2	Cause an ability check or saving throw to be made at disadvantage.
2	Add 1 additional damage dice to a single attack.
2	Cause an equipment failure for one chapter, such as radio static or a flashlight to fail, or cause a weapon to jam, requiring a bonus action to clear.
2	Grant advantage to the attack rolls of a minion-level monster if more than one targets the same agent.
4	Cause a minion-level monster at 0 HP to awaken with 1 HP.

TAKING TIME

Spending time recovering from a particularly problematic encounter can be a huge help to the agents. But, there is no rest for the wicked. A number of points of Doom is generated equal to the number of PCs, as creatures continue to work towards their grand design while the agents recover.

ADVANCING THE GRAND CONSPIRACY

The GM may immediately discard a point of Doom and place it on the Case File specific pool, referred to as the Grand Conspiracy, and trigger additional effects that are tied to the case the agents are investigating. If a situation triggers a point of Doom to be generated, it is placed directly onto the Grand Conspiracy Sheet rather than be immediately spent or place in the GM's personal Doom pool.

While a Grand Conspiracy Sheet is included with each Case File, also included here is an example sheet to use in your own games.



PART III: CONQUERING THE DARKNESS



Chapter 9: Running a Game

Running a Hellboy Game

The adventures set in Hellboy's universe are far from the generic fantasy trope—show up at a dungeon, fight through traps and enemies, kill the dragon or mad wizard (although there are one or two of those running around), steal the treasure, and make for the tavern to have a pint. Most Case Files will and should include mystery, horror, and/or the paranormal. This chapter is designed to act as guidance in creating adventures suitable for *Hellboy: The RPG* and out of those adventures, a campaign.

Building a Case File

Starting at the top. It's important to begin from a place of knowledge, not assumption. After gathering your players, sit-down with them and discuss the themes of the game you plan to run. Ideally, you'll already know each other and have an idea of where each other's limits are, but don't assume this is the case. Ask. It's simpler, and less embarrassing than finding out that a plot point in your fiction affected someone in your circle of friends. *Hellboy: The RPG* Case Files typically include elements from the horror genre and often involve difficult or intense topics. The last thing you want is to find out that a friend's grandmother was in the Lebensborn as you detail its horrors.

Even if you think this advice is touchy feely nonsense, give it some consideration. It might save your game.

Once you have the general limits of the game in hand, invite the players to build their agents. If they do this communally, they can tie their characters together, ensure skills are covered collectively, and with a bit of banter, create the team that these characters represent. A set of 3+ agents should have enough breadth to accommodate multiple different adventure styles.

Case File Difficulty

Case Files are rated based on the preferred level of the agents completing the file. Training-level Case Files have a rating of 0, mostly harmless, while Case Files for the best of the best typically have a rating of 4, fraught with physical and mental dangers.

Official *Hellboy: The RPG* Case Files are provided with a Case File difficulty, with further directions for calculations will available for GMs in the *Field Director's Guide*. Some special missions might have a rating of 5. These missions are suggested for only the most advance or most legendary agents. This will also allow you to easily see if your agents are prepared for their mission... or hopelessly outgunned.

Case File Difficulty Table

Agent Level	Difficulty Rating
1-4	0
5-8	1
9-12	2
13-16	3
17+	4

Starting Level

We recommend that most career agents start at level 5, you don't get to run around in the field without a decent amount of training. Agent can start at earlier levels but we'd suggest, if you're going to do this, you run a series of four fast-levelling adventures to get them to level 5. You could even offer these training levels as flashbacks, which is a great way to introduce NPCs that you want to incorporate into a couple of Case Files. (See "Levelling Rules", p. 28.)

Writing a Case File

Step One: Figuring out the Story

All Case Files are essentially a story with a beginning, middle, and end. While you don't have to know every little detail, you need to know the gist. For example, a vampire story might be as simple as the agents checking into a hotel on their way to investigate a haunting. The hotel owner is a vampire who hunts nearby residents. The players are forced to stop the vampire.

Step Two: Story Interaction

This is where character skills come to the fore. It's not just a matter of giving the characters an "in" where they can see an opportunity to engage with the plot. Characters should have the opportunity to use their skills to uncover facts about the Case File and to interact with NPCs that might be less willing or able to interact with other characters.

Agents with physical skills (Athletics, Acrobatics, Perception, Steady Hands, Stealth) will want to engage in actions where they uncover clues through physical activity. This might include having secret locations that can only be reached by climbing or squeezing through narrow tunnels. It could also include following NPCs to secret meetings and listening in.

Styles of Play

While there are multiple styles of play, and games can be combat light or combat heavy, pay attention to the skills that the agents have. If the players have built investigative characters, you should bias the game in that direction.

A good rule of thumb is that 80% of the game should be things that the characters are good at. The remaining 20% should be things that they will find challenging. After all, adventure isn't just another day at the office.

Commonality of Experience

A general theme here is that skills aren't just areas of knowledge but areas of common experience. The more areas of common experience that an agent has with another, the easier it should be to interact with them. It therefore makes sense that the difficulty of any check to interact with them should be suitably reduced. This bonus might be anywhere between a simple +1 for having a skill in common to +3 for an agent from a similar region, with overlapping skills, and a comparative background.

Agents with intellectual skills (Bureaucracy, History, Investigation, Occult, Religion, Science, and Technology) should be presented with opportunities to use them to uncover facts. Some of these skills are easier than others. Occult can be used to determine whether there are any hints of supernatural activity. Investigation can uncover physical clues. Other skills are less obvious and require the story to be seeded with opportunity.

Using Animal Handling

The Animal Handling skill implies experience working with pets, serious working animals and, to some degree, agricultural animals. This opens up the vast majority of rural NPCs that might otherwise be ill disposed to speaking with outsiders.

Using Bureaucracy

The Bureaucracy skill can be used to uncover records of ownership, gain the assistance of local officials, including law enforcement, and discover details that are in the public record. In our vampire example, it might uncover that ownership of a property hasn't changed hands in 100 years, and that its taxes are up to date. It might also lead to a conversation with the records secretary who can reminisce on the fact that the owner hasn't aged that much since she was a kid.

Gradients of Success

Any check to acquire knowledge should be handled with finesse. Nothing is less useful than a skill check that ends with, "Nope, you learn nothing." Every skill check should have a degree of information that becomes accessible if it's attempted. This might, which is completely fair, cost Doom as the activity takes longer than expected. Often, agents are either highly proficient in a task or enjoy access to higher clearance information, so, where possible, keep in mind what the results of a DC 10, 12, 15, and 20 check might reveal. The same goes for failing with Ingenuity. While the agent might have failed the check, they've learned something else valuable through their Ingenuity point.

Other Skills

The remaining skills are either very broad, Intuition, Perception, and Persuasion, or very narrow, Intimidation and Survival. Including the broad skills in play is very easy. These skills, out and out allow the Game Master to pass players plot information, and agents' passive scores in these skills should be recorded by the GM and used as and when needed. The narrow skills are only liable to come into play from time to time. If a character takes these skills, then the GM should go out of their way to introduce scenes where these choices are relevant.

Using History

Where Bureaucracy deals with forms and officials, History opens up information on the past and the gatekeepers of that information. Unlike Bureaucracy, where there is a hard barrier as to what information will be shared, History is subject to a soft barrier where it's a matter of knowing who to talk to and what to ask. To use our vampire example, a historian might ask a local librarian for any articles on local events where the hotel might feature. Through reading a stack of newspapers, the historian uncovers a single article stating that the owner from fifty years ago had the same name as the current owner.

Using Medicine

While the main purpose of medicine is to patch up agents in the field, an experienced medic is not only much more likely to be taken seriously by their peers (see "Commonality of Experience", above), but once they have tended to another's injury, they can extend this commonality to that person and their loved ones.

Using Religion

While Religion is often the poor cousin of Occultism, there are unique facts that can be occasionally revealed by an education on people's beliefs. Understanding Religion also allows characters to understand the correct times and places where they can interact with people of specific faiths and their religious leaders. If our vampire is pretending to be Jewish and is still going out at night on Fridays, this might lead a character knowledgeable in religion to seek out a local rabbi after the Sabbath ends and ask when the character was last at temple.

Using Science

Science is the skill used to interrogate the natural world. It can be used for forensics, understanding when a phenomenon doesn't conform to known science, or performing experiments to determine a material's properties. In our vampire example, a blood sample taken from the vampire might be found to be congealed, or instead have two blood types in the same sample.

Step Three: Working Out the Cast

Once you've plotted the general narrative and the ways in which the agents will likely interact with the story, you need to work out the supporting cast. These are the NPCs who are in proximity to the plot. Some might be on the other end of a phone or email, others might be local. It helps to have a selection of NPC names, approximately twice as many as you'd expect to need.

If you've used B.P.R.D. backup agents (see p. 105) in the past, keep a roster of their personalities, key skills, and direct and remote support boons, if any. An example of an NPC roster is included at the bottom of this page. If you create full character sheets for the backup agents and NPCs, this can be redundant, but often a simple roster like this helps keep them in one place.

As characters become more entrenched in your campaign, they'll soon take on a life of their own, but early on a simple chart can really help. See the Example NPC Roster Table, below.

Step Four: Mapping the Adventure

You're now at the point that you can map out the adventure and start putting in place some twists and turns. Start with your beginning, middle, and end and then determine the paths between each section. In a short three-hour game, each section might be a single scene. In a larger campaign, this might be several scenes with different NPCs.

Beginning

The agents are on their way to investigate a haunting when they check into a hotel. A storm picks up overnight and a pair of bikers go missing. The storm means travel is impossible.

Middle

The hotel owner is uncovered as a vampire. The motorcycles are found in a nearby wood with other broken and rusted vehicles.

End

The vampire's lair is found, and the vampire is staked.

Beginning to Middle

First, the agents need to be made aware of the missing bikers, and more importantly, the players need to be given a reason to care. The first part is easy enough. The characters can be looking out on terrible weather and see that the bikes are missing. You might use an Intuition check, Perception check, or even Psychometry to allow characters to determine this, but noticing the missing motorcycles is largely theatre. Pay attention to the "Gradients of Success" textbox on the previous page and be sure to reward curiosity with early access to information

The second part, making players care, is trickier and involves ensuring that you pay attention to the agents that they built. Give them a solid in-character reason to engage. If a player has a law enforcement background, perhaps the biker's motorcycle is linked to a cold case from the agent's background. If the character is an occultist, they perhaps recognise that the bikers have Enochian script tattoos peeking out from their jackets. The important thing is that when your adventure hinges on the players caring about a part of it, you do everything in your power to engage the players with the aspects of the game they enjoy.

And if this fails, accept it, and move on. Say the bikers disappear, and the players ignore it. Keep the rain pouring and have another group arrive and be impacted. Perhaps this time it's a family with two small children. If the second attempt to engage the players doesn't work, don't try and keep pushing them. Give them a chance to engage in the adventure as they leave. Perhaps they find the family's car driven off the road or similar, but if they're not engaged, it's better to sacrifice an entire adventure than to force them to play ball. It might be that you need to find out from your players why they weren't

Example NPC Roster

NPC Name	Quick Description	Role	Primary Skill	Secondary Skill	Notable Actions
Agent Ambrose Cook	Put-upon bureaucrat	Team handler	Bureaucracy	Occult	Assign team tasks
Agent Agatha Blake	Overly graphic pathologist	Forensic specialist	Science	Medicine	Off-site scientist
Sheriff Marc Hayer	Semi-retired police officer	Sheriff at Millers Lake	Investigation	Animal Handling	Vampire hunter
Deputy Marianne Cooper	Enthusiastic heir of Millers Lake PD	Deputy at Millers Lake	Investigation	Technology	Vampire hunter
Lucious Hayer	Sheriff's brother	Villain	Occult	Animal Handling	Hunter-turned-vampire

interested to avoid this occurring too often, but people play RPGs to make decisions about what they want their characters to do. Respecting that will be more valuable in the long term than any single adventure.

Assuming you've hooked your players, let them start their investigation, feeding them answers to their questions until they come to the middle of the adventure. You might choose to map this with set clues that they must uncover, again playing attention to the "Gradients of Success" textbox, before they can get there, or you might decide that there are certain scenes that they must progress through before they come to the middle. Adventures that feature a lot of combat might require the PCs to best several minions before coming to the big bad.

The general advice given by most GMs is that you should have multiple avenues to deliver information or progress your plot, but if you focus on the things that your players like to do, you might not need to do this. In this part of the adventure, it's more important that every player gets to do something than it is for your script to run perfectly to plan. Once you learn what your players enjoy, you can build up a detailed path of likely activity and then allows for the times that they go off their usual script. It's a matter of being open to a variety of approaches and rewarding the players for curiosity and cleverness.

MIDDLE TO END

The middle of the adventure is the turning point. If you've gotten this far, the players are generally motivated to complete the story. Your story will determine the specifics, but this part is often a hunt. It's about marshalling resources to uncover the location of the creature, artefact, or other weirdness.

Where other parts of the story might need to be a more flexible, the hunt can be an extended set piece. You should know what the players can bring to the table at this point, and this section of the adventure is about letting them use them. Success in this phase of the adventure should lead players to intercept the villain from a place of strength. Failure should have the players outmanoeuvred, needing to adjust their plans since the villain has advantage.

Going back to our example, after discovering the vampire, the agents pursue him, but he transforms into a mist and escapes. The agents use a combination of tracking, science, and occult to find his lair. Alas, when found, it is filled with vicious rats and there is no sign of the recently kidnapped victims.

The agents investigate further, knowing that time is critical. If they are successful, they will find the vampire's secret chamber before a victim is killed. If they are not successful, they will discover the chamber when the first victim is killed by the vampire.

Adventures in a Bottle

Depending on your players, you might want to start by creating a bottle around the adventure. This can be done with weather limiting travel, by receiving a phone call from HQ asking them to wait for a piece of equipment, or any number of tricks, but it's important not to over use this, or players will complain about being railroaded. All adventures, even the biggest sandboxes, have a bit of railroading, and the secret to gaining player acquiescence to this is to ensure that the bottle contains the things that they like. If your party likes fights, add fights. If they like spooky investigation, give them plenty of avenues to explore.

Step Five: Motive and the Twist

Now it's time to move on from what is happening in the adventure and discover why. The general structure of the Case File is in place, but we don't know why it's happening. To create a solid motive for the villain, it's important to understand their perspective and to know their background.

Nobody thinks they're the bad guy. We all have a measure of self-delusion that really deep down, despite our worst impulses, we're on the side of angels, when we can be, if we have the chance. Hell, even maniacal Nazi mad scientists think that they're misunderstood dreamers at some level.

To understand a villain's motivation, we have to understand the history that has led to the decisions they've made.

In our vampire example, hunger plays a large part, but unless the vampire hunts all its guests, there must be a reason it has chosen who it has. Does it view the bikers as scum who prey on others and are thus fair game? Does it have an arrangement with the motorcycle club's leaders to deal with more troublesome members? Does it think that it's helping keep the towns streets safe as a vigilante?

Motivation often provides the impetus for plot twists, not just for the villain but for other NPCs as well. Does the local sheriff know about the vampire and has provided it with a radio so that it can listen in on police activity? Has the club leader given the vampire some weapons for protection? Was the "family" actually a gang of rival vampires?

Once we know the motivations of the villain and its allies and how they've reacted to recent events, we can consider how this might be seen in past events. A lot of Hellboy villains are immortal, and immortality leaves a paper trail. If you have more ideas about information agents could uncover, revisit the skills and see how you might provide this information to the agents.

Clues and Witnesses

The following tables can be used to randomly generate clues and their locations plus some integral witnesses to the Case File. Roll 1d10 for each column in the tables or choose a result.

RANDOM CLUES TABLE

D10	CLUE MEDIUM	CLUE LOCATION
1	Obscure book	On or near a body
2	Delivery docket	Boot of a car or similar storage
3	Sales invoice, deed, or lease	Tool chest, gun safe or lockable box
4	Partially destroyed letter (burnt/sodden)	In an otherwise empty room
5	Chalk markings (since erased)	On a table
6	Note on scrap paper	A bowl with assorted foreign coins
7	Human blood or DNA sample	On a shelf
8	Other blood or DNA sample	A wall safe and/or behind a painting
9	Bullet casing or weapon	A book, fake book, or dust jacket
10	Strange relic or shrine	Burning or partially burnt in a trash can

RANDOM WITNESS TABLE 1

D10	TITLE	STATUS
1	Reverend	Dead and ready to pass on
2	Doctor	Dead and haunting the scene
3	Mr	Dying
4	Sir	Suffering a fatal illness
5	Just <first name> please	Alive with a long-term affliction
6	People call me <nickname>	Alive but ill or injured
7	Lady	Alive but unfit or impaired
8	Miss	Alive with a sedentary lifestyle
9	Ms	Fit and healthy
10	Mrs	Abnormally fit and healthy for their age



RANDOM WITNESS TABLE 2

D10	OCCULT LINK	B.P.R.D OPINION
1	Bored onlooker	Who?
2	Amateur with zero practical experience	Tabloid reader
3	Curious fortean	Angry pro-human bigot
4	Inexperienced police or military member	The B.P.R.D. needs disbanding
5	Experienced police or military member	The B.P.R.D. needs investigating
6	Former member of a cult/occult society	Grant any request, then get rid of them
7	Current member of an occult society	Grudging professional relationship
8	Practicing occultist	Professional relationship
9	Secret Nazi	Happily employed in an ancillary role
10	B.P.R.D. Agent (potentially retired)	Fanboy

RANDOM WITNESS TABLE 3

D10	PROFESSION	HOBBY
1	Folklorist or historian	Team sports
2	Archaeologist or occultist	Hiker/hunter
3	Law enforcement	Cinephile/literature
4	White collar professional	Photographer/ astronomer
5	Blue collar worker	Cooking
6	Freelancer	Ham radio, blogger, or amateur journalist
7	Long-term unemployed	Amateur biologist or cryptobiologist
8	Student	Artist/singer
9	Tenured academic	Wood or metalworking/ bone carving
10	Engineer or technologist	Urban explorer

PARANORMAL INVESTIGATIONS

Paranormal investigations take up the majority of B.P.R.D.'s time and are areas of particular expertise. There are three main types of paranormal investigation: cryptobiology, ghost hunting, and demonology. Cryptobiology is the study of living creatures that are not generally accepted by the scientific community. Ghost hunting is the pursuit of once-human spiritual apparitions, whether to expel them forcibly or assist them in moving on. Demonology is the study and ultimately control of nonhuman spiritual apparitions. It is a lot broader than its title might initially suggest as often one person's god can often be another person's demon, and that's before you get to manifestations of horror that have leached into the soil, Fae, and other such inhuman forces.

CRYPTOBIOLOGY

DEFINITION

Cryptobiology is a set of common disciplines that approach the study of cryptids from a variety of fields including anthropology, botany, folklore studies, wildlife conservation, and zoology. While considered a pseudoscience by the academic world, the B.P.R.D. considers it a vital discipline to maintain contacts within. While the B.P.R.D. tends not to send agents out looking for bigfoot, it does pay attention to chatter in the community and has been known to send support out where there is high probability of some sort of encounter.

PROCESS

Cryptobiological expeditions often involve travelling to distant places where there is a low density of human habitation, though as the icecaps melt some reports have placed cryptids within human communities close to the permafrost. Expeditions are usually spurred by an eyewitness or recorded account of an encounter, so once the agents arrive, they will invariably need to survey the witness and any nearby local population for details on the encounter.

The next steps depend on the skills of the expedition. In many cases, the agents will seek to uncover the tracks of the cryptid, capture footage, and obtain samples or indeed the cryptid. Any successful gathering of evidence must be spirited away to B.P.R.D. labs where it can be rigorously tested to determine if the creature is a mutant or a new species.

KEY SKILLS AND TECHNOLOGIES

While the most immediately useful skills are Survival and Stealth, Animal Handling, Medicine, and Science should not be discounted. Other commonly used skills such as Intuition, Investigation, and Perception are generally useful too. Equipment will depend entirely on the exact creature being looked for, but in general, wilderness equipment will be needed along with equipment to secure samples and other evidence. Sidearms and other weapons may or may not be required, but agents will usually want to take some protection, especially given that it's not always the cryptid that is going to cause problems. One thing is certain, bring comfortable boots.

COMPLICATIONS

As a scientific endeavour, replicable experiments are vital. Alas, many cryptobiologists are prone to ignoring basic scientific principles such as falsifiability and seldom test themselves for elements that might pollute otherwise solid evidence.

Even if a report comes from a reputable source, particularly eyewitness testimony, hallucinatory factors need to be discounted. This can be as simple as starvation or illness or could involve some psychoactive substance that the witness is unaware of. Even poor sleep can cause hypnogogic hallucinations and all of these possibilities must be factored into the case.

While samples should be taken at every opportunity, it is vital that the testing of the sample be conducted blindly at multiple labs. Amateur monster hunters often make the mistake of sending a single sample to a single lab, often labelled something that will engender suspicion from the lab such as Bigfoot? or Unknown Animal. Wiser individuals, even with the backing of the B.P.R.D., will send samples labelled more neutrally as Black Bear Sample 3, Ape?, or Goldfish Scale.

When it comes to cryptobiology, it's important to recognise that respectability is all but absent in the wider community. This can mean anything from being seen as a bit of a joke by "serious" individuals to being seen as an out and out fraud by academics and scientists. A wise investigator always has another reason to be exploring an area, even if it's simple as a hunting or camping trip.

There is a final danger in stalking the wilds of the world. Places far from view often have predators that are more human than cryptid. An agent must be cautious not to wander into someone else's property. Drug farmers, revolutionaries, and criminals all use the wilds and many of them are conscious of their privacy and won't accept that you're looking for bigfoot. Always pay attention to your surroundings. Some monsters look a lot like people.

CRYPTOBIOLOGY HOOKS TABLE

D10	REASON
1	A famous zoologist who dabbles in cryptobiology has gone missing.
2	Strange noises have been recorded and made public. Amateur investigators have begun to flood the location.
3	A local has brought back "proof" in the form of a grainy photo or blurry video.
4	A site of local legend is being worked by real-estate developers. The inhabitants are certain the cryptid is there and want it to be ok.
5	Multiple sightings of a cryptid in a developed area where they have not been seen previously.
6	The agents received a message from a renown psychic asking for investigation of the area.
7	Local police officers went to investigate as a part of a case and haven't returned.
8	Local pets or farm animals have been attacked and a vet has reached out.
9	Nearby residents have gone missing from their homes.
10	An unknown party made contact with the B.P.R.D. They had far too many details.

VARIANTS

There are a variety of different cryptids which an investigator might encounter. Aquatics, atmospherics, botanicals, dinosaurs, hominids, and xenocarnivores are the most common, and each is worthy of its own consideration.

AQUATICS: It is uncommon knowledge that mermaids and other strange things haunt the deep depths of the ocean. Alas, most "sightings" are simply the side effect of pressure sickness confusing the mind. If contact can be made with these elusive beings, they have a great understanding about the nature of the world and its mysteries. Whether they can be made to share anything remains to be seen. Investigating an aquatic sighting requires dive equipment and a boat to act as a supply point. Powerful sonar and radar are also valuable.

ATMOSPHERICS: While these were once common sightings, they have dwindled in frequency substantially. The availability of commercial air travel has made imaginative sightings of sky-whales, floating jellyfish, and the like much less common. Indeed, some cryptobotanists believe that these strange sightings are linked to an unknown hallucinogenic spore or pollen

making these cryptids misidentified botanicals. Investigating an atmospheric sighting will require powerful binoculars, access to radar reporting, and a portable lab to check for psychotropics.

BOTANICALS: One of the more likely cryptid variants to actually exist, cryptid plants run the gamut from the Naree pon plant people to the carnivorous tree Ya-te-veo with its tentacle-like branches. The simple fact that most people wouldn't recognise a cryptid plant growing in front of them makes it likely that the plant would not come to the attention of researchers. A lack of reporting means that analysts must be extra studious or lucky when looking for one. An irony of botanicals is that psychotropic plant pollen is itself one of the likely causes of other cryptid sightings. Investigating cryptobotany will require a portable laboratory, a highly detailed herbal knowledge, and a wide selection of antibiotics, antidotes, and pesticides.

DINOSAURS: Hope springs eternal, and no matter how unlikely it is that anything remotely saurian survived the Cretaceous–Paleogene extinction event, cryptobiologists still go looking for Nessie or Mokele-mbembe. While the B.P.R.D. doesn't have an official position on Nessie and its cousins, it is very aware that there are humanoids with immortality, and, as such, the possibility of unique individual creatures of considerable size, power, and immortality is always a risk. The B.P.R.D. maintains a stockpile of munitions such as the TOW missile launcher for just this reason. Investigating dinosaurs will likely only require a deck of cards, a first aid kit, and a very good book, but agents should prepare for the worst and be sure to pack heavy weapons.

HOMINIDS: Bigfoot, sasquatch, yetis, there are many different legendary humanoids and almost humanoids that have been chased by cryptobiologists over the years. Assuming they are possessing an opposable thumb, these creatures are at least as dangerous as humans. The B.P.R.D. is strictly non-interventionist when it comes to peaceful hominids. It doesn't provide any funding to cryptobiologists looking for hominids, but it has been fooled by unscrupulous cryptobiologists claiming to be investigating other phenomena. The Bureau does provide emergency support in situations where cryptobiologists come under attack. Where possible this is limited to extractions only, and utmost care is taken to avoid harming the cryptid. Diplomacy is the order of the day, and operatives on an extraction mission are generally armed with less-lethal weapons. Should an agent utilise any of these weapons, there will be hard questions asked. They will have to account for every shot fired or face serious disciplinary action. Investigating hominids generally requires that agents have handcuffs for the cryptobiologist and a fast, sturdy vehicle with veterinary equipment.

XENOCARNIVORES: Another of the more likely cryptids, xenocarnivores are animals that are known to exist natively in environments other than the one reported. The Beast of Bodmin Moor is an excellent example. It could easily be an illegally owned leopard that escaped or was released. It might also be the offspring of legally owned pets in the region. While the B.P.R.D. doesn't tend to share its concerns, there is also a risk that enkeladite has affected a smaller animal or even opened up a portal to a parallel dimension. In theory, the UK doesn't have any enkeladite. However, it does possess its own nuclear weapons and has performed nuclear testing for approximately 40 years. There is the distinct possibility that they have an independent source of the mutagen that the B.P.R.D. is unaware of.

BUT DO CRYPTIDS ACTUALLY EXIST?

Some cryptids are more likely than others but ultimately the answer needs to come from the GM. At the end of the day, there are several possibilities when it comes to any cryptid sighting.

The most likely possibility is that the cryptid doesn't exist in meaningful numbers. A majority of the time, it's better for all concerned that a cryptid doesn't exist at all, not even in an extinct state, but even where that is not the case, and the creature isn't just a one off mutant, it is unlikely that the species exists beyond a handful of outlier specimens.

Alternatively, the creature might exist in meaningful numbers but be situated in a hard to reach location where it controls the food chain but has no means to escape. While this looks good on paper, the geology of a location is not as permanent as we like to think. All it takes is for an avalanche, mudslide, or sinkhole to occur for a passage to open up and expose the modern world to the cryptid. Indeed, constant analysis and repeat visits are required to ensure that the cryptid population is static and not capable of some unknown migratory pattern. The situation for any given creature, cryptid or not, is dynamic. If there are enough creatures to prompt evolution to take a hand, then the current state of affairs cannot be assumed to be a constant.

Finally, we must consider that the provenance of the creature is not of this earth. Possibly, the worst-case scenario is that the cryptid species might be native to other planets or dimensions. While this may seem to be the least likely of origins, there is still conjecture that enkeladite can cause such breaches, meaning this can't be immediately discounted. A dimensional incursion that lets in one cryptid might easily let in a thousand. But this isn't the end of the problem. It's unknown how susceptible cryptids are to possession. It's entirely possible that an extinct cryptid might haunt a place where it once thrived. The prospect of an Ice Age yeti haunting its last resting place, or a mastodon possessed by a demonic force seems unlikely, but then so does the prospect of raising a demon to be a B.P.R.D. agent.

DEMONOLOGY

DEFINITION

Demonology is the study of spirits that are nonhuman in origin, both physical and spiritual manifestations. This is an overly broad but useful definition as it includes creatures such as the Fae, which are not specifically demonic but do require similar strategies and tactics. By using this generalised functional definition, the B.P.R.D. is able to streamline its training considerably.

PROCESS

The process for investigating a demonic case is a lot different to that of a cryptid or a ghost. Demons are renowned for having knowledge above and beyond what their senses should convey, and the mere act of recording their name has the potential of alerting the demon to your investigation. B.P.R.D. protocol is to use vague terms until after the demon has been engaged. Where possible, research should be carried out on holy ground or behind magical barriers. Texts written in illuminated manuscript are to be preferred as often these tomes are in of themselves reinforced with blessings, relics, scripture, and in some cases even the skins of repentant sinners.

Once research has been concluded, and at the very least the rank of the demon and the general amount of danger are known, the investigators will need to confront the demon.

There are three common types of confrontation: banishment, battle, and exorcism. If the demon is not possessing a host, there is the initial prospect of banishing it. Banishing is a ritual, which essentially works as a metaphysical intimidation akin to warning the demon to leave before things get rough. The banishing ritual for each demon is unique to its personality, rank, and office, but a confident practitioner can work around holes in their knowledge (see "Banish", p. 155). If banishing a demon fails, it will likely regroup and may well attempt to possess someone nearby.

If, for whatever reason, banishing is not an option, and the demon has not yet possessed a host, only bargaining or battling remain. If the agents must fight the demon, a dangerous prospect at the best of times, the demon will likely be immune to any serious harm from simple weapons and can have considerable powers such as transmutation. Agents blessed with abilities like Sword of Durga (see p. 164) will have a much simpler time facing demons as will agents possessing faith.

Finally, where a demon has taken on a host, exorcism remains an option. Exorcism is a ritual (see p. 158), and the demon is unlikely to go quietly into that good night. The host must be restrained so that the demon doesn't use the host to attack the exorcists or use the host as a human shield. Exorcism is dangerous because while it can force the demon from its host, unless the demon is contained within a sacrificial goat, sealed box, or similar housing, it is free to go on and molest further people.

KEY SKILLS AND TECHNOLOGIES

Occult and Religion are the key skills for demonology investigations, though the most important tools are not necessarily physical ones. While individual religious context will mandate specific items, the classic Rapid Deployment Ritual Kit has all but the rarest of these as a matter of course, and agents can

DEMONOLOGY HOOKS TABLE

D10	REASON
1	The B.P.R.D. prophecy index has flagged the area for investigation. Usually it's nothing...
2	The Vatican has reached out for regional assistance in an out of the way town.
3	A local preacher has tried and failed to exorcize a demon. Now he's being hunted by it.
4	A string of possessions is being blamed on a minor celebrity. Their agent reaches out for help.
5	A local farmer has been inundating the B.P.R.D. asking for help with an animal possession.
6	Dogs have been attacking their owners across a parish, and now the cats have started too.
7	Black-eyed children have been sighted at a local gas station.
8	A criminal claims to be possessed. The court asks for a psychological opinion.
9	A church-qualified exorcist started speaking in tongues on a pre-recorded talk show. Now the crew are acting weirdly.
10	A small rural town has started answering all radio and telephone calls with mocking laughter.

DEMONOLOGY AND MENTAL ILLNESS

Before even considering a case of demonic possession, the B.P.R.D. requires a referral from a qualified psychologist or recognised priest. While occasionally an agent might stumble onto demonic activity by accident, this is less than ideal. Even some of the most outré expressions of demonic possession can be misdiagnosed epilepsy, bipolar, or borderline personality disorder, and assuming the paranormal, rather than seeking proper medical attention, can cause very real harm.

certainly add extra items to this as needed. The essential equipment when tackling demons are rituals. Exorcism, Sword of Durga, Scapegoat, and Warding Circle are all excellent options.

COMPLICATIONS

LORDS OF HELL

Not all demons are created equal. Beyond the usual foot soldiers, there is the nobility of Hell. They might call themselves marquis, dukes, earls or any other such title. Either way, they have hundreds or thousands of lesser demons at their command, some of which might be nearby. These demons might be waiting to possess others so that they can free their lord and earn his favour, or they might be part of a multiple possession.

MULTIPLE POSSESSIONS

I am legion, for we are many. Some possessions are not a simple case of one demon in one body. Multiple possessions are where a gang of demons, usually lesser, all take over a single host. Often, these demons are simply out to cause chaos and entertain themselves, but sometimes they're working to a master plan such as using the host to gain access to a place where multiple other hosts are available. The B.P.R.D. has raised concerns about the prospect of demons using this strategy on military bases and launch sites, and so far, we seem to have been lucky.

TRANSITORY POSSESSIONS

Some demons are aware of the threat posed by exorcists and their like, and so rather than take over one member of a family, they take to hopping between members of an entire family unit or other discrete group. By whittling away the confidence and sanity of the group, they can use the unit as slaves while it holds one of their number hostage. Investigating these cases is more mentally harrowing as only the group will know where the demon currently hides, and it's rare to get to them before the demon has stolen any and all traces of innocence.

VARIANTS

BLACK DOG POSSESSIONS

Not all black dog cases are demonic in origin. Cryptids and ghosts have been known to appear like big black dogs, and animal attacks often have much more mundane reasons such as rabies or starvation. A demonic black dog is a possessed animal that proceeds to attack anything that takes its interest. Sometimes this is a probing action where the demon is looking for a better host, but other times it is a deliberate summoning that a sorcerer has undertaken to protect other activities. It is rare for agents to have time to research a black dog attack.

GOBLINS AND HIGHER FAE

If there is a quote that sums up the Fae and how best to deal with them, it's "play the game." If Fae are involved in their usual tricks, such as swapping children for changelings, they can usually be bartered with if fairly caught. The tasks they request might be odd, but above all, they are honourable in their dealings. After a successful task, if encountered again, they are likely to be quite friendly so long as they don't feel slighted or abused. In a worst-case scenario, the Bureau has an ample supply of iron bladed weapons—ballistic projectiles, knives, arrows, and bows of all strengths ready to be deployed as and when needed.



SPITEFUL BIRDS

Similar to black dog possessions, the phenomenon known as spiteful birds occurs when a malefic influence takes over a swarm or flock of smaller communal animals. It's not clear how a demon can share itself across such a swarm and no other creatures, but massive flocks of birds can be affected by demons of even moderate strength. These manifestations are particularly hard to battle but much easier to exorcise. So long as one afflicted bird is captured alive, an exorcism can attempt to banish the demon. It won't stop the demon from manipulating the other birds till the exorcism is complete, so be prepared to be attacked by unbelievable numbers from all sides. Some of the more experienced exorcists on the B.P.R.D. team recommend flamethrowers for such occasions.

VAMPIRES AND THE UNDEAD

Featured in some of the earliest B.P.R.D. training documentation, vampires and the undead are opponents that have been studied to the point of practiced perfection. It's very clear that there is a zero-tolerance policy for wild vampires, and that upon encountering one, agents should waste no time and proceed to destroying it as soon as possible. This is possibly the only time that a B.P.R.D. agent would prioritise combat over investigation. B.P.R.D. agents are taught how to fight with stakes as a matter of course, and while the 4 ft combat stake is readily available upon request, there is not a single B.P.R.D. vehicle that doesn't have a set of smaller 1 ft stakes in its trunk.

Possession and Player Characters

While possession is certainly an element in many Case Files that include demons, ghosts, and other spirits, the GM should take care when utilizing loss of control of a player's character. In simple terms, it should be handled with the same gravity as a character death. Unless you're willing to let the player play the role of the demon, you should be fully cognisant of the fact that you're removing a player from the game. Great for a story, not so great for a game. If you're going to do this, you should avoid carrying on the possession for more than a few rounds, and you should grant the player the opportunity to save against the possession, even if the possession would not normally allow this.

Above all, you should never kill a PC while possessed. Even if it gets to the point of death saves, you should engage with the player so that there is a reason they don't die. You put them in this position, you need to get them out!

Ghost Hunting

DEFINITION

People, only dead. This is the definition widely used by B.P.R.D. agents when discussing ghosts. Ghost hunting is the investigation of manifestations of ghostly activity with a mind to reaching a peaceable solution for all stakeholders—regardless of corporeal state.

PROCESS

While most amateur ghost hunters just find a spooky building and go for a look, B.P.R.D. agents only go to a site where there is a credible sighting worthy of confirmation. Confirmation is a set progress and is largely an unglamorous one. Most ghosts are not a part of a haunting, and many are friendly or ambivalent to the mortal world. Several famous cases suggest that ghosts exist invisibly, only appearing when there is something to draw them out. By using an established process, B.P.R.D. ghost hunters identify, communicate, and resolve hauntings, generally in a way to benefit all the parties involved.

STEP ONE: PERIMETER IDENTIFICATION

Ghosts are naturally territorial, but those territories can vary widely. Determining the extent of the ghost's wanderings is vital. It ensures that the agents investigating find the spirit that they are looking for. The smallest area that a ghost might choose to inhabit is a defined place such as a house, ship, or other similar semi-permanent structure. These structures might be potentially transitory but, once secured, form the absolute extent of



the ghost's world. From here, it extends outwards to less-defined areas such as rivers, roads, the shoreline, and the deep sea. A ghost haunting such a place could roam for miles, and from this simple action form a significant challenge for investigation. Next, we have a very paradoxical perimeter, that of a piece of property. Often this is a small, expensive piece of property such as a ring. In theory, the article could be located anywhere and may well shift location as the item changes hands. In a world of online auctions and quick shipping, the range of haunted property is truly global, leading to some extremely confused victims. Finally, ghosts can haunt people. This might be a single person, a family, an ever-decreasing pool of former acquaintances, or even a group that has desecrated the ghost's tomb.

Perimeters can be subject to sudden change. While this is rare, should a perimeter be destroyed, a ghost will sometimes latch onto the pieces or place where it was broken, an important consideration when fomenting a plan to resolve the matter.

STEP TWO: INDIVIDUAL IDENTIFICATION

Once the extent of a ghost's perimeter has been determined, it becomes a matter of figuring out who the ghost is. While some agents might be able to compel the ghost to communicate, often this will only be possible once the name of the ghost is known. Identifying a ghost can involve visits to local libraries and conversations with art historians and curators or even local historical societies or reenactors. If the ghost has come from a long distance away, this may include long distance conversations with all manner of experts simply to find which specialists you need to speak with and what language the ghost would speak.

STEP THREE: INITIAL COMMUNICATION

Depending on how aggressive the spirit is, the initial communication phase can be astonishingly brief. B.P.R.D. guidelines state that if the spirit responds to initial overtures with violence, then the agents are to be mindful that it's better to live and fight again rather than get caught up in a needless battle.

STEP FOUR: THE RESOLUTION PLAN

Each ghost needs an independent resolution plan. Though a Case File might have multiple ghosts, dealing with the most hostile ghosts first is vital, as their influence could be agitating others. Ideally, a hostile ghost's issues should be addressed and the situation de-escalated by helping it to achieve its goals. If this is not possible, the agents investigating the case must decide whether banishment or appeasement is required.

Once hostile ghosts have been attended to, it's wise to clear out the remaining spirits before they have a chance to fester. Passive ghosts, even if they can't be helped to their final rewards, can generally be negotiated into an accord.

KEY SKILLS AND TECHNOLOGIES

Ghost hunting is largely a combination of science and occultism. When tracking down ghost's perimeter, night vision and thermographic cameras are very useful, as are an EMF reader and a recording device for white noise phenomena. The B.P.R.D. has an off-the-shelf toolkit for this—see p. 80. Investigating the origin of a specific ghost will require historic documentation, ideally primary sources along with eyewitnesses.

COMPLICATIONS

It's one thing to go on a ghost hunt, but quite another to get caught in a haunting. Hauntings are detailed on p. 141. Ghost hunts can also be complications in of themselves as investigators seek out ghostly witnesses to other paranormal events.

VARIANTS

BANSHEES

A banshee is a mournful spirit that announces the death of another. Often linked to specific families, it is uncertain whether

GHOST HUNTING HOOKS TABLE

D10	REASON
1	Area is unusually cold or hot compared to the surroundings.
2	Strange noises can be heard coming from within the location.
3	Faces have been seen in the glass or shadows of the location.
4	The site is one of local legend. The inhabitants know its haunted but don't know why it's started acting up.
5	Animals have started avoiding or threatening the site. Smaller animals drop dead if forced onto the site.
6	A local spiritualist, priest, or ghost hunter has requested an investigation but has recently gone missing.
7	A television ghost hunting team went to "investigate" and have now been institutionalised.
8	Locals complain that the shadows keep whispering to them.
9	Nearby residents have started becoming violent after visiting the site.
10	A demolition or repair crew has walked off the site due to dangerous accidents.

banshees are attempting to prevent the death or simply keening at the death's inevitability. Most banshees appear to be short women in funerary garb, and while initially a Celtic myth, there appear to be similar apparitions across the globe, which while superficially distinctive, all marry up with the archetype of a spirit that mourns the dead in a culturally appropriate manner.

Mourning Keen

Banshees are ghosts (see p. 195) with the addition of Mourning Keen. While this is described as an offensive power, the ghost seldom means any harm from its cry.

MOURNING KEEN: All those who hear the banshee, must succeed against a DC 14 Wisdom saving throw or suffer 3 (1d6) psychic damage and the frightened condition.

BLACK DOGS

Black dogs are, as indicated in the section on demonology, a phenomenon with multiple potential sources. When a black dog is a spectral manifestation, it is usually a ghost that seeks to guard a location or take vengeance upon a person. Black dogs are exceedingly difficult cases to investigate as they present very little in the way of semiotic clues that might lead to an accord. Some success has been had with matching the first recorded sighting of a black dog with a local death, but this has required access to archaic records such as those held by old world parishes or the genealogical records of the Mormon church. Black dogs tend to snarl first and bite later. While their desires may well be understandable, even laudable, it's best to investigate them from afar where possible.

Incorporeal Movement

The spectral variant of black dogs use the black dog creature stats with the addition of Incorporeal Movement.

INCORPOREAL MOVEMENT: The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.



Communicating with Ghosts: Séances and Psychometry

Psychometry is one of the more useful powers when dealing with ghosts. Not only can it provide insights into what the ghost is currently seeking, but it can provide insights into historical issues that might need addressing without needing to directly engage the ghost. When dealing with angry ghosts, there is no better method.

Séances are the simplest ways of communicating with the dead. They can be performed by priests, psychics, or even lay agents. Séances incorporate different communication strategies depending on the capacities of the team and the capabilities of the ghost. These strategies include manifest communication, medium communication, and poltergeist activity.

MANIFEST COMMUNICATION: If a ghost deigns to manifest, it means that something is on its mind. It might gesture, speak, or telepathically commune, but it wants to be seen, and it has an objective that it wants to achieve.

MEDIUM COMMUNICATION: Most psychics can open themselves up to possession by a ghost. It simply requires a willing host for a willing ghost. The difficulty lies in expelling the ghost should it decide not to leave (see "Possession and Player Characters", p. 134). Once the ghost takes up position within the medium, it can use any language that it or the medium knows to communicate.

POLTERGEIST ACTIVITY: If the ghost does not manifest and the agents do not have access to psychics, they can attempt to communicate through spirit boards, writing on frosted glass, or by moving a chalk on a board. For the most part, unless the ghost is invested in the conversation, they will not be keen on exerting themselves in continued activity when they can simply throw the spirit board at the agents. If the agents have any other option, they'll use it. This is the absolute last-ditch option.

DRINKING WITH GHOSTS: Not an option available to every character, but most ghosts are amenable to memories of a shared bottle and good chat. Characters that can see and speak with ghosts can attempt to socialise with them. This only works with ghosts that are already friendly and requires legendary chutzpah but will almost certainly lead to a peaceful resolution.

Chapter 9: Running a Game

Adventure Hooks

The following headings provide some brief hooks that can lead your agents into Case Files containing cryptids, demons, or ghosts. Or even any combination of the three. Intended as inspirational prose, the paragraphs can be used as springboards for some truly bizarre investigations.

A Simple Favour

An academic has found a rare book and is being plagued with nightmares. They have asked the B.P.R.D. to send someone to get the tome. When the characters arrive, the academic has gone missing, and there are burnt pages in his fireplace.

Two Litres of Trouble

An occult artefact, a bejewelled bottle reputed to contain a demon, has come up for sale at auction. As this is a significant artefact, find the seller before other such items wind up on the open market.

Three Old Men

An old Case File has been mailed to into B.P.R.D. headquarters with a photo of a venture capitalist. Written on the front of the Case File is "Found him!" Only three people alive could have had this Case File, and now they're scattered across the country in various care homes. What's in the file? Do they have more to say?

Four-Tean Teens

A group of teens have set up a Fortean website and started investigating active cases. They've gotten underfoot before, but they've not updated their investigations in over a month. Currently four sets of parents are in the lobby of HQ asking what we're doing about their disappearances.

Five Golden Rings

A series of five jewellers and pawn brokers have been found dead in their stores. In each case, only a single gold ring has been stolen, but the rest of their ring stock was been found during the autopsy. Apparently, they decided to eat the rest of the rings.

Six Six Six, The Number of the Beast

A meat packing firm has made contact. It seems that the meat, when packed, is all showing strange discolorations that look like the number 666. The staff has fled, and the owner is blaming communist witches and openly threatening union members.

The Malevolent Seven

A small-town sheriff has made contact. Seven bikers rolled into town and have taken over. He's never had any issues dealing with trouble before, but he woke up two days ago and couldn't leave his home. Is this witchcraft?

Memories of Eighteen Eighty-Eight

Out of nowhere, a blizzard has hit the eastern coast of the USA. According to meteorologists, the weather should be much warmer, and the B.P.R.D. has concern that there is a magical source to this blizzard. If the storm is not brought under control, New York will freeze to a standstill in days.

Nine My Frau

One of the last Project Paperclip Nazis has asked for the B.P.R.D. to attend her death bed. Seemingly, she knows of a hidden site in eastern Berlin where an extra stock of vampire blood was held for future Vampir Sturm attacks. She wishes to clear her conscience before she dies.

Ten Fingers, Ten Toes, Ten Tongues

A baby has been born to a couple in a religious area. While outwardly normal, it spoke at least a half-dozen languages from birth. The locals are going berserk. Rescue the family.

Eleventy-First Commiserations

One hundred and eleven years of age is a time to celebrate a Fae's adulthood, with revelry and mischief often lasting a month for each Fae so born. This year, eleven such Fae have come into their majority and the revels are closing on a major city. Negotiate the passage of the Fae so that the city still stands tomorrow.

The Diabolical Dozen

With souls escaping Pandemonium as white glowing birds, a gaggle of demons have taken it upon themselves to seek redemption on earth. It's not going well. While they might have good intentions, their millennia-old instincts are driving them to extreme solutions to minor problems. As they grow frustrated with their lack of ascension, who knows what crimes they might commit in their doomed attempt at redemption.

Thirteen Hauntings

The Ocularis was a diabolical artefact powered by trapped spirits that enabled the owner to manipulate their perception of time itself. Long lost, the device turned up in a small Munich auction house. First impressions are that it's damaged, but if that's the case, where are the ghosts?

Paranormal Locations

What is a Paranormal Location?

While an adventure might feature many different places and settings, every adventure should have at least one paranormal location. Paranormal locations are sites where the mundane facts of the everyday can no longer be relied on. It might be the site of a horrible battle with its ghostly soldiers, or it might be a place where orbs visit nightly, occasionally taking one of the truly innocent away with them. But paranormal places shouldn't be confused with encounters. A house with a ghost in an upstairs bedroom is an encounter. A tenement with ghosts on every floor is a paranormal location.

Paranormal Locations and Case Files

When using a paranormal location in a game of *Hellboy: The RPG*, there are several things to consider, and an understanding of these matters will help in crafting the place as a unique place in your campaign. As it can be difficult to come up with answers on a first attempt, optional tables are provided over the next few pages so that you can create random paranormal locations and gain inspiration. This is not mandatory by any means, so if you want to toss out a roll and try again, go for it.

Location Connection Table

D10	Connection	Type/Number
1	It's a hoax, at least in part	One tenuous
2	Palaeolithic/neolithic shamanism	One
3	Ancestor worship	One dominant, one minor
4	Hyperborean	One dominant, one contesting
5	Demonic/witchcraft	Two equals
6	Geomantic site	Two equals, one minor
7	Secret indigenous subculture	Three contesting
8	Secret migrant subculture	Three intertwined
9	Secret subculture within cultural majority	Comradery of 1000 faiths
10	Supernatural beings (aliens/Fae/mole people)	Mass brawl of unreasonable complexity

Why is it Magical?

Every paranormal site, true or fake, has its own connection with the occult, so it's best to start here. An occult connection is a link to actual or imagined paranormal activity. Just as a trail might be a common place where campers see bigfoot, it might also be a part of a cultural migration which, while largely defunct, is still important to the dead that travel it.

What is the occult connection? How powerful is it? Does the connection wax and wane or is it stable? Does the site have multiple occult connections? Are they in conflict or do they benignly accept one another? The Location Connection and Power and Stability Tables can help answer these questions.

What's its History?

Just as the site has an occult connection, it will have a mundane connection, its history. Buildings and places often start as one thing and change into another. A workhouse straight out of Dickens might a hundred years later become luxury apartments or a battlefield soaked in blood might become a suburb complete with white picket fences.

How long has the location been as it is? What was it before? What was it in prehistory? What are the day-to-day lives people living there like? What is their relationship with the occult? Use the Historical and Current Use Tables to answer these questions.

Has it been Engineered or is it Natural?

Almost a part of the site's history, it's worth understanding whether the site is innately paranormal or whether it has been engineered to accrue power. This is not a simple binary. A site might have been constructed in part, or sabotaged, or the engineers might have simply done a poor job.

Understanding who was behind the engineering and what their motive was gives you opportunities to populate the site, not just with those connected to the construction, but also to those opposed and those who might come after the construction was completed. The Construction Table can help here.

Paranormal Location Tables

You can use the tables on the next pages to randomly generate information regarding a paranormal location. Alternatively, you can simply pick and choose the results. Each table has multiple columns of results. Make sure to roll a d10 for each column.

In the "Power and Stability Table", a DC 10 Intelligence (Occult) check is needed to decipher a recognisable pattern of manifestation (result 7), and a DC 15+ Intelligence (Occult) check—and likely two aspirin—is needed to recognize a bizzare one (8).

EXAMPLE RANDOM PARANORMAL LOCATION

Stephanie decides she wants to create a random location. Throwing her dice 11 times she gets 2 and 8 for the Location Connection Table, and 4 and 1 for the Power and Stability Table.

Looking at the relevant tables, this means she has created a Neolithic site that has three intertwined connections. It is also dangerous when disturbed and utterly random in the frequency that it acts out. Considering these elements, Stephanie decides that the site is where pagans, Fae, and witches would come together to broker pacts and treaties. The site has become abandoned due to its erratic and dangerous nature.

Next, she rolls for it's historical and current use, rolling a pair of 4s for the Historical Use Table and 3, 6, 3 for the Current Use Table. Interpreting these, she learns that the site is a heavy polluted area with a structure. It changed 1d3 decades ago to host a working class population who are justifiably scared of the occult. Stephanie decides that the pyramid is buried.

Finally, she rolls a pair of 6s for the Construction Table and learns that a secret society attempted to engineer the site but the attempt was never finished. Stephanie decides that a local coven started using the site as a place to bury their dead as a means to absorb the pyramid's power.

In summary, we have a lost pyramid from the dawn of humanity that's been turned into a rubbish dump and is randomly discharging magical effects. The local population and occult are scared of the site but amongst them are a secret coven that's to blame. All that's left is to decide is what the site actually is, and Stephanie chooses a site of power.

POWER AND STABILITY TABLE

D10	POWER LEVEL	STABILITY
1	Cosmetic weirdness	Random occurrence: Roll 1d20. On a 20, the site manifests in some way.
2	Creepy but harmless	Random occurrence: Roll 1d10. On a 10, the site manifests in some way.
3	Irritating when disturbed	Once monthly recognisable manifestation pattern
4	Dangerous when disturbed	Once weekly recognisable manifestation pattern
5	Irritating without clear disturbance	Daily manifestation pattern
6	Dangerous without clear disturbance	Recognisable manifestation pattern based on the site, such as upon entering a house
7	Life threatening when disturbed	Recognisable occult-based manifestation pattern
8	Life threatening without clear disturbance	Bizarre occult-based manifestation pattern
9	Place of profound visions and premonitions	On demand: any character may use a standard action to manifest the location
10	Place where people "come back different"	Please make it stop! (Near constant)

HISTORICAL USE TABLE

D10	ANTIQUITY	HISTORICALLY
1	Similar theme, similar density (housing/ industry/village)	Abandoned site
2	Similar theme, reduced density (site has shrunk)	Ancient farm or village
3	Similar theme, increased density (site has grown)	Ancient unnamed city/fortress
4	Polluted site such as a coal mine, tanners' yard, or industrial area	Incongruous structure (pyramid, horse burial)
5	Drained lake or similar aquatic feature	Site of a healing stone or waters
6	Prison/workhouse/ slave housing	Site of a massacre
7	Levelled/terraced farmland	Early agricultural site
8	Graveyard/place of worship	Hunting grounds
9	Place of nobility/wealth	Place of worship
10	Ruins	Taboo/Tapu site

CURRENT USE TABLE

D10	LAST CHANGE	CURRENT LIFESTYLE	OCCULT LINK
1	Recent (less than 1 year)	Unemployed	Posers and frauds
2	Last decade	0 hours or gig economy	Unaware of occult
3	1d3 decades	Bohemian community	Frightened of occult
4	1d6 decades	Extended families, few workers	Ambivalent towards occult
5	Last century	Working class nuclear families	Deeply and faithfully religious
6	1d3 centuries	Working class, eclectic families	Mildly atheistic
7	1d6 centuries	Middle class neighbourhood	Witchfinders
8	Distant past	Wealthy community and staff	Bitter cult of malcontents
9	Untouched natural beauty	1%ers and their staff	Benign active practitioners
10	Untouched bleak waste	Isolated, impoverished and ignored	Sorcerers keen to ravage the area

CONSTRUCTION TABLE

D10	ENGINEERED	BY WHOM
1	YES, to protect a person or group	Pre-human civilisation
2	YES, to counterbalance another site of power or paranormal location	Slaves, serfs, or other forced labour
3	YES, to reinforce another site of power or paranormal location	A mass effort of a known historical group (pre-Norman Saxons, Vikings, etc)
4	NO, there's no evidence of construction	A strange cult
5	NO, though initially it does look like it	A hostile foreign power
6	NO, it was never finished	A modern secret society
7	NO, it was destroyed before completion	A government department
8	YES, but the attempt at engineering failed	Experimental arcanists
9	YES, to amplify its power	A legal commercial interest
10	YES, to maliciously deny, pollute, or afflict another party	Recent illicit engineering



Types of Paranormal Location

There are three general types of paranormal locations: hauntings, alternative dimensions, and sites of power. Each has its own set of rules governing what is experienced when engaging with such a location.

Hauntings

What's a Haunting?

A haunting is a place where ghosts abound. While this will usually be a geographical feature such as a field, castle, or large building, hauntings can also be ships or stretches of ocean.

Usually the site of a single massive event, crossroads are areas that have led to a substantial loss of life or a site that has a history of multiple smaller deaths. A haunting might have ghosts that either interact or are oblivious of each other. Hauntings are usually only active at night, though some rarer, more isolated or underground sites might be active at all hours. Sometimes, ghosts at a haunting are trapped by the emotions of a very powerful spirit that make it impossible for them to move on. Other times, they are content to live in the shadows and watch the world change around them. Most commonly, the ghosts of a haunting are simply in denial or unaware that they have died.

All the themes normally found within a ghost story can be found in a haunting. Ghost stories are rife with tales of revenge and regret, murders, suicides, and messages from beyond the grave, so take inspiration from local tales when populating the haunting with characters. While there might be a temptation to make a haunting into a mass battle for the agents to dominate in epic fashion, a haunting should have at least some NPC spirits willing to engage with the characters. Spirits are an excellent source of information, though depending on the nature of the haunting, there might be some sort of price to be paid. If you are looking for inspiration on creating ghostly encounters, "Adventure Hooks", p. 137, could be a good start.

Psychics, ghosts, some cursed, and those with a supernatural origin may find that as they investigate a haunting, they are more susceptible to both the dangers and the clues of the after scream of the trauma of the area. This can occur when the agent manifests an ability of their supernatural nature, such as a psychic manifesting their powers, and the agent re-enters an area affected by the haunting or comes across an area of importance. The after screams of the area or of the controlling intelligence usually manifest in flashes of images, symbolic visions, or dire warnings of the victims. The agent must immediately make a Charisma saving throw with the DC determined by the power of the area (see "Haunting Table", below), suffering the area's threat damage on a failure and half as much on a success. The vision may repeat, giving more details, causing the agent to repeat the save as they uncover more areas under the haunting's control thereby granting additional insights or clues at the cost of damage. Creatures who do not manifest their abilities may still be subjected to the Charisma saving throw but gain advantage, suffering half damage on a failure and none on a success, more a headache or nosebleed and limited to no visions or clues.

Superpossession and Hauntings

Occasionally, a haunting will be controlled by a singular intelligence. Haunted houses are an excellent example of this. A prominent intelligence will control the physical parts of the haunting as if they were its body parts and will often serve as an anchor holding other spirits to the site. This overriding entity is known as a dominant spirit and the site itself as a superpossession. Any spirits within a superpossession controlled by a dominant spirit can use the superpossession to assist in resisting banishment and other similar powers.

A dominant spirit can treat the area of superpossession as its lair. It can alter a number of factors such as locking or opening doors, confusing the senses by having mirrors show reflections to other places, or attempt to harm the intruders by laying traps or attacking through furniture. The dominant spirit always acts on initiative count 20 and is aware of each creature that enters the superpossesion's area. It gains a number of uses of the area's manifestations per Chapter of a Case File equal to the power level of the haunting—refer to the Haunting Table, opposite. Once per Chapter, the dominant spirit can spend uses of manifestations to attempt to harm investigating agents, inflicting 1d8 psychic damage per use spent. A saving throw can be made against the power level's saving throw DC to reduce this to half. Alternatively, the dominant spirit can bide its time and strike once every three Chapters with greater force, gaining an additional 1d8 of damage for each Chapter after the first. As a general rule, the closer the agents get to the source or the truth of the area, the more the entity strikes out.

Effects of a Haunting

When in a haunted place, psychics may expend 1 additional use of their psychic manifestation. However, manifestation in such places can be dangerous for the psychically attuned. When attempting to manifest a psychic ability in such a place, the agent or ally must make the following Intelligence saving throw:

- DC 10 + Power Level of the site

On failure, they take 6 (1d10) + the psychic's Intelligence Modifier psychic damage when attempting to use their psychic

manifestation. The saving throw must be made regardless of success or failure in manifesting the psychic ability.

Ghosts gain additional uses of their manifestation equal to the power level of the area, and wandering ghosts can increase the range on their anchor by 15 ft per power level.

At power levels 4 and 6, Intelligence (Occult) DCs to successfully cast a ritual or rite increase by 2. At power level 7 and 8, the casting DC increases by 3, and at power level 10, the casting DC increases 4. See "Chapter 10: Rituals and Magic", p. 147.

Some areas have psychic auras so intense that even non-psychics feel the effects. The GM may have the agents roll for aura effects or damage at appropriate intervals, such as just having discovered a dangerous relic or a secret message. Having rolled a power level previously on the Power and Stability Table, consult the Haunting Table below. This will give guidance about the sorts of dangers and manifestations agents might face in a haunting, including any damage or effects and saving throws.

HAUNTING TABLE

POWER LEVEL	DESCRIPTION	EXAMPLE MANIFESTATIONS	AURA EFFECTS/ DAMAGE	SAVING THROW DC (WIS OR CHA)
1	Cosmetic weirdness	Items placed on the ground fall over or are turned around. Small objects go missing for 1d6 hours.	—	—
2	Creepy but harmless	Distracting sounds and laughter from random directions.	—	—
3	Irritating when disturbed	Items fall over or are turned around or otherwise move when interacted with. Writing in blood or handprints on glass appears when entering rooms.	Frightened condition for 1d6 minutes	10
4	Dangerous when disturbed	Belligerent ghosts and poltergeists can appear when the site is disturbed by the agents.	Frightened condition for 1d6 minutes plus 4 (1d8) psychic damage	14
5	Irritating without clear disturbance	Items will break or move, writing will appear, and voices can be heard throughout the site.	Frightened condition for 1d8 minutes	13
6	Dangerous without clear disturbance	Belligerent ghosts and poltergeists manifest without agent interaction.	Frightened condition for 1d8 minutes plus (4) 1d8 physic damage	15
7	Life threatening when disturbed	Serious, potentially lethal poltergeist activity, but only when activated through a rite or other method.	5 (1d10) psychic damage	16
8	Life threatening without clear disturbance	Serious, potentially lethal poltergeist activity.	5 (1d10) psychic damage	17
9	Place of profound visions and premonitions	Ghosts from ancient past will take the character on a vision quest.	Overwhelmed: Disadvantage on skill checks for 1d8 minutes	12
10	Place where people come back "different"	Possessing entity will attempt to take over a character.	Charmed for 1d10 minutes plus 5 (1d10) psychic damage	18

Alternative Dimensions

Our universe is not so simple an arrangement as to have only one dimension. It is a scattered affair broken into multiple places, some grand and imposing, some smaller than the tiniest bubble.

What's an Alternative Dimension?

An alternative dimension is a place separated from the mundane world. One where the common rules of reality don't always hold sway and can be subject to tenets which are massively distinct from regular existence. Common rules which might be distinct include such paltry matters as time, gravity, and magical potency. Agents that travel to the Fae realm might discover that even though the sun rises and sets, they do not age. Agents that visit a wizard's demesne must contend with gravity that is exerted along the walls and ceiling, allowing such pleasures as dining on the ceiling and falling through the doorways.

Alternative dimensions have no set size and can be infinite or infinitely small or indeed stretch as required by its inhabitants. This applies to the dimension's portals as well. The entry point can change in size and location or infuriately turn sideways so that approach from only one direction is afforded. Portals might even shift in time allowing for visitors to enter during one epoch and leave in another far stranger one.

Though the following categories are not prescriptive, there are three common types of alternative dimensions: Pocket Dimensions, Thin Places, and Representative Realms.

Pocket Dimensions

While some pocket dimensions are caused through magical activity and demonic pacts, it's unknown what causes others to form. Subsequently, it can be difficult to say whether they are naturally occurring, what restrictions there are on formation, and also deduce any potential detriment to the wider world.

A pocket dimension is a small alternative dimension where magic has cordoned off a part of the universe into a pocket that can be reached through one or more unidirectional portals.

What is known is that pocket dimensions, constructed by some magical effort, seem to have a single fixed doorway connecting it to the world. This doorway can be sealed by the party that controls the dimension, which will reduce it to the regular properties of a physical anchor such as a locked door, closed window, or painting. This seems to be distinct from dimensions without an obvious builder where portals seem to remain open without any particular controller. It may well be that these pocket dimensions are waiting for a visitor to take up the mantle of owner, but what the process for doing this is, is as yet unknown.

Effects of a Pocket Alternate Dimension

Pocket dimensions have widely different rules from the material realm. Magic in particular is prone to expected modifiers dependant on the dimension. Magical attacks include psychic attacks or those granted by a supernatural origin or feat, and it does not include natural weapons.

Thin Places

A thin place is a location where a pair of dimensions are in very close proximity, and transition between the two dimensions is easy without using any obvious portal. In some thin places, simply standing still for an hour is enough to find yourself in another world. In others, the portals are very limited in what they will allow to cross over. Often the two dimensions are very

GM Option: Seizing the Mantle

Unclaimed pocket dimensions can make for a very interesting base of operations for a party of B.P.R.D. agents, and players might wish to seize control of one. If the GM allows it, they may attempt to seize the mantle of owner. Doing this requires there to be no living owner already in existence. There may well be dead or supernatural owners — who can still make use of the dimension should they have the need — but if there is a living mortal owner, the mantle can't be taken. The dimension intuitively knows the state of its current owner and is loyal to that owner. Assuming that the agent wishing to seize the mantle is suitably ambitious to work around the above requirement, they must attune to the dimension.

Attuning to the dimension requires a significant amount of time and knowledge. The agent must possess proficiency in the Occult skill and know or have performed at least three rituals of third level or higher. The hopeful new owner then treats the dimension as if were a level 20 ritual (see "Rituals and Rites", p. 147). For every 5 Doom generated while attempting to gain control of the pocket dimension, a creature or effect from within the pocket dimension attempts to expel the caster of the ritual. Upon completing these requirements, the agent must spend a full week within the pocket dimension. If the pocket dimension has water, fruit trees, or indeed anything edible, then the would-be owner cannot consume anything from outside the dimension during this period.

If the would-be owner survives this week, the dimension will accept the owner as its own. The pocket dimension is the agent's native dimension from that point on. Unless the effect sends them somewhere specific, any effect that would cause the owner to be banished or similarly removed from the physical world will return them here.

EFFECTS OF ALTERNATIVE DIMENSION TABLE

DIMENSION	MODIFIERS
Hell	Magical attacks, such as from rituals, deal an additional 11 (2d10) psychic damage. Rituals that deal radiant damage have their DCs raised by 2. If successfully cast, treat the radiant damage dice as exploding (see p. 120). Doom generated in the area can immediately be spent for the characters to find that yes, out of all the streets, this is the one that somehow their vehicle got towed from, or in other ways have fate conspire against them in minor but frustrating ways.
Fae Realm	Creatures reduced to 0 HP by a magical attack that awaken again are treated as being charmed (see "Conditions", p. 117) by the natural inhabitants of the alternative dimension. Non-Fae creatures that successfully manifest magic can only speak the "word" of the truth until they leave the affected area.
Mythic Russia	Nonmagical attacks deal half damage. Rituals require the caster to sacrifice 1d6 from their maximum HP per level of the ritual. If successfully cast, the ritual is treated as being overcast by a number of successes equal to the ritual's level.
Mythic Deeps	The sirens sing and the dead are uneasy under the waters. Creatures that are reduced to 0 HP have a 1d20 chance to return to life with 1 HP.
The Underworld	Any magical attacks or effect that damages another creature restores half the total damage dealt to the attacking creature. Creatures reduced to 0 HP manifest as wandering ghosts but may be able to return to their bodies if the pocket dimensions controller is removed.

similar in nature with mere cosmetic differences in aesthetics or population, but the dimensions can be wildly different such as a doorway that opens up into Hell.

Thin places are hotspots for the strange and unusual. Experienced agents soon realise that if a reputed thin place is in the proximity of an investigation, it should be checked out despite the flimsiest of connections. As GM, it's always worthwhile adding a little strangeness to such sites. Examples of dangerous occurrences in thin places appear in the Thin Place Dangers Table on the previous page.

FINDING AND USING A THIN PLACE

Thin places are usually tied to local folklore, so finding where one should be is often as simple as asking local practitioners or folklore groups. Thin places can also be found by spending a number of points of Ingenuity on the Investigation Sheet (see table below). Alternatively, an extended skill check requiring 5 successes before 5 failures at DC 13 would be adequate for finding the physical place, though determining the rules that govern is substantially more difficult. Once located, there may be additional requirements to gain entry.

THIN PLACE DANGERS TABLE

POWER LEVEL	MODIFIERS
1	Orbs of light float around the character with the lowest Charisma, illuminating them for 1d3 rounds. Shadows bend and stretch towards the nearest portal. A second sun appears in the sky.
2	A denizen of the near realm makes contact in some odd and distracting manner. All terrain features lengthen, growing jagged and menacing. Speaking animals warn the characters to flee.
3	Nearby flowers bloom out of season with pungent aromas, causing characters to cough and splutter, and the ground cracks and crumbles underfoot.
4-8	A shift in the landscape causes a character to fall onto jagged rocks, red hot rocks, or other similar danger. Dangerous creatures emerge from behind a large rock or tree and harass the characters.
9-10	The thin place opens up into a grand vista, which stuns the senses and makes it difficult to turn away. Characters must make a DC 15 Wisdom saving throw or be transfixed (treat as paralyzed, see "Conditions", p. 117) for 1 minute. They can repeat the save at the end of their turn. Success grants advantage on further saves against the same source of this effect.

THIN PLACE ENTRY TABLE

INVESTIGATION SHEET REQ'T	ENTRY EXAMPLE	MECHANICAL REQUIREMENT	MECHANICAL REQUIREMENT
2	**Simple:** Walk into a cave, walk around a tree, etc.	None.	Find the location and actively engage with it.
3	**Confusing:** Leave a cave walking in an anticlockwise spiral without tripping.	A group ability check, where the DC equals 18 - team's average level, subtracting 1 per point of Ingenuity spent from Investigation Sheet.	Requiring the team to rule out the options of how to gain entry by Investigating what happens when they walk in a spiral, or a feat of Acrobatics to avoid tripping on the uneven rock.
4	**Complex:** Keeping a bell silent in your hand, you must walk backwards around the site.	Simple extended DC 12+ skill check with 3 successes before 3 failures .	Locating a hidden entrance inside a secret room. Find the true resting place of the baron's third cousin.
6	**Ludicrous:** The supplicant must squeeze through the middle of a hollowed stone whilst chanting, then close their eyes once halfway through and squeeze the juice of a lemon into their mouth. The ceremony changes based on the time of day.	Prolonged research to determine rules which must be performed in exacting standards. Complex extended DC 15+ skill check with 5 successes before 2 failures.	Requiring the team to enter with the decedent of the original builder and owner, at dusk on a Tuesday carrying an iron horseshoe.

REPRESENTATIVE REALMS

There are some places that can only be reached by very special individuals or, indeed, their souls. These are not separate dimensions as such but overlays of the world where sight is replaced by more metaphysical senses. These realms offer a more representative state, where the masks that creatures don are cast aside, and their souls are more cleanly discernible.

These realms include the spiritual realm, where demons can be fought and ancestors can be sought, and astral space, where vast distances can be crossed in the blink of an eye and dreams can be encountered. Each realm has a requirement for gaining access. Only characters that fulfil this requirement can enter.

PORTAL REQUIREMENTS

Gaining access to other realms on a regular basis is a weird and often mind-bending experience. If an agent fulfils the in-game requirement to gain knowledge on how to accomplish this, refer to the Portal Feat under "Weird Feats", p. 72.

SITES OF POWER

A site of power is a place where the natural energies of the universe gather. While they can be strange, isolated places, they are just as often well-known places that even the least powerful magicians can find. It is not uncommon for powerful or dangerous sites to be fenced off by the powers that be, with signs claiming a site is a national security area, health warnings about infectious disease, or even just signs indicating private property. Often, even if the local government has little understanding of the occult, they will be more than happy to file a site of power in the too hard basket and take the most direct and simplest route to avoiding any additional paperwork dealing with the matter.

It's not entirely understood why magic is found in abundance in these sites. While many practitioners will point to a local ley line or megalith and hold it to blame for the energies, this could well be akin to blaming an electricity pylon for the current it carries. What is understood is that these sites have a lot of variation — not just in power, but in the magics that they favour and the times of year that this favour might alter.

EFFECTS OF A SITE OF POWER

Sites of power amplify magical effects. When magic that aligns with the site is cast, such as necromancy in graveyards or healing in holy sites, the site will aid in a number of ways. First, the site acts as a willing participant in the casting, with a caster level equal to three times its rating (see "Cabal Casting", p. 149). Second, the power of the site increases the difficulty of any saving throw or ability checks made to resist the spell. Third,

if the spell is a ritual requiring multiple successes, the site can match a number of successes equal to its rating. This can dramatically shorten a ritual, especially if cast as a cabal.

Sites of power are unique in that they can roughly be divided into three types of sites: sites of positive energy that grant boons to the agents, those that provide banes, and those that may offer some boons and some banes. For most sites, you may assign a number between 1 and 5. For each level, assign your site of power a boon or bane. You may roll on the Sites of Power Effects Table or assign abilities that make sense for your site. When deciding how magical and powerful your site is, consider its history, size, and current state. A small circle of stones in a farmer's field would warrant a level 1 site, while Stonehenge would be a level 5.

You may well decide that specific sites offer even more benefits, which may or may not be quantifiable in so simple a manner. For example, you decide that the connection between Hecate and Giurescu was so powerful that even in the castle's current state, it is still a powerful place for undead seeking shelter. If the undead rest under its broken stones, they will awaken that night more rejuvenated than normal and will have advantage on all checks till dawn, at which point they will need to find alternate accommodation or face disadvantage for a similar time.



SITES OF POWER EFFECTS TABLE

D10	REASON
1	Add 1d4 radiant damage to agents' damage rolls.
2	Agents don't add their proficiency modifier on attack rolls to hit.
3	Increase the Ingenuity range by 1. (Ingenuity is generated on a 9 or 10, instead of 10.)
4	Agents gain advantage on Wisdom and Charisma saving throws.
5	Add 1d4 psychic damage to attacks against agents.
6	Unstable ground means all movement is made as though being made through difficult terrain.
7	Increase the Doom range by 1. (Doom is generated on a 1 or 2, instead of 1.)
8	Agents gain disadvantage on Wisdom and Charisma saving throws.
9	Agents gain advantage on attack rolls during their first round of combat.
10	Darkness. Reduce the level of illumination by one degree, even in daylight.

Chapter 10: Rituals and Magic

Magic

Magic in the Hellboy universe is referred to as folklore magic. It is a pervasive force of nature that can be called upon by any creature with sufficient willpower or training. That being said, being born into the world of witches and curses certainly makes it easier on all concerned. The archive is inconclusive, but there are recorded instances of agents being able to utilise the rituals and magics that the creatures and cultists usually use to further their goals to reverse the damage.

Rituals can take anywhere from a few minutes to hours of painstaking work. Agents mostly encounter rituals being performed when in their final stages or post resolution, when they must then reverse a ritual's damage or contain a creature it has unleashed.

Most creatures that the agents encounter are either from another plane of existence, are manifested through magic, or are steeped in magic to the point that it is second nature to them. As such, unlike agents and most mortals from Earth, most Fae, demons, ghosts, and spirits can use magic at will with little to no preparation. There are then those creatures' favoured servants such as Rasputin who have spent lifetimes studying and perfecting how to channel and call upon magic and bend it to their will. It is unsurprising then that either through practice, artefacts, or the favour of creatures of other dimensions that these favoured servants can also summon the power of magic to their aid with little more than a flick of their wrist.

Occasionally, agents might stumble across something like a tome with a sacred chant inscribed on the questionable parchment pages. More often, they'll find an altar or sacred vessel while heading elsewhere and must read through the ritual while the creature it summoned takes an overly friendly curiosity in the tastiness of their internal organs. As such, agents have to make do and overcome each challenge as it arises.

In this section you will find:

- **RITUALS AND RITES:** A guide on how agents can use magic in the world of Hellboy and how the creatures of darkness wield it as a weapon.
- **ARCHIVE ITEM #775-211 EXPANDED GRIMOIRE:** Premade rituals for both creatures and agents to use.
- **DARK RITUALS:** Guidance and premade rituals for GMs to use to summon unimageable horrors into the world.

Rituals and Rites

Rituals is the term *Hellboy: The RPG* uses for spell-like effects that the agents can come across during their investigations and learn from accessing artefacts and reports in the archive. There are premade examples of rituals included as is the method for GMs to construct their own for both lesser servants of the great conspiracies to throw against the agents and for the agents to discover in game.

Rites are a subset of rituals. Rite simply means the ritual can be done in a short amount of time and can be left partially finished and completed as the need arises. Warding circles for example are often left near complete until the creature that needs to be contained is lured within its confines.

Performing a Ritual

To perform a ritual, the practitioner, ritualist, or agent will require all of the items listed under components section of the ritual description. Some of these components are consumed as part of the ritual and will need replacing before the ritual can be attempted again. Components may include how many people are required to conduct the ritual. In addition, if the ritualist does not know the ritual or have it memorised, they will require the tome or artefact that contains the ritual to be at hand during the casting.

Once the components have been gathered, the ritualist can begin the ritual. To do so the ritualist makes an Intelligence (Occult) check where the DC equals 10 + the ritual's level. On a success, they begin channelling the magic as intended. On a failure, the ritualist recites meaningless noise and nothing happens. They can attempt the ritual again on their turn; however, they generate a point of Doom for each additional attempt.

Once a ritualist begins to channel the magic, they can use an action on each of their turns to sustain focus on the ritual, allowing progress to continue towards completing it. On their turn, the ritualist makes a Charisma check, rolling a number of d10 equal to their proficiency bonus for Ingenuity and Doom where the DC equals 10 + ritual's level. To complete the ritual, the ritualist needs a number of successes or points of either Ingenuity and Doom equal to the ritual's level. For example, for a 4th level ritual, the ritualist can channel for four rounds, and, if successful on their Charisma check four times, cast the ritual. Alternatively, if they fail their first Charisma check but generate 2 points of Ingenuity and 1 Doom, they can choose to use them to provide three out of the four successes they need to cast the ritual next round. Once the ritualist has the desired number of successes, they can cast the ritual at the end of their turn. If they wish, they can continue to channel to overcast the ritual, adding additional effects listed in the ritual's description. Usually, this allows for additional damage or targeting additional creatures.

Example Ritual Casting

Your 5th level agent is attempting to perform a level 5 ritual. You attempt an Intelligence (Occult) check with a DC of 15 (10 plus the ritual's level of 5) and succeed, so you immediately roll a Charisma check with 3d10 (with their proficiency of +3) for Ingenuity and Doom. The DC for the Charisma check is 15 (10 + the ritual's level). You roll a 16, which is a success and generate 1 point of Ingenuity and 1 point of Doom as part of the roll. You choose to use the point of Ingenuity and, given the proximity of the giant frog monster, to also use the point of Doom. So in total on the first roll, you have 3 successes, one from the Charisma check and one each from the point of Ingenuity and Doom. On your next turn, you repeat the Charisma check rolling 3d10 again as well. This time, you fail the Charisma check but generate 2 points of Doom. You choose to use these points of Doom, which puts you at 5 successes and allows your agent to cast the ritual at the end of their turn. Given Doom was the primary method of powering the ritual however, you will have to roll on the "Ritual Complications Table", p. 151.



Powering with Ingenuity and Doom

If a ritual is powered primarily by Doom, consult the Ritual Complications Table. Alternatively, you may suffer backlash in the form of the spell also targeting the ritualist. Doom used to power a ritual, once cast, is not discarded but given to the GM. Ingenuity powering a ritual is likely to cause the ritual to take effect quicker and avoid complications. If a ritual is powered primarily by Ingenuity, once the ritual is cast, the ritualist gains a number of points of Ingenuity equal to half the ritual's level.

Once a ritualist has cast a total level of rituals equal to their level, they generate Doom on 1 additional step (instead of on a roll of 1, a roll of 1 or 2) for each ritual they cast. This only resets when the agent returns to base. So for example, at 5th level, an agent can either cast a level 2 and a level 3 ritual or overcast a level 3 ritual by 2 levels before they begin to generate Doom on additional steps. Only Ingenuity and Doom generated while channelling can be used to power the ritual. Ingenuity stored can be used to aid in sustaining focus or boosting the Charisma check as normal.

Why do they generate more Doom?

As an agent continues to call upon the folklore magic, they become more susceptible to the random chances and coincidences that make up many fairy tales. Having called upon the power of folklore, they often find that they start to pay a price

for that power. This can take many forms but primarily they find that they are just increasingly unlucky. In addition, channelling magic and the willpower required is very draining, and agents find that the more they exert themselves by completing rituals, the more things slip past them, and the minor opportunity for inspiration to strike passes them by. If an agent wishes to push through, they can continue to perform rituals despite this, but they will rapidly find that generating Doom often causes as many problems as the ritual solves.

Optional Rule: Plug and Play

Under this rule the agents have a number of levels of ritual they can cast. The number of ritual levels is equal to the agent's total level + half their total level, rounding up. On their turn, an agent can add up to half their proficiency bonus towards the total number required by the ritual. To do so requires the agent to expend their action while reciting the ritual from the tome by succeeding on a DC 12 + ritual level Intelligence (Occult) check. Agents regain all ritual successes when they return to base.

Cabal Casting

Ritualist who employ cabal or covens of fellow practitioners to aid them find that they are able to attempt larger rituals or achieve greater results with less effort for smaller rituals.

To aid the ritualist, an agent must be within 15 ft of the ritualist and the components. The agent wishing to aid the ritual can spend its action to attempt the same Charisma check that the ritualist is undertaking. If those aiding succeed, the ritualist can add 1 success to the ritual.

Aiding in a ritual via cabal casting causes the total level of the ritual to be reduced by the number of those aiding the ritual when calculating how many ritual levels the agent has cast.

Alternatively, when attempting more complex rituals, the ritualist can instead subtract the number of those aiding them from the ritual's level when calculating the DCs for the Intelligence (Occult) or Charisma channelling check.

For NPCs

NPCs, such as witches or cultists, casting a ritual roll a channelling check for the primary caster and add a number of successes equal to half the number of other casters (rounded down).

If an NPC is aiding a PC in performing a ritual, the primary caster can either use their Charisma modifier, or roll additional d10s as part of the channelling checks equal to the NPC's number of rituals known or Charisma modifier (whichever is higher).

Rites

Rituals with the rite designation can be left partly finished and completed later. The most common examples of this are warding circles where the ritualist primes the circle but waits until the creature they are attempting to contain is successfully lured into the circle before the ritual is complete. While you may finish a rite at any time, rites lose a stored success at a rate of the rite's level in hours. So for example if a level 4 rite is left with 3 out of the required 4 successes for 4 hours, it would lose a success. The same ritualist does not need to complete the ritual. Anyone can finish the rite provided they know it or have access to the ritual.

Altering Rituals

Though a ritual is written or inscribed a certain way as part of channelling forth the power, a ritualist can attempt to adjust the flow of the magic to better suit their needs. To do so, the ritualist uses their bonus action and makes a Charisma saving throw with a DC equal to 12 + the ritual's level. On a failure, in addition to not being able to alter the ritual, the ritualist suffers backlash equal to twice the ritual's level in damage. If successful, when the ritual is complete, the ritualist can apply one of the following features from the list opposite.

Types of Rituals

ABHORRENT: The rituals that are best left forgotten as they invite in bizarre entities from beyond the stars.

DIVINE (RESTORATION AND ADJURATION): Rites and rituals of faith that allow the ritualist to gain the power to strike back against the servants of darkness. The GM can allow a creature or agent to replace the Intelligence (Occult) check with an Intelligence (Religion) check to begin the ritual.

ELEMENTAL (EVOCATION): Rituals that empower the mundane world and allow the ritualist to turn their power to their own ends.

NECROMANCY: Rituals that interfere with the dead and the vitality of the living.

SUMMONING (CONJURATION): Rituals that allow the caster to access creatures and power from other places and dimensions.

TRICKERY (ILLUSIONS): The rituals that allows the caster to alter the perceptions of reality or memory.

- Cause the ritual to target one additional creature in range.
- Cause the ritual to target the same creature twice if it already targets multiple creatures.
- Add one extra die to either a damage or healing roll.
- Cause the targeted creatures to be knocked prone if they fail the save forced by the ritual.
- Increase the ritual's range by 5 ft times your Charisma modifier.

You can modify a ritual a number of times equal to your Charisma modifier.

Ritual Saving Throw DCs

Resisting the power of ritual is combination of the will of the caster and the power of the incantation of the ritual itself. If a ritual requires a saving throw against the effect of the ritual, use the formula below to calculate the DC:

- DC 8 + the ritual's level + the ritualist's Charisma modifier

NOTE: The ritual's level equates to the level the ritual has been cast at, which may be higher than the ritual's base level.

Learning a Ritual

In order to learn or memorise a ritual, the caster must be able to study the artefact or tome that contains the rituals details for a number of hours equal to the ritual's level. At the end of the time of study, the caster can attempt an Intelligence (Occult) check where the DC equals 8 + the ritual's level. On a success, they have memorised the ritual and can perform it with the components without requiring access to the artefact or tome containing the ritual. Agents can memorise a number of rituals equal to their Intelligence modifier.

A memorised ritual grants the agent advantage on both the Occult check to begin the ritual and on the Charisma channelling check when performing the ritual. A memorised ritual can be performed normally without access to the details of the ritual but it will still require all listed components. Agents can only memorise up to level 10 rituals. Level 11 or higher rituals are so complex that agents require additional help through the artefact or tome.

Resisting Magic

Resisting magic requires the target to overpower the primordial force by overcoming the will that drives it. As such the most assured way to resist magic is other more powerful magic, such as talismans or sigils. In the field, agents find that dodging out of the way of the magical projectile does truly little, but resisting the will behind it often has more affect in limiting the damage.

Power of Rituals

Some creatures can only be harmed by the magical power invoked through rituals. Others find that their supernatural abilities are suppressed, opening them up to more mundane means of harm. A few creatures that cannot truly die can be constrained, bound, or banished via rituals, and certain rituals allow the caster to gain exceptional powers or destructive force that obeys only their will. Rituals are partly rare because of the great effort and danger in finding and recording the components that work and the effect but also the paranoia of the ritualists who create them. They fear that once the ritual is recorded, another will usurp them and claim their reward.

Ritual Complications

If the amount of Doom used to power a ritual exceeds any other source, such as Ingenuity or successes on the Charisma check, the GM may elect to roll on the Ritual Complications Table instead of implementing the Doom complication listed with the ritual. For each point of Doom generated roll once and the GM selects the result. If the majority of successes were Doom roll a number of times equal to the rituals level and apply all non-duplicated results.

Botched Casting

If a creature casting a ritual fails the Intelligence (Occult) check, the GM can spend 1 point of Doom to roll on the Minor Botched Casting Table. If the creature also generates Doom or rolls a natural 1 on the ability check, roll once on the Major Botched Casting Table or twice on the Minor Botched Casting Table.

Or if any of the channelling attempts does not generate any successes, the GM can spend 3 points of Doom to roll on the Minor Botched Casting Table, 4 Doom to roll on the Major Botched Casting Table, or 6 Doom to roll on the True Calamity Table.

If a player rolls a natural 1 on the channelling check and generates any Doom, the GM can spend any Doom generated but not used to power the ritual immediately to roll on the Minor Botched Casting Table for 1 point, the Major Botched Casting Table for 2 points, and the True Calamity table for 4 points.

It is recommended that a GM only roll on the True Calamity Table for epic level rituals (10th level or higher) as there is a very real possibility of instantly killing those involved in the ritual.

RITUAL COMPLICATIONS TABLE

D10	EFFECT
1	**As Foretold.** In addition to its effect, the ritual awoken, summoned, or weakened the wards binding an entity. The entity has a CR equal to twice the level of the ritual. It knows your name and can as an action look through your eyes.
2	**A Life Not Lived.** You age 1d12 + 5 years.
3	**Haste.** You can take an additional action on your turn for 1 minute, after which you gain 1 level of exhaustion.
4	**Hollow.** The channelling leaves you hollow and unable to smile or laugh for 1d10 weeks.
5	**Unseen Power.** The ritual erupts, dealing 22 (5d8) psychic damage to all creatures within 30 ft of the ritualist. The ritualist must immediately make an Intelligence saving throw against the ritual's DC. On a failure, they suffer 17 (5d6) cold damage and are frightened of the tome or artefact that contains the ritual for 1d12 days.
6	**Slowed.** You can only take one action or a bonus action for the next 1 minute, your speed is halved, and you have minus 2 to your AC. Creatures within 20 ft of the ritual must immediately succeed on a DC 12 Wisdom saving throw or also be slowed in this way.
7	**Lucky.** The ritual ends with no adverse effects, and the components are not consumed. The ritual does not take effect.
8	**Price Payed.** You mutate. Roll once on the "Enkeladite Mutations Table", p.177.
9	**Visions.** You are wracked by vision of the creatures and dimensions whose power you were calling upon. You must immediately make a DC 15 Intelligence saving throw. You suffer 21 (6d6) psychic damage on a failure and half as much on a success. The visions torment your mind, and for the next 1d6 weeks you have nightmares relating to what you have seen.
10	**The Dark between the Stars.** Momentarily leaving your body, you are exposed to the unending void before being cruelly ripped back into your frail form. Immediately make a DC 20 Intelligence saving throw. On a failure, you are rendered catatonic. You can repeat the saving throw at the end of your turn. On success, you can either complete the ritual as normal but suffer a botched casting result, or attempt to end the ritual and remain unable to aid or take part in any rituals for 1d6 Case Files.

MINOR BOTCHED CASTING TABLE

D10	EFFECT
1	You see tiny bugs scurrying across the flesh of every creature you can see for the next 1d10 hours. As long as you are not blinded and your eyes are open, you generate Doom on 1 additional step.
2	You permanently forget and are unable to relearn a simple fact or piece of information, such as how to tie your shoelaces, the name of your first love, or the critical clue you discovered in this tome.
3	You become obsessed with the artefact that contains the ritual you attempted to cast. It cannot leave your sight without you becoming anxious. You can attempt a DC 12 Wisdom saving throw to allow another creature to hold or move the artefact for one chapter. You are drawn back to the artefact and will put yourself in danger to keep it safe. This lasts until the end of the Case File. At the end of the Case File, the GM can spend 3 points of Doom to prolong it for 1d6 chapters of the next casefile.
4	You become frightened of the artefact which contains the ritual for 1d10 minutes as you feel the cold hand of the original author reaching out to grasp you. (See "Conditions", p. 117).
5	You become delusional for 1d6 minutes. The nature of the delusion is determined by the GM and the qualities of the ritual and artefact ranging from seeing fiery angels attempting to burn you alive to seeing every member of your team as possessed.
6	You generate a number of points of Doom equal to your Charisma modifier (minimum 1).
7	You can only speak the language that the ritual was written in until you successfully cast it.
8	You become invisible to creatures that are not in service to the Grand Conspiracy. This effect ends after you begin performing a ritual.
9	You cannot regain HP until you complete a ritual.
10	You fall asleep until awoken by taking any damage or a creature expends their action to awaken you. When you awaken, you suffer 1 level of exhaustion. If you are already performing a ritual, you instead suffer 1 level of exhaustion.

MAJOR BOTCHED CASTING TABLE

D6	EFFECT
1	Roll once on the "Enkaldos Mutations Table", p. 177. Whenever you attempt to perform a ritual, you generate Doom on one additional step.
2	Permanently reduce a random ability score by 1d4.
3	You gain disadvantage on all Wisdom or Charisma saving throws as your mind remains open to the horrors of magic.
4	You become saturated with the echoes of the power contained within the ritual or artefact. Until you return to base, you switch the number you generate Ingenuity and Doom on. Ingenuity you spend is also granted to the GM as Doom.
5	You suffer the ritual's level in d6s as psychic damage. You may attempt an Intelligence saving throw against the ritual's DC to take half damage on a success, but that ends the ritual and you cannot attempt it again until you have taken time.
6	You permanently lose 1d3 Hit Dice. Roll the number of Hit Dice lost and reduce your HP maximum by the amount rolled. This effect cannot be undone.



TRUE CALAMITY TABLE

D4	REASON
1	**Explosion.** The ritual explodes in a spectacular fashion. All creatures within 10 ft times the ritual's level must immediately make a Charisma saving throw against the ritual's DC, suffering the ritual's level in d8s in necrotic damage and reducing their maximum hit points by half as much damage suffered on a failure. On a success, they suffer the damage, but their maximum hit points are not reduced.
2	**"MY EYES!"** You are permanently blinded. If you are already blinded, you become deafened. If you are already deafened, you become mute. As this a magical effect, you may attempt to reverse it via ritual.
3	**Glorious Purpose.** The ritualist's mind is replaced with that of a malicious creature such as a Fae, demon, aberration, or ghost. The player may allow the GM to take over control of their agent as they begin to work towards the new goal of the entity. This rarely includes aiding the B.P.R.D. without a high price as an alliance of connivance. Alternatively, the player continues to use their agent. Every time the player spends Ingenuity, it is given to the GM as Doom. The character has a new drive, which is an end goal set by the GM—normally to unleash a greater creature or gain a certain amount of souls through contracts and similar—at the end of which the agent is likely to be consumed as the entity leaves them. Creatures of the same type can detect the foreign entity as a kindred spirit if the replaced agent wishes it. Otherwise they appear to be an agent as they were. Those close to the agent over time with begin to realise how "different" they are, but with what all agents face, it would effect anyone eventually, right?
4	**"My Skin Is Not My Own"** the ritualists skin begins to writhe as over the course of 1 combat round, they split into several writhing entities which form into either a number of creatures with combined CR of the Ritualists CR/Level or one creature with a CR twice of the Ritualists level/CR. This occurs at the end of the ritual.

Chapter 10: Rituals and Magic

Rituals

The rituals present in this section are a small selection of the known rituals in the Hellboy universe. Consider modifying the context or effect of the ritual to fit the needs of the Case File. For example, Awaken Dead normally requires a corpse, but the agents may find within a psychic's library a version of the ritual that allows them to awaken a spirit to communicate with them.

If a ritual deals damage, the average damage is supplied when a creature or NPC performs the ritual. Otherwise, the agents roll damage as normal.

Optional Rule: Levels of Failure

Under this optional rule, if a creature fails a saving throw, for each set of 5 points they failed by, they suffer an additional damage dice from the effect of the ritual. For example, an agent fighting a witch gets a total of 8 on a Charisma save against the witch's ritual, which has a DC of 13. In addition to the intended effect of the ritual, this results in the agent suffering 1 additional damage dice as they failed to withstand the magic to such an extent that they are more suspectable to it. This rule applies for every agent, NPC, and creature. Ultimately, it causes magic to retain the feeling of not being a zero-sum exercise and provides failing spectacularly with a backing within the mechanics of the game.

Similarly, GMs may wish to consider applying the same to successes against magic. Though it is possible, it is not recommended as magic in the Hellboy universe is rarely that kind, and it runs the risk of the effort put into performing ritual being negated by good dice rolls.

Constructing Your Own Rituals

Rituals are unique. Often a ritual that will affect the ghost haunting its former home doesn't affect free spirits or other paranormal entities. The ritual level is determined by three factors.

Damage

When calculating the damage for a ritual, follow the below guidance:

- If the ritual targets a single creature, then the ritual deals 9 (2d8) damage at 1st level. If the ritual targets all creatures in an area, it inflicts 7 (2d6) damage as a level 1 ritual.

- If the ritual does target creatures in an area, for each range increment of 10 ft past an initial 10 ft, increase the level by 1.

- Without increasing the ritual's level, you can increase the ritual's range or damage by allowing a saving throw against the ritual's DC. This means a creature that succeeds suffers only half damage and is not subjected to any additional effects. The type of saving throw is determined by the type of effect. If it is against a mental assault, you will typically include a Wisdom or Intelligence saving throw. Against a physical malformation, use a Constitution saving throw, and against the creature's willpower, use a Charisma saving throw.

  A ritual's range can be increased by 5 ft for each level of the ritual. Alternatively, all damage dice for the ritual can be increased by one die type. For instance, if the spell targets a single creature for 2d8 damage, the dice can be increased to 2d10. If the spell targets multiple creatures for 2d6 damage, you can increase the damage dice to 2d8.

- If a ritual's damage is elemental in nature, such as fire, acid, cold, thunder, lightning, or cold damage, and a saving throw has been included, then a single additional damage die can be added. This does not increase the ritual's level.

Duration

If the ritual does not end the round it was cast, increase the level by 1 for each additional round or minute (if it is non-damaging) it can persist if the ritualist sustains focus on the ritual.

Other Effects

If the ritual causes the target to suffer a condition or remove a condition, the level is increased by 1 for each condition it causes or removes.

Causing or removing the stunned, unconscious, or paralyzed conditions increases the ritual's level by 3 each.

Increasing a creature's speed or granting it a fly speed increases the ritual's level by 1 for each 10 ft of movement or flight.

Causing a creature to become invisible or causing a creature to have attacks against it gain advantage increases the ritual's level by 2 for each effect.

NOTE FROM PERSONNEL: B.P.R.D. insurance and employment protection does not include travel to other dimensions. However, if the B.P.R.D is still in operation upon your return, your employment contract will be honoured.



Note from Hellboy. I HATE magic.

Archive Item #775-211 Expanded Grimoire

ARMS OF OGDRU EB
RITUAL LEVEL: 10

Squirming, ebony tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain. A creature entering the affected area for the first time on a turn or starting its turn there must succeed on a Dexterity saving throw or take 10 (3d6) bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is already restrained by the tentacles takes 10 (3d6) bludgeoning damage. A creature restrained by the tentacles can use its action to make a Strength or Dexterity saving throw (its choice) against the ritual's saving throw DC. On a success, it frees itself.

OVERCAST EFFECT: Increase the damage dealt by the tentacles by 3 (1d6) per additional success.

DOOM COMPLICATIONS: A tentacle reaches out for you.

AURA READING
RITUAL LEVEL: 3

Through momentarily placing yourself in the dream dimension, you see the residual power that permeates through creatures as well as their emotional state. You also learn if creatures within 10 ft of you have supernatural abilities, violent thoughts or intent, and/or are under the effect of a supernatural entity.

OVERCAST EFFECT: You can increase the range of the effect by 5 ft for every additional success.

DOOM COMPLICATION: You get a false reading.

AVENGER
RITUAL LEVEL: 3 (Rite)

You summon forth the divine energies of the righteous and imbue a weapon with the power to strike out at the spectral and the profane. The weapon takes on a slight golden glow as the radiant energy permeates through it.

You imbue a melee weapon to deal 3d8 additional radiant damage for the next 10 minutes.

OVERCAST EFFECT: For 5 additional successes, demons or undead struck by the weapon must make a DC 12 Wisdom saving throw or be stunned until the start of its next turn.

DOOM COMPLICATION: The weapon's power drives the user to seek out the immoral and the unjust. The wielder must make a DC 12 Charisma saving throw or see every immoral, questionable, or less than just action as akin to summoning a demon.

AWAKEN THE DEAD
RITUAL LEVEL: 6

COMPONENTS: Religious iconography and a flask of dirt from the creature's grave. The flask must be broken over the creature to end the ritual.

In a sickly display, the corpse's head contorts and begins to cough as its eyes open. It begins to speak, perhaps for the first time in centuries.

You awaken a corpse that has been dead for no longer than 250 years and who's soul has not been consumed by any creature. The corpse knows the languages it knew in life. You and the creature can also understand each other. You can ask the corpse any number of questions, causing it to answer as truthfully as it would in life. When the ritual ends, the corpse returns to its previous state. Most of the time. The corpse cannot move while animated in this way.

OVERCAST EFFECT: None.

DOOM COMPLICATION: The corpse awakens with a desire to lure you to the fate that caused its untimely death. Alternatively, if a ghost or spirit is operating in the area, it can possess the corpse at will and, see, hear, and speak through it.



BANISH

RITUAL LEVEL: 5 + the CR of the Target Creature

By using the residual magic permeating creatures that have been summoned to the physical dimension, you force the creature to return to its dimension of origin. The result usually manifests as a small tear that, inexorably pulls in the creature and anything else native to the dimension. Often, finding the anchor used to summon a creature causes this ritual to become easier, but that in it of itself can be a difficult undertaking.

The targeted creature must be present and in a circle. For each round that the caster sustains the ritual over the target number of successes, the affected creature must make a Charisma saving throw, becoming banished back to its natural dimension on a failure or remaining on a success.

OVERCAST EFFECT: Increase the time the targeted creature spends banished by 1 hour for each additional success.

DOOM COMPLICATION: When the creature returns, it gains advantage on the saving throw against this ritual or advantage on attack rolls against the ritualist.

BIND

RITUAL LEVEL: 6 + CR of Target Creature (Rite)

Using your will and the glyphs inscribed on the surrounding area or the vessel intended for an entity to temporarily inhabit, you attempt to cause it to obey your commands. The binding is usually violent, causing convulsions and rage within the entity.

Once this temporary ritual is successful, you can sustain focus on maintaining the binding. While sustained, the affected creature complies with all instructions given by you. When sustained focus is dropped, the bound creature becomes hostile to you, and the level required to bind it again doubles.

OVERCAST EFFECT: For each additional 6 successes, the required level of the ritual to bind the creature again is not doubled.

DOOM COMPLICATION: The creature learns the ritualist's name and can track them.

BLINDING LIGHT

RITUAL LEVEL: 5

Whether a blinding holy white light or a more insidious flash of smoke and infernal black and red, the ritualist sends out a light bright enough to blind all those foolish enough to gaze upon it. Those who have witnessed the light often find that, as their vision returns and they blink away the pain, they see flashes of spectral hands reaching out from the light.

The ritualist nominates a point within 20 ft of them and an instantaneous flash of light radiates out in a sphere. All creatures within 60 ft of this point not including the caster must immediately make a Charisma saving throw against the ritual's saving throw DC, becoming blinded for 1 minute on a failure. On a success, the creature suffers disadvantage on all attack rolls that rely on sight while looking in the direction of the light. All darkness within range of the light is dispelled for the duration. Creatures who are blinded by this ritual can repeat the saving throw at the end of their turn.

OVERCAST EFFECT: Increase the duration of the light from instantaneous to 1 round per additional 2 successes.

DOOM COMPLICATION: The light burns so brightly that the ritualist is assumed to fail the saving throw even if they cannot see the light.

BOIL

RITUAL LEVEL: 4

A favourite of particularly sadistic witch covens, this ritual causes the blood to boil inside the target, if the creature does not have blood, it finds its mind under intense pressure as if was being held in a fire. Though there are no physical marks of burning, it is only when the ritual has run its course that the evidence of the heat begins to manifest, at which point the victim is often fit only for the morgue.

You select a creature you can see. As its insides begin to boil, the creature must make a Constitution saving throw or suffer 16 (3d10) fire damage on a failure and half as much on a success.

OVERCAST EFFECT: Increase the damage by 5 (1d10) for each 2 additional successes.

DOOM COMPLICATION: The pressure and pain of the those affected drives them into a rage, granting them advantage on attack rolls and resistance to bludgeoning and slashing damage until the start of their next turn.

CHAPERONE

RITUAL LEVEL: 5

Similar to some magical medallions, the ritualist wards a creature against the magic and invasion by certain types of threats. When threatened by a creature they are warded against, the

creature's wards sing in a single high-pitched note.

Pick one of the following: Fae, undead, or demons. The targeted creature gains advantage against becoming possessed and magical effects cast by creatures of the selected type.

OVERCAST EFFECT: For each additional 5 successes, you can target another creature or select another type of creature to ward against.

DOOM COMPLICATION: Creatures not of the nominated type gain advantage against the one being warded. Creatures of the nominated type can sense when the one being warded is within 60 ft.

CLEANSING

RITUAL LEVEL: 3 + the Level of the Curse or Ritual Active on the Target

Rather than trying to find the traditional resolution to the curse, you simply attempt to overpower the will of the creature who laid the curse down in the first place. It is inaccurate and dangerous but effective. However, some curses can only be broken by the creature that performed them, or by using their blood.

You remove 1 curse active on the target. If targeting a creature with the cursed origin, this deals radiant damage equal to twice their level or CR at the start of their turn until the ritual is ended.

OVERCAST EFFECT: Increase the level of ritual the cleansing overcomes.

DOOM COMPLICATION: The target creature finds the cleansing painful and suffers an injury during the course of the ritual.

CLOUD MEMORY

RITUAL LEVEL: 15

COMPONENTS: Lock of Hair, Toenail Clippings, or Similar Part of the Target Creature.

Some rituals can block a creature's passage through an area. Instead, you turn the power to an individual's mind and pluck at their interwoven memories, altering and clouding them at will.

Once completed, you may cloud, replace, or remove a memory the target creature has. The memory length can be up to the course of a day. The target creature can make a Wisdom saving throw each dawn against the ritual DC, regaining the original memory on a success. To remember a clouded memory, the creature makes the saving throw at disadvantage.

OVERCAST EFFECT: For each 5 or more additional successes, the target has another memory altered, removed, or clouded.

DOOM COMPLICATION: The ritualist has one of their own memories similarly altered, clouded, or forgotten. Alternatively, the ritualist leaves a clue behind in their subject such as a shadow in a mirror that depicts the ritualist.

DESTRUCTIVE WAVE

RITUAL LEVEL: 6

You unleash a shockwave akin to a small storm focused on a modest area. The wave of destruction wreaks havoc on buildings and objects and causes great harm to any creature unlucky to be caught in it, with lightning and cracks of thunder seeming to appear from nowhere.

The ritualist nominates a point within 150 ft. All creatures within a 20 ft cube centred on that point must immediately make a Constitution saving throw against the ritual's DC, suffering 27 (6d8) thunder damage on a failure and falling prone. On a success, they suffer half damage. This ritual can break objects in the area up to 1 ft thick of wood and 3 inches thick of metal.

OVERCAST EFFECT: Increase the damage of the wave by 4 (1d8) for each additional 2 successes. Alternatively, for 4 additional successes, the area affected by the wave is treated as difficult terrain until it is repaired.

DOOM COMPLICATION: The GM can shift the point on which the wave is centred by 5 ft per 1 Doom spent.

DRAGON'S BREATH

RITUAL LEVEL: 2

With a puff of smoke, the ritualist spews out molten burning sulphur as if they were a mythical dragon.

The ritualist can sustain focus on this ritual for 1 round as a bonus action. As an action, the ritualist can breathe fire causing all creatures with a 15 ft cone to make a Dexterity saving throw against the ritual's saving throw DC. Those in the cone suffering 7 (2d6) fire damage on a failure and half as much on a success.

OVERCAST EFFECT: For each additional 2 successes, the ritualist can increase the range of the fire by 5 ft or increase the damage by 3 (1d6).

DOOM COMPLICATION: The process of breathing fire causes the caster harm. They suffer 3 (1d6) fire damage each time they breath fire.

EFFIGY
RITUAL LEVEL: 15

By creating an effigy of a creature, you can empower a link between it and the target whose visage it depicts. Most commonly known as voodoo dolls, these effigies grant you a limited ability to manipulate the creature they target and cause them great harm and pain without laying a single finger on them.

While the target is in the same dimension as the effigy, any harm that comes to the effigy is felt by the target, up to a maximum of 27 (6d8) psychic damage per round. Manipulating the effigy can cause the creature to drop items, change direction of their movement, or strike out at creatures near them.

OVERCAST EFFECT: Increase the damage maximum by 4 (1d8) per every 2 additional successes or increase the ability of the effigy to puppeteer the target.

DOOM COMPLICATION: The target feels the strings binding them to the effigy and gains advantage on finding the effigy.



EMBODY
RITUAL LEVEL: 4

COMPONENTS: An Organic or Inorganic Body.

Through opening a small pocket dimension, you allow a non-physical entity such as a spirit or ghost to inhabit a physical body as it was their own body in life.

You find one complete animal or human body or assemble one from different parts. The body may also be made of another material such as marble. The physical form may be possessed by a spirit or wandering soul. While embodied in this way, the spirit can interact with the physical world. The body lasts for 1 week and has HP equal to 10 times the number of successes.

The body may have additional features such as resistance to slashing and piercing damage but vulnerability to bludgeoning damage if it is made of marble.

OVERCAST EFFECT: Increase the durability (HP) of the body as described.

DOOM COMPLICATION: The body influences the spirit in a negative way, such as it becomes arrogant or proud. It begins to fear losing it and dying all over again.

EMPOWER
RITUAL LEVEL: 3

You channel the power of the ritual into a willing creature to bolster their mental or physical ability. The affected creature normally shows physical signs of the power, such as glowing eyes or engorged muscles.

The target creature gains advantage on one type of ability check and temporary HP equal to five times your Charisma modifier. This effect lasts for 10 minutes without sustained focus. You can sustain focus as a bonus action, in which case the effect can last for up to 30 minutes.

OVERCAST EFFECT: For each additional 5 successes, the creature gains either advantage on another type of ability check or an additional amount temporary HP equal to two times the ritual's Charisma modifier.

DOOM COMPLICATION: When the ritual ends, the nominated creature suffers disadvantage on the bolstered ability check(s) until they take time.

ENDURE ELEMENTS
RITUAL LEVEL: 5

You imbue a creature with minor traits that allow it to withstand extreme heat, cold, or similar elemental attacks. If enduring lightning for example, the creature feels the excess electricity being consumed by the lump in their stomach they have had since the ritual.

The targeted creature gains resistance for one day to one of the following damage types: fire, lightning, cold, acid, or thunder.

OVERCAST EFFECT: For each additional 3 successes, the nominated creature gains damage reduction 1 against the nominated damage type.

DOOM COMPLICATION: The nominated creature gains vulnerability to one of the other elemental damage types not nominated for the duration.

EXORCISE
RITUAL LEVEL: 2

COMPONENTS: Exorcism supplies (such as rosary, sacred water, particular herbs, and religious texts).

Invoking a god and their angels, you seek to drive out forces possessing a creature and drive back any creature not of the divine world.

You must have the Ordained feat and be able to target a creature within 20 ft. Once successfully cast, if the target was possessed, the ritual expels the entity possessing it. The entity either targeted by this ritual or possessing the creature targeted suffers 9 (2d8) psychic damage.

OVERCAST EFFECT: For each additional success, deal an additional 4 (1d8) psychic damage.

DOOM COMPLICATION: The possessed creature also suffers the damage. The entity gains advantage on possessing the ritualist.

FAMILIAR
RITUAL LEVEL: 3

A staple of most folklore is the lesser animal servant of those who practice magic. Acting as messengers and spies, these creatures are neither wholly animal or spirit, but a hybrid empowered and summoned by their master for a single purpose, to serve. Although familiars appear to be mundane animals, their behaviour often has a habit of giving them away.

You can summon a small familiar, which is dismissed if it takes damage. The familiar understands only you and can take the help, dash, dodge, or hide actions. Familiar options begin at creatures with a CR rating of 1/2, such as a big cat or wolf (see p. 187 and 189). As an action, you can look through the eyes of your familiar, gaining the benefits of any keen senses. While looking through the familiar's senses, you are unaware of your body's physical surroundings until you take 1 point of damage or until you spend your action to leave their familiar's senses.



OVERCAST EFFECT: Increase the CR of the familiar by ¼ for each additional 2 successes, up to a maximum of 2.

DOOM COMPLICATION: Though loyal to you, the familiar also serves another master, perhaps a demon or a more powerful witch.

FOG
RITUAL LEVEL: 4

Those who practice magic often believe in fighting in a manner that could hardly be deemed a fair fight. The ritualist summons a blast of mist to obscure their activities or their escape.

The casters summons a lingering fog that fills a 20 ft radius, causing all creatures within the area to become heavily obscured. As an action, the caster can move the fog up to 20 ft. The fog lasts for one hour or until a moderate or faster wind disperses it.

OVERCAST EFFECT: Increase the area of the fog by 5 ft in every direction for every additional success.

DOOM COMPLICATION: The fog clings to doorways and walls, making it impossible to tell if it is open space or a brick wall you are walking into.

FORCE OF WILL
RITUAL LEVEL: 10

You empower your will to force another creature to do your bidding. The creature's eyes often appear to glaze over as they follow the commands of your controlling will.

You target a creature within 60 ft of you. The target must immediately make a Charisma saving throw against the ritual's DC. On failure, the creature is magically charmed for one hour. You have a telepathic link with the creature, can command it on its turn in combat, and it will carry out your instructions to the best of its ability. The creature will not act to harm itself. On a successful saving throw, the creature maintains control of itself and nothing happens. The creature can repeat the saving

throw at the end of their turn, but for every 3 points they fail the saving throw by, the DC increases by 1 on their next attempt.

OVERCAST EFFECT: Increase the DC of the saving throw against the effect. For 5 additional successes, the duration increases to 24 hours.

DOOM COMPLICATION: When the ritual ends, the creature remembers and knows who controlled it.

GHOST SHIRT

RITUAL LEVEL: 3

The ritualist forms a protective etheric shirt that provides protection from both physical attack and unintended harm. The shirt has a spectral quality, as if overlaid with shadow. When it stops attacks, the shadow reaches out to intercept the attack.

The target gains +1 to its AC against ranged attacks for one hour and cannot be harmed by unintended projectiles such as falling rocks rather than thrown ones.

OVERCAST EFFECT: For every 4 additional successes, the bonus to AC increase by 1, to a maximum of 3.

DOOM COMPLICATION: Ghosts gain advantage on attack rolls against the one wearing the ghost shirt.

GHOST SWORD

RITUAL LEVEL: 5 (Rite)

COMPONENTS: Dirt from the grave, religious symbol

Through weaving parts of the ritual's magic to a weapon, you empower its strike to harm the etheric creatures that exist in multiple dimensions. The blade takes on an etheric shadow of itself, moving half a second behind its physical counterpart.

The target melee weapon can harm etheric creatures, overcoming damage resistances to the damage the weapon deals and treating immunities as if it were resistant. If using the dirt from a specific entity's grave, this causes damage against that entity only to explode (see p. 120). It only grants this benefit to its intended user and does not allow the wielder to see spirits.

OVERCAST EFFECT: The damage dealt by the weapon increases by (3) 1d6 for every additional 3 successes.

DOOM COMPLICATION: The weapon drains the user. Each successful attack with the ghost sword reduces the wielder's maximum HP by their proficiency bonus.

GIFT OF THE GODS

RITUAL LEVEL: 6

Invoking the name of an otherworldly entity for aid, the ritualist is consumed in a purple light. Their flesh bubbles and writhes with the gift or punishment as their unknowable god changes their body, transforming the ritualist in order to serve the entity.

Roll once on the "Enkaldos Mutations Table", p. 177.

OVERCAST EFFECT: For each additional 3 successes, roll 1 additional time on the table.

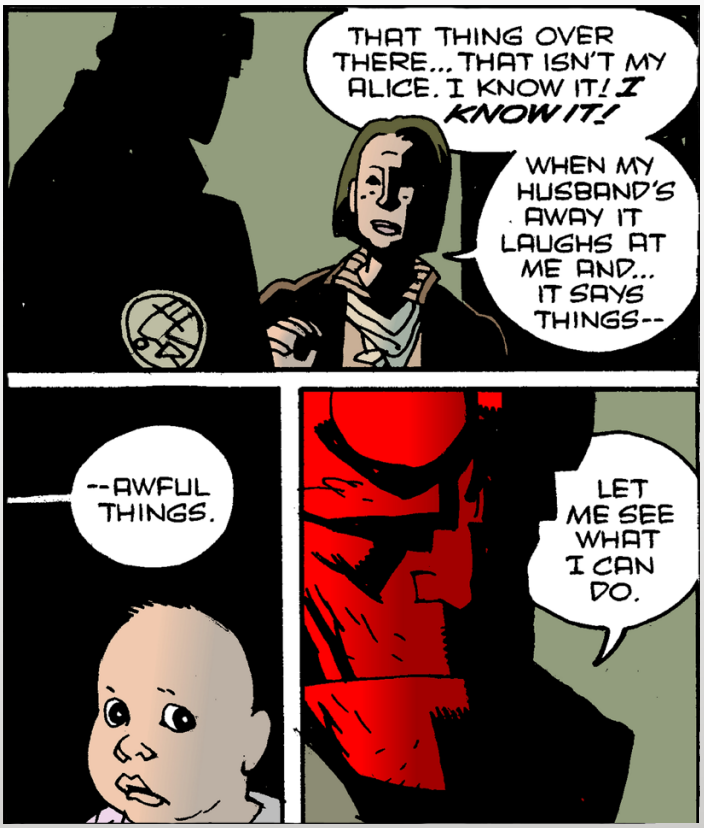
DOOM COMPLICATION: The mutation is fleeting unless the caster completes the task for which the gift was granted.

GREMLINS

RITUAL LEVEL: 4

The ritualist alters the movement of destiny just slightly enough to cause a critical piece of equipment to fail at a key moment.

A machine—which can range from a super computer to a door lock—used by the target fails within 1d6 hours. The fault usually manifests when the machine is desperately needed.



OVERCAST EFFECT: The ritualist can nominate an additional piece of equipment for each additional 2 successes.

DOOM COMPLICATION: The machine works just after it is needed, or the machine breaks down so spectacularly that the ritualist is caught in the effect. For example, instead of breaking, a machine gun fires non-stop.

GUISE

RITUAL LEVEL: 4

COMPONENTS: A piece of hair, finger, or toenail clipping or similar physical part of the creature the caster wishes to mimic.

The ritual crafts a visage as if it were physical clay. They steal part of the echo of the creature in their dreams and manifest it in the physical dimensions.

The target looks and sounds like another creature determined by the caster, including clothes. The target retains all of its abilities. The illusion holds up to physical inspection and lasts for 24 hours. It is only through a successful Wisdom (Intuition) check against the ritual's DC that the illusion can raise suspicion as the behaviour does not perfectly mimic the original.

OVERCAST EFFECT: Increase the duration by 24 hours for every 5 additional success.

DOOM COMPLICATION: There is a minor detail that cannot be hidden, such as a glint in the eyes or a physical tick.

HALLUCINATION

RITUAL LEVEL: 7

The ritual forces a creature to share a hallucination. Appearing real to them, the magic of the ritual causes any harm they believe the illusion would cause to manifest. Creatures affected by this ritual usually find that their eyes glaze over with a purple hue.

You create a Medium-sized hallucination that appears completely real to all five senses in up to 8 targeted creatures for 1 minute. As an action, a targeted creature can make a Wisdom (Investigation) check against the ritual's DC to notice the gaps in the illusion. If a creature under the effect of the hallucination would be harmed, by slamming their head into an illusory wall, for example, they take up 17 (5d6) damage per turn.

OVERCAST EFFECT: Increase the size of the illusion by 1 size category from Medium for every 3 additional successes.

DOOM COMPLICATION: The hallucination also seizes the ritualist.

HAND OF GLORY

RITUAL LEVEL: 10

COMPONENTS: Hand of a hanged thief.

The hand curls and its fingers spread before the ritualist, extending into an open palm. Each finger contorts into a death grip after use, with those left standing showing how many uses remain.

You create a Hand of Glory. (See p. 89.)

OVERCAST EFFECT: None.

DOOM COMPLICATION: Each time you use the Hand of Glory, the GM gains a point of Doom.



INVISIBILITY

RITUAL LEVEL: 3

Magicians have been making things disappear for centuries. Vanishing from plain sight, however, is a true gift. By cloaking themselves in part of the astral dimension, the caster is concealed from both mundane sight and most technology.

The target creature becomes invisible for one hour. The ritual ends early if the invisible creature makes an attack roll.

OVERCAST EFFECT: Increase the duration by thirty minutes for every additional 2 successes.

DOOM COMPLICATION: The creature is still visible to heat sensors. The creature also draws the additional attention of any creatures within the astral dimension such as ghosts.

LAY TO REST
RITUAL LEVEL: 2

By severing the final strands that hold a spirit to the physical world, you create a final ward to block its return. This can also be used after a demon or similar creature summoned into the physical world is banished. Provided the creature no longer physically resides in the dimension where you are located, you form a seal to prevent the creature from returning. As the ritual is performed, white circles project from you to the centre of the site from where the creature was summoned, the magic forming a bulwark against its reappearance.

The spirit or wandering soul of the individual being laid to rest can resist by making a Charisma saving throw against the ritual's DC. On a failure, the spirit is laid to rest, and the next attempt to summon or raise the spirit must overcome the number of successes from this ritual as if the summoning ritual were that many levels higher.

OVERCAST EFFECT: Increase the difficulty of summoning the spirit.

DOOM COMPLICATION: If the spirit is summoned, it holds the ritualist responsible for attempting to block its return.

LOCATE
RITUAL LEVEL: 6 + 1 for each effect or creature hiding the object

COMPONENTS: A symbolic representation of the object.

Through following its link to fate, the ritualist is able to sense or locate an object as it they had picked up a long piece of string attached to the item. Perhaps it is the will of another more powerful creature that they find it.

The caster learns the item's direction, plus a general sense of the area where it's located.

OVERCAST EFFECT: The cast narrows down where the object is if it is far away and in the same dimension. For each additional 3 successes the caster learns the continent, then the state or county, and finally which town the object is located in.

DOOM COMPLICATION: The item changes owner or moves.

LOYAL ITEM
RITUAL LEVEL: 2

Similar to how witches bind their familiars, some ritualists can bind items to themselves, allowing them to summon such bound objects at will. Most ritualists use this on their grimoires or their ancestral weapon.

A Small or Medium item is bound to the targeted creature, allowing the creature to summon the item to its hand as a bonus action no matter wherever the item was.

OVERCAST EFFECT: For each additional success, the ritualist can bind another small item.

DOOM COMPLICATION: None.

MALEDICTION
RITUAL LEVEL: 8

By laying down a curse upon the target, you sap their vitality until the curse or the fatigue finally claims the them. Creatures targeted by this ritual present fairly obvious signs of fatigue. No matter how much they sleep, they still seem tired, with bags under their eyes, until they are consumed by it.

Target a creature, which must immediately make a Charisma saving throw against the ritual's DC. The target suffers 21 (6d6) psychic damage, halved on a successful save. On failure. the target also suffers 1 level of exhaustion for every 3 points they fail. In addition, whether the target passes or fails, you can choose to reduce your hit point maximum by half of the damage deal. This reduces the target's hp maximum by the same amount.

OVERCAST EFFECT: Increase the damage dealt by this ritual by 3 (1d6) for every 2 additional successes.

DOOM COMPLICATION: The ritualist suffers 1 level of exhaustion.

READ MEMORY
RITUAL LEVEL: 6

You focus your will and pierce a target creature's memories. The target feels the invasion as if there were fingers scratching at their mind.

You learn one or more memories known to the target. The vivid flash is usually linked with a traumatic event or the supernatural.

OVERCAST EFFECT: You learn an additional memory or flash for every 2 additional success. With 5 additional successes, you get a sense of the wider context, such as the time period.

DOOM COMPLICATION: You witness the memory from a heavily influenced point of view.

READ THOUGHTS
RITUAL LEVEL: 8

Through piercing the veil and placing their consciousness in the astral plane, you peer into the minds of those around you. There is a risk of madness, as hearing the truth of a creature's mind or being haunted by what only they can hear may lead to frightening new terrors imparted in your own.

The ritualist can hear the surface thoughts of all creatures within 10 ft of them for up to 15 minutes without sustaining focus. They can attempt to dig deeper into 1 creature as an action, causing the creature to make a Wisdom saving throw against the ritual's DC. On a failure, the ritualist can hear the creature's internal monologue and thoughts.

OVERCAST EFFECT: For each additional 2 successes, the ritualist can hear the surface thoughts of creatures from an additional 10 ft away.

DOOM COMPLICATION: You become overwhelmed by the voices and suffers 4 (1d8) psychic damage for each creature within range. A successful Intelligence saving throw against the ritual's DC reduces this damage to half.

RESTORATION
RITUAL LEVEL: 5

The ritual bathes the creature in a burning white light as it scourges away the curses and maledictions that affect it.

This ritual can both restore a creature's maximum HP and points lost from their ability scores. Each time this ritual is cast, a target can regain HP to maximum and up to 2 ability score points.

OVERCAST EFFECT: For each additional 3 successes, the ritual restores 1 additional ability score point.

DOOM COMPLICATION: The targeted creature must make a DC 13 Constitution saving throw or be rendered unconscious.

REVIVE
RITUAL LEVEL: 2

Whether through empowering a creature's natural healing ability or by a wash of holy energy, the creature glows with a white light as their wounds sear closed.

Restore 1d4 HP per success to a creature within 30 ft. This can restore hit points to creatures at 0 HP.

OVERCAST EFFECT: Increase the amount of HP restored by an additional 1d4 for every two further successes.

DOOM COMPLICATION: The ritualist suffers psychic damage equal to the amount of HP restored. The creature healed feels invulnerable until the start of their next turn, putting themselves in more danger than they would normally.

SANCTUM
RITUAL LEVEL: 7

Whether by altering the fortune of the target or by granting them the protection of a small extra dimensional entity, the target finds that they are able to shrug off lingering effects as the ward is consumed by the effect instead.

The first ability affecting the target that would result in a lingering effect, maximum HP reduction, ability score decrease, or a condition is negated.

OVERCAST EFFECT: For each additional 3 successes, the target can negate an additional effect, up to 5 effects total.

DOOM COMPLICATION: The nominated creature suffers a level of exhaustion each time the ward consumes an effect.

SCAPEGOAT
RITUAL LEVEL: 6 + the demon's CR (Rite)

COMPONENTS: The item being used as a trap, such as a box or barrel.

By shifting the alignment of a trap and empowering an unseen demonic contract, a trap can be empowered to the point where a demon cannot escape it. The runes on the trap are only visible to the demon once they are in the trap. To the outside world the trap, the barrel, the box is just that.

Once completed, the demonic creature must make a Wisdom saving throw against the ritual's DC. On a failure, the trap cannot be escaped by the demonic creature for 1 year. On a success, the demonic entity is not imprisoned.

OVERCAST EFFECT: Increase the DC of the ritual or increase the duration by 1 year by each additional 2 successes.

DOOM COMPLICATION: The trap has a very specific way of being broken prematurely from a distance and unleashes the creature contained within.

SCRY

RITUAL LEVEL: 6 (Rite)

COMPONENTS: Photo, lock of hair, or other possession belonging to the target.

By reaching out through the dimensions, the ritualist places a magical eye near the target and is able to watch them as someone else would gaze upon a creature through a security camera.

You able to see and hear the creature you have targeted for ten minutes. You may also chose a location that you have been to or where you have placed an object belong to you. Magical artefacts can block this effect.

OVERCAST EFFECT: For each additional 3 successes, you can sense when the target is within 1 mile of you for a week.

DOOM COMPLICATION: The targeted creature has a sixth sense that they are being watched.

SPIRIT SLAVE

RITUAL LEVEL: 4

With the power unleashed, the ritualist breaks the will of the target. Through a thousand unheard whispers, the creature knows doubt and becomes increasingly suspectable to the effects of other rituals and the mental assaults of other creatures. This ritual is usually performed before Force of Will to forge the target into the ritualist's puppet.

The target creature gains disadvantage on all saving throws against magical effects and is treated as being vulnerable to psychic damage if the ritualist sustains focus, which can be sustained for up to 1 minute.

OVERCAST EFFECT: None.

DOOM COMPLICATION: When the effect ends, the creature gains advantage on all attack rolls and saving throws for one minute.

SPIRIT TRAP

RITUAL LEVEL: 6 + the creature's CR (Rite)

COMPONENTS: A suitable container such as a priceless vase... or even a pizza box.

Often when a spirit is too dangerous or has forgotten even its name, the only way to contain it is to trap it. The B.P.R.D. Research Department has a vested interest in studying ghosts under controlled conditions. Though this often delays the final confrontation and resolution of the ghost's lingering presence, it has been used in the past to limit the damage the spirit can do before being released, usually by accident. Once sealed inside, the containment vessel appears completely normal, however during the ritual blue glyphs form on the vessel.

The targeted spirit or entity is imprisoned within the container provided it is forced into the container. The spirit or entity must make a Wisdom saving through against the ritual's saving throw DC. On a failure, the creature is contained there until the box is opened or destroyed.

OVERCAST EFFECT: The spirit gains disadvantage to resist being forced into the container if the ritualist gains 3 additional successes.

DOOM COMPLICATION: The creature knows where the ritualist is once it is released.

SUGGESTION

RITUAL LEVEL: 8

Through empowering their will, the ritualist is able to alter a creature's perception to obey a suggestion as if it were their own idea.

The caster targets a creature and places a post-hypnotic suggestion in their mind, causing the creature to make a Charisma saving throw against the ritual's DC. If the creature fails, it carries out the suggestion to the best of its ability and takes the suggestion to heart. On a success, the creature is able to ward the compulsion but still has the nagging feeling of the suggestion.

OVERCAST EFFECT: Target an additional creature or make an additional suggestion for every 4 additional successes.

DOOM COMPLICATION: After the target has acted on the suggestion, it remembers who made the suggestion. Alternatively, the ritualist is charmed by the target believe it to be under their control.

SUMMON

RITUAL LEVEL: The creature's CR

COMPONENT: The true name, title, or common name of the entity.

Reaching out across the dimensions, the ritualist summons a creature to their location through the power of its name. This is usually performed before an attempt to bind it is made. While

the ritual takes place, glyphs appear and vanish as the distance between the creature and the ritual location is shortened, the summons breaking through barrier after barrier, dimension and dimension. Finally, the call cannot be ignored, and the creature manifests if nothing else other than to silence the ritual.

Once successfully cast, the creature is summoned into the same room as the ritualist if it is willing. If it is unwilling, the ritual requires a number of additional successes equal to the creature's Charisma modifier.

OVERCAST EFFECT: Summon a more threatening creature

DOOM COMPLICATION: The creature is hostile or angry about being summoned.

SUNDER THE VEIL

RITUAL LEVEL: 2

You tear open part of the veil between dimensions, allowing darkness to spill out and conceal you.

You produce a 15 ft radius of magical darkness for ten minutes, although you can still see. The darkness is centred on a creature item, or spot you can see within 30 ft.

OVERCAST EFFECT: For each additional success, increase the radius of the darkness by 5 ft, up to a maximum of 30 ft.

DOOM COMPLICATION: The darkness is not the only thing that slips through the breach. A creature of CR equal to your level is loose in the dark and hunting for you. It can see in the darkness, but you cannot see it in the darkness until it attacks.

SWORD OF DURGA

RITUAL LEVEL: 6

"Durga, watch over me. Lend strength to my arm. Fill my hands with weapons that I may turn back evil upon my foes, to cast them out or, by your power, destroy them." A magical sword of flame is summoned to the ritualist's hand to drive back the darkness. The ritualist may beckon the weapon to hand or send it away at will.

You summon a magical weapon to you that lasts for 24 hours. Made of holy fire, the weapon grants a +1 to attack and damage rolls, and deals 18 (4d8) radiant damage on a successful hit. The weapon sheds bright light for 30 ft and dim light for 60 ft. The light from this weapon can cut through magical darkness. The weapon vanishes if dismissed or the wielder is reduced to 0 HP. Once cast the weapon can be summoned or sent away as a bonus action until it is dismissed.

OVERCAST EFFECT: The sword deals an additional 4 (1d8) of damage for every 3 additional successes.

DOOM COMPLICATION: Each time the wielder successfully hits with a melee attack using the sword, they suffer their level in radiant damage as the sword's brilliance catches them as also.

TELEKINESIS

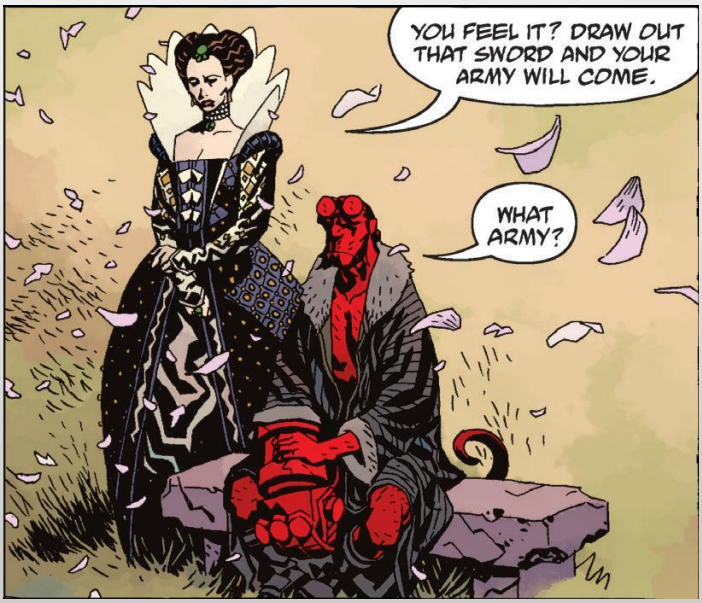
RITUAL LEVEL: 7

Turning their will to the world around them, the ritualist empowers themselves to be able to mimic the psychic abilities that some creatures manifest, using their force the way other creatures use muscle to manipulate and move objects and other creatures.

You are able to manipulate objects within 60 ft of you with your mind for ten minutes. If you target a creature, they must succeed on a Charisma saving throw against the ritual's DC or you can move them up to 30 ft in any direction. Alternatively, you can attempt to crush them, dealing 17 (5d6) bludgeoning damage on a failed saving throw and half as much on a success. You can move objects that weigh up to 1000 lbs. You can target yourself and hover off the ground and move up to 60 ft in any direction. Manipulating an object or creature takes an action.

OVERCAST EFFECT: Increase the duration by 1 minute for each additional 3 successes.

DOOM COMPLICATION: The ritualist finds that their motor control is clumsy and often inaccurate



TELEPORT
RITUAL LEVEL: 12 (Rite)

In the blink of an eye, the ritualist can vanish and rematerialize a thousand miles or more away. This ritual has been the bane of many teams who, having cornered a cult's ritualist and sealed the exits, are left stamping their feet in anger as their quarry vanishes without a trace and the hunt begins all over again.

You instantly teleport to either the ritual's intended location, such as another dimension, or to a place familiar to the caster.

OVERCAST EFFECT: For each additional 3 successes, the ritualist can take another creature with them.

DOOM COMPLICATION: The ritualist teleports near where they intended, but not the exact place.

TRAP SOUL
RITUAL LEVEL: 6 (Rite)

COMPONENTS: A trinket such as a necklace, mirror, or bauble.

Death is the end for most creatures, but some ritualists have mastered the dark art of harvesting the etheric energy some call a soul from a body before it is ready to leave. This energy is both a potent energy source for future rituals and as an offering to the greater servants of the grand conspiracies. While the soul remains imprisoned, It is also an effective method of limiting a creature's ability to return to the physical plane.

After the ritual is complete, the ritualist can as a reaction cause any one creature that is reduced to 0 HP within 30 ft of them to make a Charisma saving throw against the ritual's DC. Their soul is removed from their body and trapped by the ritualist on a failure into the item. On a success nothing happens.

OVERCAST EFFECT: For each additional 2 successes, once the caster has captured a soul, they gain temporary HP equal to the creature's CR or level as long as they possess the item.

DOOM COMPLICATION: The creature's soul is unquiet, and if the ritualist is reduced to 0 HP while the soul is in their possession, the ritualist must make a DC 18 Charisma saving throw or be possessed by the soul of the last creature it harvested.

UNSEEN WINGS
RITUAL LEVEL: 4

The ritualist is able to fly as if carried by an unseen set of wings or as if flying on a broom stick.

The ritualist gains a flying speed equal to its walking speed for 1 minute.

OVERCAST EFFECT: Increase the duration to 1 hour if there are 4 additional successes.

DOOM COMPLICATION: The flight fails for 1 combat round during the duration. What is the worst that can happen?

VEIL
RITUAL LEVEL: 10

Through warding their mind, the ritualist bolsters themselves against attempts of other practitioners to find them or gaze into their mind. When an attempt is made to pierce this protection, the ritualist hears a single, high-pitch whine as the power of the two of the rituals grate against one another.

The ritualist is immune to any magical attempts to read their mind or gain information from such as locating for one week.

OVERCAST EFFECT: For each 3 additional successes, the ritualist can increase the duration by 1 day.

DOOM COMPLICATION: The ritualist's previous location is revealed to any creature searching for them.

WARD
RITUAL LEVEL: 2

By inscribing glyphs in an area, the ritualist forms a ward that turns into a physical barrier against a creature of a specific type. This ritual is behind the legend of a vampire only being able to enter a place if they were invited in. The ward burns with sickly blue light as the runes steam and singe the creature that attempts to surge through them.

The ritualist creates 10 feet of a magical barrier, and designates one type of supernatural creatures (Fae, demons, undead, or monstrosities) that then treats the barrier as being a physical one that they cannot attack or target through. Each 5 ft section of the ward has 50 HP and is resistant to all damage.

OVERCAST EFFECT: For every two additional successes, the size of ward grows by 5 ft.

DOOM COMPLICATION: Creatures are able to burrow under the ward or creatures not of the nominated type gain temp HP equal to the number of 5 ft sections when they cross the ward.

WARDING CIRCLE

RITUAL LEVEL: 6 (Rite)

COMPONENTS: Enough of an item such as salt or holy water to create a circle.

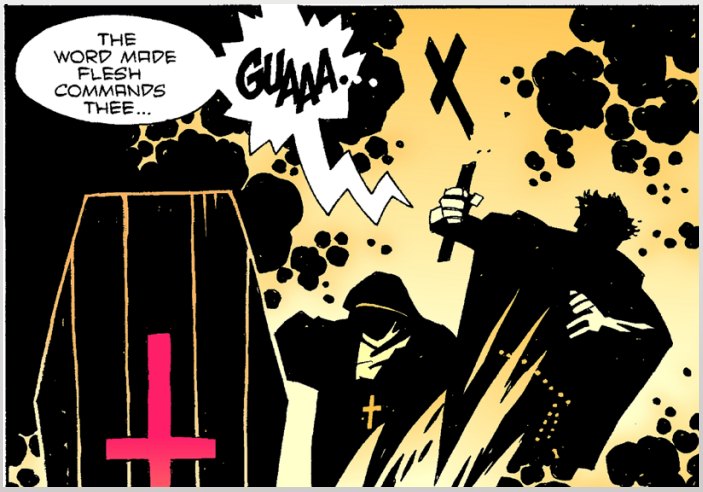
You place a number of glyphs on the ground supported by a circle of the creature's bane such as salt, iron, or holy water. Once complete, the circle glows with sickly blue as it wards against a specific form of supernatural threat.

The ritualist creates a 10 ft radius, 20 ft tall cylinder of magical energy centred on a point on the ground that lasts for one hour. Glowing runes appear wherever the cylinder intersects with the floor or other surface. The ritualist can also elect to cause this ritual to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

Choose one of the following types of creatures: Fae, demons, monstrosities, or undead. The circle affects a creature of the chosen type in the following ways:

- The creature can't willingly enter or exit the cylinder by non-magical means. If the creature tries to use magical means to do so, it must first succeed on a Charisma saving throw.
- The creature has disadvantage on attack rolls against targets protected by the cylinder.
- Targets protected by the cylinder can't be charmed, frightened, or possessed by the creature.

OVERCAST EFFECT: The duration increases to 24 hours with 4 additional successes, a month with an additional 8 successes, and a year with 12 additional successes.



DOOM COMPLICATION: Creatures of the nominated type can sense when they are within 30 ft of the warding circle. Creatures of the nominated type can attempt to break the circle with falling debris. When the ritual ends, creatures of the nominated type gain advantage for 1 round against anyone who took shelter in the circle.

WEAKEN

RITUAL LEVEL: 6

COMPONENTS: A piece of the body of the creature in question.

The ritual burns with an unhealthy green light as the magic withers the hide and heart of the target. Green smoke curls up from the components as they are consumed before forming into skull-like cloud and dissipating. The target feels their strength burn away as the magic lingers.

The target creature has its damage reduction reduced by 1 for each additional success until the next dawn. If the target does not have damage reduction, its maximum HP is reduced by the maximum value of its hit dice for example, 12 for a d12. The creature's maximum HP is restored the following dawn.

OVERCAST EFFECT: Increase the amount the creature's damage reduction is reduced by 1 for each additional 3 successes. If the creature does not have damage reduction, increase the amount the creature's maximum HP is reduced by an additional amount equal to the maximum value of its HD.

DOOM COMPLICATION: The ritualist's maximum HP is reduced by the total level of the ritual. Their HP returns the next dawn or when the creature targeted by the ritual.

WEAPON BLESSING

RITUAL LEVEL: 10 (lasts for 1 week)

The ritualist empowers the weapon to carve through the magical defences of a creature. The weapon burns bright with molten runes appearing in the air with each swing.

The weapon treats all damage it deals as magical and overcoming resistances.

OVERCAST EFFECT: For each additional 5 successes, the weapon deals an additional 9 (2d8) radiant damage.

DOOM COMPLICATION: The weapon is eager and causes the wielder to have to make a DC 13 Wisdom saving throw to avoid using it constantly, targeting the nearest being whether friend or foe.

Chapter 10: Rituals and Magic

Dark Rituals

A Different Breed

There are rituals that the agents can throw together in a hurry in response to a threat, and then there are the plans and preparations that servants of the great conspiracies make over months and, in some cases, years. These rituals channel levels of power that dwarf the creations of man. If the agents are not able to stop the ritual before it is complete, the result will bring a life or death fight against what it summons and could even tear apart reality.

Interrupting the Ritual

To successfully interrupt and stop the ritual will usually require the agents to identify the primary ritualist or the key components. This requires a cross-divisional Wisdom (Intuition/Occult) check where the DC is equal to 8 + the total amount of Doom on the Grand Conspiracy Sheet. Once identified, the agents will need to incapacitate the ritualist or remove the components.

Components are often trapped or bound, requiring sustained effort to remove or to overcome both the minions guarding them and any magical glyphs left upon them. Once removed or destroyed, the ritual will be prevented.

Plot Rituals

Most rituals of this scale are part of the wider plot of the Case File as such they do not follow the normal rules for rituals. In some cases, the ritual may simply need to be completed at the right time of day or when the eclipse is at its apex. As a result, the ritual is tied to the Grand Conspiracy Sheet. At the beginning of the Case File the GM should set when the ritual begins, what is required to complete it, and how long the ritual will take once those factors have fallen into place. A general rule would be once the Grand Conspiracy Sheet is full and has no other uses remaining, the ritual begins and the agents have limited time to stop it. Specific plot rituals for inspiration are included in Case Files.

Additional rituals and ritual-like effects are detailed with legendary creatures in "Chapter 12: Foes and Allies" (see p. 186). Some features detail the level of effect which indicates their ritual level if they are implemented as rituals. These rituals are not meant for use by agents as they require to be in service to darker and unforgiving powers and those that use them are beyond saving.




AMOM
ZOU AMOM
RUGGOR AMA
ZURRA GOG
AGOROTH

Chapter 11: Other Weirdness

Weird Science

Weird science is usually the anachronistic product of a single, self-trained "scientist" with links to the occult. It can loosely be defined as a category of science where exceptional advances in technology are made possible through the interpretation of discounted theories, superstition, and eldritch lore. Occasionally, several such scientists gather together to utilise each other's advances as parts of a greater whole. These cabals, such as Project Ragna Rok, are very fragile things, as the egos of the scientists involved are massive and a very charismatic leader is needed to hold them together.

Whether it's the power source, the result it generates, or even the element being enhanced, weird science usually has an occult element. But, more importantly, weird science is just that, weird. An evil army of cyborgs can be weird science, but an evil army of zombie cyborgs is bang on the money.

Using Weird Science

There are no hard and fast rules as to what is considered weird science. Cybernetics, robotics, cloning, bioengineering, energy projection, advanced metallurgy, and harnessing occult power are all fair game. However, there are three main guidelines when using weird science in a *Hellboy: The RPG* campaign.

It's Not a Magical Totem

Weird science fetishizes technology. It is not a magical artefact. While wands and magical swords are entirely possible—and might even be a component of a weird science contraption—it's important to include that the device is attended by a variety of other technological components that are not intrinsically magical. It's also acceptable for a contraption to be entirely non-magical or have its occult connection hidden from view.

Get the Look and Feel Right

Weird science is experimental and anything but petite. These devices aren't the elegant technologies of the consumer mass market, nor are they the rugged and reinforced technologies of the security industry. And they definitely aren't covered in the pseudo-industrial frippery of steampunk. These contraptions are the hodgepodge of the inventor at war. As each component risks burning out, they need to be easily accessible and well protected. This leads to a proliferation of gauges, warning lights, and removable armour plates held in place with heavy bolts and rivets. Ornamentation relates to the occasional occult, political, or status marking and is often little more than functional.

Don't Overseason the Soup

Scarcity is key. Unless fighting Zinco or a vestige of the Occult Reich, weird science should be exceedingly rare indeed. Often it is best to leave weird science as set dressing or a single overwhelming feature that makes everyone pause for a moment. If weird science shows up in every session of play, it loses its capability to shock with its excesses.

Nazi Weird Science

Project Ragna Rok

In the early 1940s, Himmler met with the Russian mystic Rasputin with the goal of adding him to the luminaries in his special group. The consortium was a concerted effort to provide the Third Reich with the *wunderwaffe* that would turn the war around and finally deliver victory. It's uncertain if Himmler knew exactly who he was dealing with during their initial meetings, but he had an instinct for those that would be useful in this endeavour, and this instinct was never keener.

The special group included all manner of engineers and occultists and, like the rest of Nazi Germany, was rife with internal politics and division. Rasputin quickly concentrated on three exceptional members of the special group and, using his well-honed animal magnetism, formed an invisible college within the special group. While Rasputin would claim to his followers that they were the only sane ones in the special group, it would have been more accurate to say that they were the ones with the right insanities for his goal. While maintaining their own remarkable individual projects, the four together would forge the Ragna Rok Engine, and with it, they would create a miracle.

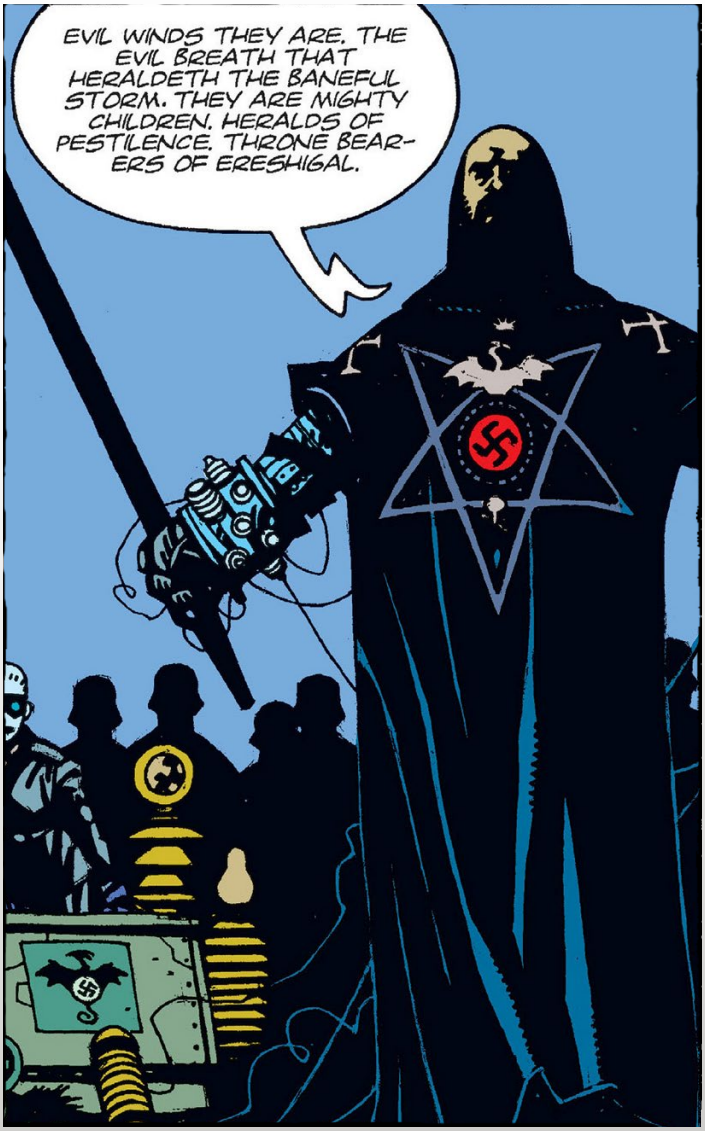
Details on Rasputin, Haupstein, Kroenen, and Kurtz can be found in "Chapter 12: Foes and Allies", along with their Nazi rivals; human and vampire alike. (See p. 186.)

The Ragna Rok Engine

The Ragna Rok Engine, built by combining top-notch engineering with a supernatural understanding of the abuses that human biology can withstand, would produce and amplify the occult powers of Rasputin so that the Ogdru Jahad might be freed from their prisons and bring about a new Eden on earth.

Looking much like an ominous, oversized diesel generator connected to a web of wires, capacitors, and coils, the Ragna Rok Engine culminates in a pair of gauntlets worn by its user. Not a simple device to set up, all the coils must be angled so that they don't interfere in each other's function, a task that can take hours, especially if the device is to be used in concert with the power of a megalithic site. This phenomenal amount of calibration and control culminates in the user donning the gauntlets of the Engine and beginning the process of a ritual casting.

The Ragna Rok Engine is an incredibly dangerous and powerful device. Each round, the creature who is targeted by the Engine or its subject must make a Charisma saving throw where the DC equals 10 + the number of rounds plugged into the active machine + their proficiency bonus. If the subject fails their Charisma saving throw, they must then make a Constitution saving throw where the DC is 20 + the number of rounds the machine has been active. Failure on the Constitution saving throw causes the subject to have all their ability scores reduced by 1d4. For every 5 or more they fail, they are reduced by an additional 1d4. The subject then suffers psychic damage equal to their total level in d10s. Success on the Constitution saving throw instead causes the subject to suffer half damage and their ability scores are not reduced.



The Engine can provide a number of benefits for its subject. It can increase one ability score by one point to 10 + the number of rounds. So, for a subject to improve a 16 to a 17, they would need to run the Engine for 7 rounds. For every three rounds the Engine is active, it can instead lower the DC for focus checks and manifesting powers by 1. For each five rounds the Engine is active, it instead can grant an additional use of a supernatural feature or the damage a feature inflicts by 1 damage dice. Once a subject has used the Engine for any of the benefits, they must run the Engine for an additional number of rounds equal to their proficiency bonus before they can gain any further effect. If a subject survives using the Engine three times, they can gain no further benefit.

Each round, those operating the machine must succeed on an Intelligence check, gaining half proficiency (rounded up) if they are proficient with the Occult and Technology skills. Each round, they require a number of successes equal to 2 + number of rounds the machine has been active. Doom used to power the successes translates to either lightning damage suffered by the operator or the subject (GM chooses) at a rate of 1d6 per point.

Should those operating the Engine generate a total of 20 Doom and fail the Intelligence check, the machine explodes unless those operating it succeed on a group DC 30 Intelligence saving throw. Succeeding on the save sends the dangerous energy overload into the subject, dealing 6d6 fire damage with a Dexterity saving throw for half and 5d6 psychic damage with a Wisdom saving throw for half. The DC for both saving throws equals 8 + the half total amount of Doom + the number of rounds the Engine has been operating. In addition, all creatures within 300 feet take 3d10 thunder damage from the shockwave. Any creature reduced to 0 HP by this effect must roll on the Misfire Table, p. 46. Any creatures killed by this explosion have their bodies reduced to ash and their ghosts are consumed by it.

The subject is not alone in this endeavour. Castings that allow for cabal casting can be led by the subject and up to two operators who can assist in maintaining the connection. Each operator must make a cross-divisional DC 15 Intelligence (Occult/Technology) check. For more information, see “Cross-Divisional Skill Checks”, p. 175 and “Cabal Casting”, p. 149.

THE KÄMPFER WALKER

The genius of Kurtz cannot be overstated, but then neither can his vengeful and paranoid nature or fanaticism. Kurtz’s diminutive stature placed him in very real risk during the Reich, and it was only the close patronage of Himmler and Rasputin that kept him safe from the states eugenics policy. With his neck so close to the block, it was only natural that he would redouble his efforts to produce results for the special group. The Kämpfer, or

Warrior Walker, was one of his greatest achievements. It affords even the weakest pilot with a mechanical frame that could bear the heaviest of weapons while keeping pace with a panzer unit and being just one fifth the size of a regular tank.

The Kämpfer is essentially a robot body with a seat on top. Its modular arms are mounted with a heavy-duty flamethrower or similar for infantry assault weapon. The controls are not immediately intuitive, so piloting the Kämpfer requires special training, although Kurtz plans to address this once he's satisfied with the final product.

KÄMPFER WALKER (LARGE)

HP: 105	**AC:** 15	**Speed:** 40
Damage Resistances bludgeoning, piercing, and slashing		

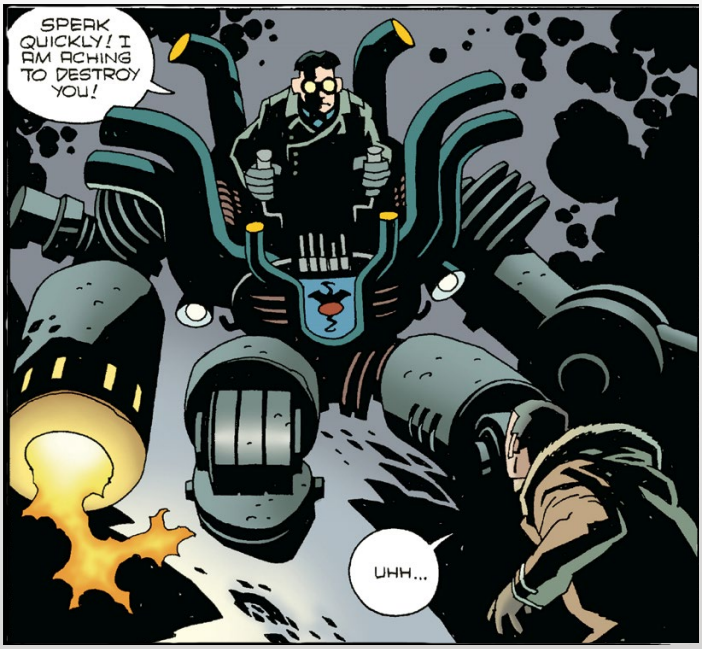
ABILITIES

- Grants the pilot Strength 30 (+10).
- Grants damage reduction 10 against all damage types.

FEATURES

EXPOSED DRIVER: A critical hit on the walker instead targets the driver, and they suffer all damage.

FIXED: When the pilot makes an attack roll with the arms of the walker, they only add their proficiency bonus.



OPERATION: Operating and driving the walker requires focus. Operating without prior training requires a DC 30 Intelligence (Technology) check each hour. The DC is lowered by 5 for each successful check in operating the walker, to a minimum of 15.

STRIDER: The walker ignores the penalty for difficult terrain.

PAIR OF MODULAR ARMS: Instead of the weapons below, the arms can contain human-like hands capable of holding any Large or Huge weapons. Otherwise, up to two weapons may be fitted, one in each arm.

- **FLAMETHROWER:** Huge, range 30 ft, targets all creatures in a 10 ft wide line, causing creatures to make a DC 12 Dexterity saving throw, suffering 17 (3d10) fire damage on a failure and half on a success. A creature that fails the Dexterity saving throw also suffers 4 (1d6) fire damage at the start of its turn until it uses an action to drop prone and extinguish the flames. For each 5 a creature fails the DC by, they suffer an additional 4 (1d6) fire damage while ablaze. The alternative fire mode, wide burn, targets all creatures within a 15 ft cone. The walker holds enough fuel for ten uses.
- **QUAD SUBMACHINE GUNS:** Ranged 60 ft/120 ft. If all four are fired, they target all creatures in a 5 ft cube and deal 36 (8d8) bludgeoning damage. If two are fired, they deal 18 (4d8) bludgeoning damage within 5 ft of a point. If one is fired, it deals 9 (2d8) bludgeoning damage and targets 1 creature. Ammunition: 80 per drum.

LEARNING TO WALK

Being able to pilot the Kämpfer without making the Intelligence check is a matter of learning a special feat called Walker Pilot.

This feat can only be gained in game by locating Kämpfer operation manuals or an operational Kämpfer and spending a month studying it. Once completed, the pilot gains the Walker Pilot feat.

OPTIONAL FEAT: WALKER PILOT

PREREQUISITE: Kämpfer Operational Manual or 1 Month of Study of a Kämpfer

You may add your Intelligence modifier to attack rolls when attacking with walker weapons. You may also add your Intelligence modifier to any Strength or Dexterity saving throws made while operating the walker. Mounting and dismounting a walker takes 5 ft of movement—normally a standard action without this feat.

- **TWIN HEAVY MACHINE GUNS:** Ranged 80 ft/250 ft, targets all creatures within 5 ft, 26 (4d12) bludgeoning damage. For each attack the pilot could normally make, they may make two when firing this weapon. Ammunition: 20 per drum.

- **LIGHT FIELD ARTILLERY:** Ranged 200 ft/500 ft, targets all creatures in a 20 ft radius of a point, dealing 18 (5d6) piercing damage. A successful DC 12 Dexterity saving throw reduces this to half. No other weapons can be fired by the walker if this weapon is fired. Only one shot may be fired every 2 rounds. Five shots are stored in the walker if equipped.

UNMENSCH CYBERNETICS

It is unclear exactly who designed the cybernetic arm mounted on the semi-intelligent creature known as Unmensch. If it is a combination of the Ragna Rok Projects collective efforts, this showcases the radical technologies available to the Occult Reich.

Consisting of a full limb prosthesis and a cranial implant, the Unmensch arm is as functional as a regular arm with the added advantage of being immune to pain. Its mechanical design makes it twice as strong as its bearer and features the ability to fire its fist with explosive force. Once the fist has been fired, it can be retracted on the chain that connects it back to the arm, or it can be swung like a meteor hammer or morning star.

In terms of *Hellboy: The RPG*, both of these functions are subject to the following game mechanics:

- Firing the fist as a bonus action, has a range of 15 ft and the thrown property dealing 5 (1d8) bludgeoning and 4 (1d6) thunder damage. It must be retracted before it can be fired again.

- Swinging the fist once fired allows the creature to make melee attacks at a range of 10 ft and deal 1d8 + Strength bludgeoning damage. Retracting the fist takes an action.

Once the Unmensch arm prosthesis is implemented, the user becomes proficient as if it were their own fist. The insertion of the cranial implant seems to have significant cognitive side effects. After the implant is installed, the creature reduces either their Wisdom or Intelligence score by 1 (1d2). Often this side effect manifests in the repetition of simple phrases.

THE SONNENRAD SOCIETY

The Order of the Black Sun was a rival faction within the Occult Reich. With a history that predates Himmler's Special Group, the Black Sun successfully obtained many important religious artefacts. They also recovered technology from a crashed UFO, which has been effectively utilised in three ways. First, Shakti energy was uncovered as a fuel source. Then, the alien's saucer technology was replicated. Finally and most recently, the Black Sun developed a weapon system called the Accelerator. From within their base within the hollow earth, the Black Sun manufactured a significant fleet of saucers, but this was destroyed by Hellboy in 1956. Whether all of the Sonnenrad were destroyed is unknown. It would certainly be possible for other parties with a willingness to entertain the Shakti energy theory to replicate their efforts should the designs come to light.

SHAKTI ENERGY COLLECTION AND STORAGE

Shakti energy is literally the lifeforce of a sacrificial victim. While initially sources of Shakti were quite small and there was a lot of waste when taking energy from a human sacrifice, the Shakti Energy Collector pulls the life force from its victim like a metaphysical vacuum cleaner. This force is then stored in sealed glass tubes designed to contain the Shakti and prevent it from discharging before it is needed.

The collection of Shakti occurs through a massive tubular device, and it is absolutely vital that the subject be properly restrained as the device that processes the Shakti is tremendously volatile. Shakti must be stored in well protected warehouses with vigilant pest control regimes as the storage



mechanism produces a by-product that can be mutagenic on contact. While this normally entails small mutations such as vestigial limbs and supplemental eyes if an animal comes into physical contact with significant amounts of the by-product, it can develop much more extreme mutations. The GM may wish to use the Enkeladite Mutation Table, p. 177, in these instances.

The process to collect enough life force to power a Skakti causes the subject to suffer a number of levels of exhaustion, gaining a 3 charge for each level. After suffering 4 levels of exhaustion in this manner, the creature's ability scores are all reduced by 1, producing 4 charges total. If any of the creature's ability scores are reduced to 0 they instantly die. A creature that is dead or lacks a physical body cannot be used to collect Shakti.

ALIEN SAUCER TECHNOLOGY

From deep caves in Austria, the Sonnenrad Society discovered the ultimate proof of extra-terrestrial life—a saucer. Despite frustrating years of research, cut short by the Fuhrer's flirtations with Rasputin and Project Ragna Rok, the Sonnenrad Society had been quietly successful in reverse engineering the principles of the alien craft. They worked within the secluded caves, gradually manufacturing a working prototype. While they initially worked with the understanding of a cargo cult, the production of a prototype led them to discover a highly intelligent autopilot system, and soon it seemed that they were uncovering new features with every journey. As they proceeded from prototype to production, every saucer built added to their knowledge. The biggest obstacle to utilising the rapidly expanding fleet of saucers was the availability and durability of Shakti energy.

By the time the Sonnenrad was discovered by Hellboy, the saucer prototype had been successful in multiple flights and a fleet of over a dozen craft had been constructed. Even the problem of Shakti storage had been resolved. The Sonnenrad saucers were significantly smaller than the original craft and substantially louder, with pilots needing to wear protective helmets with extra noise baffling.

A lot of the saucer's noise comes from the high frequency vibrations that it uses to fly. These vibrations aid the craft in becoming all but frictionless, granting it both extraordinary speed and the capacity to hover without visible engines or support. This capacity to hover over an enemy city with Accelerator weapons blazing makes the Sonnenrad confident that soon the Reich will dominate the world!

SHAKTI ACCELERATOR

The Accelerator is a massive weapon that requires a number of creatures with a combined Strength score of 24 to carry and operate, leading to it being often mounted on a vehicle. The weapon must be powered up prior to use, which takes a standard action from the gunner. The recoil of the weapon is considerable, meaning that movement after any attack is impossible and that attacks made during or immediately after movement are made at disadvantage.

The Accelerator's massive power pack carries eight tubes of Shakti energy, with ninety-percent of its bulk dedicated to preventing the energy from escaping the weapon prematurely. There are several settings that the weapon is capable of, each one using a different amount of energy from the canister. Changing the settings of an Accelerator requires the feat Accelerator Gunner. Using an Accelerator without this feat is a DC 25 Intelligence (Technology) check made at disadvantage.

ACCELERATOR SETTING DAMAGE TABLE

SETTING	CHARGE USED	EFFECT
Non-Lethal	3	A failure renders the creature unconscious for 6 - Constitution modifier hours. A successful DC 15 Wisdom (Medicine) check after 30 minutes can bring the character around again. In addition, the creature suffers 14 (4d6) radiant damage, half as much on a successful saving throw.
Standard Lethality	6	On a failure, the creature suffers 28 (8d6) radiant damage, suffering half damage on a successful saving throw. A creature reduced to 0 HP by this effect makes any death saving throws at disadvantage and is killed instantly after failing a single death saving throw.
Constant Pulse	12	Targets all creatures and objects in range. Any creature or object still in range at the start of the gunner's next turn suffers 56 (16d6) radiant damage. Once a constant pulse attack has been used, the gunner must make a DC 20 Intelligence (Technology) check or lose all the remaining Shakti charges held in the weapon's power pack. Agents and NPCs within a 20 ft radius are affected by a standard lethality hit.

A gunner makes a ranged attack roll to attack against a target with the cannon in non-lethal and standard lethality settings. On a successful attack the targeted creature makes a Constitution saving throw at disadvantage. If the attack missed, the creature still makes the save but at advantage. The damage that the weapon deals depends on the setting. Anyone in the line of effect between the gunner and the target is affected by the attack as though the gunner had missed.

OPTIONAL FEAT: ACCELERATOR GUNNER

PREREQUISITE: Proficiency in Technology

Operating an Accelerator is a DC 12 Intelligence (Technology) check and you no longer suffer disadvantage.

ACCELERATOR CANNON

Size: Huge **Charges:** 36

Range: 10-foot-wide line to 120 ft

NON-LETHAL SETTING: By increasing the firing aperture of the weapon, the gunner can hit a larger portion of their target with less force. This decreases the damage but is often conducive in knocking out the target as their form is overwhelmed by both the massive influx of Shakti energy and its pyrotechnical effect.

STANDARD LETHALITY: When using the default settings of the Accelerator, the aperture is much smaller and the gunner hits a smaller area with more concentrated Shakti energy entering the body and less being lost to the dramatic pyrotechnics.



CONSTANT PULSE: In times of absolute disaster, the Accelerator and its power pack can be sent into a hyper-productive state. Shakti energy targets an area or unmoving target, and its doom is all but assured. Once a constant pulse attack has been used, the gunner must make a DC 20 Intelligence (Technology) check or lose all the remaining Shakti charges held in the weapon's power pack. All characters and targets within a 20 ft radius are affected by a standard lethality hit.

ADDITIONAL EFFECT: Creatures within 5 ft of the cannon when it is fired must immediately succeed at a DC 12 Constitution saving throw or be deafened for 1 hour. Ear protectors provide advantage on this save.

TIME/SPACE ANOMALY GENERATOR (TSAG)

While working on understanding and improving the Vril technologies of Professor Gallaragas (see “Project Epimetheus”, p. 177), Dr Gunter Eiss discovered the principles of creating time/space dimensional anomalies. This breakthrough had come while working for the Department of Defense, but much of his research had occurred previously under the Sonnenrad Society operation, Himmel-Macht. Operation Himmel-Macht (Might of Heaven) was a dedicated archaeo-occultist project where noteworthy religious artefacts were sought out, researched, and where possible, weaponised.

With the aid of visions from otherworldly beings, Dr Eiss was able to construct an Engine that, when connected to the Spear of Longinus, would enable the Dr to open a portal to what he believed would be Heaven. Alas, while the project did open a portal, it was not quite what the doctor expected.

The TSAG is comprised of three components: the Spear of Longinus, the robe of Jesus, and a dimensional generator. The spear is needed to act as a focus for the dimensional portal, the robe is needed to survive the transition, and the generator opens the portal. When combined together, the power of the generator can be focused through the Spear to fire a cone of energy. Avoiding this cone of energy requires a Dexterity saving throw where the DC is by default 13 or equal to 8 + user’s proficiency + the user’s Dexterity modifier. If a creature fails to avoid being in the path of the energy field, they take 18 (5d6) lightning damage.

By spending 5 Doom when the device is operated, the GM can cause the portal to open into a strange dimension. Refer to “Alternative Dimensions”, p. 143 for further ideas on where this might lead.

It’s important to recognise that the generator can independently open a portal without the other components but doing so is incredibly dangerous and prone to disastrous failure. Failing to manage the generator in the correct fashion

will lead to a massive explosion. Activating the generator is a cross-divisional DC 25 Intelligence (Occult/Technology) check. See the "Cross-Divisional Skill Checks" textbox. Failure turns the TSAG into a giant bomb, which on exploding deals 40 (10d6 + 5) bludgeoning damage to all creatures within 80 ft. A successful DC 18 Constitution saving throw causes a creature to take half damage. In addition, any creature within 20 ft of the generator when it explodes suffers 62 (7d8+30) fire damage, a successful DC 15 Dexterity saving throw reducing this damage by half.

Zinco, the Black Flame, and Other Strangeness

The Zinco Corporation occupies the periphery of both the Occult Reich's and the Allies' technical innovations. Originally a producer of next generation technical components, Zinco's owner, Roderick Zinco, was approached by Rasputin's ghost in 1995 and tasked with awakening Project Ragna Rok from stasis. He was also key in rediscovering the head of von Klempt in Brazil. As a multimillionaire businessman, he has access to cutting-edge technologies and powerful global leaders.

Zinco Corporation provided technical components for the B.P.R.D.'s jetpack designs and specialist firearms. Despite overwhelmingly positive feedback on their products, Zinco components seem to have a statistically higher than normal failure rate when used by the B.P.R.D., particularly when used by Hellboy. What causes this is unknown though there is some indication that management of Zinco has other stranger ties to the occult.

The Black Flame and the Frogs

For games taking place during the apocalypse, Zinco technology includes cybernetic alterations of supernatural creatures, particularly the frogs. In this psychotic scheme, the altered creatures would be the army of the latest maniac to don the mantle of the Black Flame, Landis Pope.

The Black Flame suit is much the same as the Sledgehammer suit in function, though its ascetics are considerably different as is the mechanism for gaining the occult powers of the Black Flame. The original Black Flame, Raimund Diestel, didn't have need of a suit and yet was capable of the same incredible feats of strength, flight, and energy attacks that Sledgehammer is. Indeed, when Pope would seek to become more than a pale imitation of the Black Flame, a special ritual was required which replicated the rites inflicted upon Diestel.

Cross-Divisional Skill Checks

If the creature possesses both listed skills, they may add their proficiency bonus. If they are proficient in one of the skills, they may add half their proficiency bonus (rounded down). If the creature has a feature which allows them to add their proficiency bonus twice, this occurs before the total is halved.

Knowledge Transfer

One technology that has been linked to the Black Flames activities during WW2 is that of knowledge transfer. The knowledge transfer device requires that two people be connected to the device with a pair of metal helmets. Over time, the device maps the experiences of the primary subject to the secondary subject and requires the both subjects to be either subdued or voluntary. Resisting the machine is a DC 15 Charisma save for either subject, though creatures below half their current maximum HP have disadvantage on this save.

Jetpack

While the B.P.R.D. tends not to use anachronistic technology in public, there was a dedicated research channel for discrete technologies that might aid agents in the field. With technology likely gained from Zinco, several iterations of jetpacks were fielded. The most recent variant on these was geared towards simple acrobatic manoeuvres using shoulder muscle movement and an uncomplicated activation trigger. Rumours of constant malfunctions and a tendency to explode are unsubstantiated with some agents speaking quite highly of the device.



A B.P.R.D. jetpack, size Medium, requires a Dexterity (Acrobatics) check to use in any manner other than straight flight. It moves with a flying speed of 60 ft per round in combat and contains no protections other than that worn by the pilot. The jetpack has been deliberately designed for ease of landing and in most cases a single DC 10 Dexterity (Acrobatics) check is all that's required to safely make a landing.

Allied Weird Science

Project Enkelados

In 1948, the USA initiated its first space programme: Project Enkelados. The principle concept of this was to use nuclear pulse propulsion, the detonation of staged nuclear warheads, to propel a sufficiently hardened capsule into orbit. Shortly after the initial test, there was an attack on the car carrying three of the four key researchers. The vehicle they had been in was found completely torn apart by some sort of massive creature.

Upon investigation by Professor Bruttenholm, it was found that the site of the nuclear test was one of significant geomantic power with recorded use by both shamans and witches (see "Paranormal Locations", p. 138). When the sand was directly exposed to the heat and pressure of the nuclear blast, it became a geomagnetically enhanced trinitite called enkeladite.

While there is some debate as to whether enkeladite is a powerful mutagenic, the cause of dimensional incursions, or simply occurs at sites where a nuclear blast has caused a dimensional rupture, there is no doubt that the glass is trouble. Regardless of its actual capabilities, it's safest to assume that the glass will attract or result in the presence of cryptids.

Enkeladite

Wherever enkeladite is found, monsters aren't far away. Often these appear to be giant mutant variants of common earth animals, but some have been truly alien. Even the smallest quantity of the glass acts as a beacon for cryptids. Any cryptid within a mile of a sliver of enkeladite can feel its presence and makes their way unerringly towards it.

When enkeladite is created, there is a high likelihood that at least some of the animals nearby will become monstrously mutated. The "Enkeladite Mutations Table", p. 177, can be used to create suitably mutated creatures at an enkeladite site.

Roll a d10 twice, using either result in the basic animal and Mutation columns as seen fit. Beginning here, the headings of the Mutation column are further expanded to provide mechanical guidance within the game.

If a creature ends up with a new form of attack from its mutation, this should be cross-referenced with the Mutation Attack Table on the next page.

BUT IT FLIES!

If the creature didn't have the capacity to fly already, it gains wings and a flying speed equal to its regular move. If the creature was able to fly, its flying speed doubles, and it gains the ability to hover.

BUT BIGGER!

The creature increases a number of size categories, 1d3 for Small creatures, 1d2 for Medium and larger creatures. Creatures that gain a size category have their Hit Dice size increased (maximum d12s) and deal an additional dice of damage per size category gained.

BUT HAIRIER!

The creature gains resistance to bludgeoning, cold, and fire damage and +2 AC or damage reduction 2.

CROSSED WITH A SQUID

The creature gains 2d6 tentacles and a multiattack equal to half the number of tentacles. When attacking with the tentacles that deal 1d6 + Strength ability score each. The creature also gains a swim speed equal to its movement speed.

CROSSED WITH A GILA MONSTER

The creature's body is covered with heavy scales and its limbs end with vicious climbing claws. The creature gains +2 AC, the proficiency with Athletics skill and Vicious Claws. (See below.)

WITH VICIOUS CLAWS

If the creature doesn't have claws, it gains 2 Claw attacks, may make 2 attacks with them as a single action, and can make a third attack as a bonus action. If the creature already has natural weapons, the damage they inflict increases by 1 damage dice.

WITH HIDEOUS BOILS

The mass of the creature is bloated with additional layers of skin and puss. When attacked, these additional dermal layers make the creature much harder to slay. If the creature is reduced to 0 HP, it can make a Constitution saving throw where the DC equals the total damage suffered. If successful, the creature instead drops to 1 HP. The creature can use this feature a number of times equal to its Constitution modifier (minimum 1) and regains all uses when it returns to base.

WITH EXTRA TUSKS AND TEETH

If the creature doesn't have a Bite attack, it gains 1 Bite attack. If the creature does have a Bite attack, the creature gains a Tusk attack and can make a single attack with both teeth and tusks as an action.

ENKELADITE MUTATIONS TABLE

D10	CREATURE	MUTATION
1-2	Big Cat	With Vicious Claws
2	Wolf	But Bigger!
3	Killer Bird	But Hairier!
4	Brown Bear	Crossed with a Squid
6	Giant Bat	But it Flies!
7	Shark	With Hideous Boils
9	Ape	With Dense Twisted Limbs
9-10	Giant Squid	With A Long, Lashing Tail

WITH DENSE TWISTED LIMBS

The creature's limbs darken with strange metallic looking growths. Creatures with a Strength under 15 gain +3 to their Strength ability score. If it is above 15, they instead gain +2.

WITH A LONG, LASHING TAIL

The creature's tail doubles in length to a minimum of twice its body length and gains one of the below features:

- **GRABBING TAIL:** Whether the tail has a hand or is prehensile, it can grapple smaller creatures and has a reach of 10 ft.
- **SPINED TAIL:** The tail gains a spine which acts as a Claw attack. (See "With Vicious Claws" above.)
- **SENSITIVE TAIL:** The tail is dotted with sensory organs and hairs. Any attack made from flanks or rear does not gain advantage against the creature.

WEAPONISED ENKELADITE

There is some evidence that the weaponization of enkeladite was attempted by various factions during the 1950s. If enkeladite is capable of causing interdimensional rifts to open, then the prospect of tearing such a rift above the enemy and allowing the monstrosities of other dimensions to prey on those left behind after the blast must seem an added boon. Even if this is not the case, releasing this powerful mutagen into enemy territory, while almost certainly a war crime, is still a game changer. Enkeladite has been shown to turn a simple dog into a towering monstrosity in a matter of days. The danger of exposing a herd of cattle to this substance cannot be overstated.

PROJECT EPIMETHEUS (AKA SLEDGEHAMMER)

The Vril Energy Suit (VES) originated as an experiment known as Project Prometheus led by Professor Kyriakos Gallaragas. Worn initially by Jim Sacks, the suit was unable to fly but had working energy projectors and provided solid protection. When Jim Sacks took the suit into battle against Memnan Saa, its most striking feature was uncovered. The VES can allow the dead to interact with our world. Despite the occult power granted by the VES, the first suit was destroyed in a failed effort to rescue Professor Gallaragas.

In 1944, the daughter of Professor Helena Gallaragas rebuilt the VES under Project Epimetheus and assigned it to a test pilot known as Captain Fields. After Fields was wounded in France, four soldiers, including one Private Patrick Redding, took it upon themselves to take the suit back to Allied-controlled territory. Redding's spirit possessed the VES after he was killed by German troops. The full capabilities of the suit became visible in his capable hands. Not only could a powerful energy field be emitted, but the suit could fly. Using the two in combination turned the suit into a missile.

The most crucial piece of equipment connected to the VES is Anum's Fork, named after the watcher who brought the fire of creation down from the heavens. Somewhat resembling a tuning fork, this component harvests Vril from the universe and

MUTATION ATTACK TABLE

ATTACK	MODIFIER	DAMAGE DICE	DAMAGE TYPE	RANGE	PROPERTIES
Claw	Strength + Proficiency	2d4	Slashing	5 ft	Light, Finesse
Tentacle	Strength + Proficiency	1d6	Bludgeoning	10 ft	Finesse, Advantage on establishing a grapple
Tusks/Teeth	Strength + Proficiency	1d6	Piercing	5 ft	—

cycles it into the suit. All of the armour's capabilities are gained from the fork, but once worn for a day or two, sufficient Vril energy will have been harvested that the fork is not essential for operation. Keeping control over the technology of Anum's Fork is crucial as, while good people can accomplish much with it, evil people can only create dragons.

Sledgehammer is essentially a robot powered by Vril and controlled by the soul of its wearer. The wearer often controls the suit before, during, and after their death, though this is by no means always the case. Should a pilot be reduced to 0 HP while wearing the suit, its former inhabitants will weigh in on the pilot's potential fate. The first death save a creature makes while operating the suit is made at a disadvantage, as the metaphysical visions granted by the former inhabitants will show the possibilities available in moving on. Climbing into and out of the suit takes 1 minute. One day of wearing is required for the suit to gather enough Vril to be self-sustaining. Before this, the suit contains 1d6+3 charges. Once it is self-sustaining, the suit gains 2d6 charges each time the user takes time, up to a maximum of 25 charges.

THE POWERS OF THE SLEDGEHAMMER SUIT

The user's Strength and Constitution scores are treated as being 25. The user also gains 3 damage reduction. Additional HP gained from the suit is added to the pilot's current and maximum HP immediately. Vril charges can be expended to gain the following benefits.

ENERGY PROJECTION (BEAM/LINE) (1 CHARGE): You can, as an action, cause a number of beams to shoot from the suit's fingers. Each beam requires a ranged attack roll causing 1d10 radiant damage on a successful hit and pushing the target 5 ft away from the suit with each hit. The number of beams is determined by your level. At 5th level, the suit shoots 2 beams, at 10th level 3 beams, at 13th level 4 beams, at 15th level 5 beams, and 6 beams at 18th level. The attack roll uses the pilot's Intelligence or Dexterity modifier (pilot's choice). Each time this action is taken, a point of Doom is generated in addition to any generated by the attack rolls.

FLIGHT (2 CHARGES): on Par with a 1950s Jet. The suit grants the user a fly speed equal to their walking speed and allows them to dash as a bonus action. As an action, the wearer can elect to enter flight mode and move at the speed of a commercial jet outside of combat.

ENERGY SPHERE (3 CHARGES): Centred on the pilot. You can, as an action, cause an energy sphere to form around the suit dealing 21 (6d6) lightning damage, with a DC 12 Constitution saving throw for half damage, to all creatures within 1 5 ft of the suit, increasing to 30 ft at 10th level. Equipment that uses electronics is rendered useless by this effect. The suit must return to base before it can use this feature again.

OCCULT ORGANISATIONS

A secret society is a body of people who maintain unpublished social connections for an express purpose. It can be as mild as an old boy's network, as fierce as a secret cannibal cult, as informal as a neighbourhood watch, or as structured as an intelligence agency. In this section, we will investigate some of the larger players in Hellboy's world and provide guidance for a GM so that they can create their own secret threats and strange allies. This chapter does not deal with any of the Occult Reich's cults. For information on them, see p. 169.

THE B.P.R.D.

The Bureau of Paranormal Research and Defense, or B.P.R.D., is an organisation devoted to the study of occult and supernatural phenomena and to the neutralization of these phenomena when and if they are deemed dangerous to humankind. The Bureau was officially formed toward the end of World War II when a group of scholars, mystics, and soldiers gathered to investigate a Nazi occult experiment in England. Since that time, the agents of the B.P.R.D. have travelled all over the world investigating strange phenomena, often attempting to dispel or destroy these phenomena, whether they're ghosts, cryptids, creatures from folklore, or demons. B.P.R.D. agents represent a wide range of specialties, from mundane law enforcement officers to scholars of the occult, psychics and mystics, members of various military branches, scientists, and even special individuals with unique powers or supernatural origins, among them Hellboy, Liz Sherman, and Ape Sapien.

For most of its existence, the Bureau is a private agency beholden to no government, though it is recognised and funded by both the United States and the United Kingdom. The B.P.R.D. is also recognised by the United Nations, who direct it to investigate mysterious situations reported by its members.

The B.P.R.D. is not fully a secret organisation, since it is frequently consulted by other government agencies, and Bureau agents must by necessity work with civilian witnesses and local officials to carry out their investigations. Some of the B.P.R.D.'s members are known throughout the world. Hellboy, for instance, was allowed to talk to the press in 1947 and became a full B.P.R.D. field agent five years later.

ORIGINS AND FORMATION

Though the Bureau itself was officially founded around 1945, its roots are actually older. In 1877, a group of researchers in

Britain formed the British Paranormal Society to study occult phenomena using scientific disciplines and principles. Many years later, a young Trevor Bruttenholm would be invited to join the society, which would prove to be a defining point in his life. Bruttenholm's studies kept him in touch with the BPS, and its members brought him in to help them with a major occult incident they predicted was to occur in 1945. This event was the appearance of Hellboy and led directly to the formation of the Bureau for Paranormal Research and Defense.

The Bureau's initial focus was on investigating various Nazi occult experiments and activities, notably a Nazi plot to rain down an army of vampires on America shortly after the war. The B.P.R.D. continued to track down and study paranormal phenomena around the world, often rooting out further Nazi mystics and other foreign agents and dabblers.

In the modern day, the Bureau continues to study and confront paranormal threats around the world from its base in the United States. Its membership has grown from a handful of academics to an organisation of several hundred researchers and field agents with the backing of many world governments, and a reach that encompasses the globe.

NOTABLE MEMBERS

The B.P.R.D. is headed by a director, who handles the overall bureaucratic and political requirements of running the agency. The Director of Field Operations is in charge of selecting and coordinating investigations and assigning agents and consultants to specific cases. Trevor Bruttenholm was the Bureau's first director, and he also managed field operations during this time (1946-1958) as well. In later years, Dr Thomas Manning would rise through the ranks as a field agent, Director of Field Operations (1982-2002), and finally Director (2002 onward). Kate Corrigan was initially a civilian B.P.R.D. consultant, then field agent and later Director of Field Operations (1995), and, when Dr. Manning was incapacitated, overall director.

The Bureau has many agents from a variety of different backgrounds, some with paranormal powers or origins. These include Hellboy himself, the pyrokinetic Liz Sherman (an agent since 1980), the amphibious humanoid Abe Sapien (1981), Roger the homunculus (2000), and incorporeal spirit medium Johann Kraus (2002). Other agents with strange backgrounds or talents include Sidney Leach, a so-called human metal detector; field agent Ashley Strode, a talented exorcist; and Ted Howards, an agent armed with a powerful Hyperborean sword that ties him to an earlier life in that long-vanished ancient land.

BASES OF OPERATIONS

The B.P.R.D. has been based in three different headquarters since its inception in 1946. The first of these was an unnamed Army Air Force base located somewhere in New Mexico. Professor Bruttenholm led the Bureau at this time, and he lived on the base with several other occult scholars and a few other individuals who had had first-hand experience with the supernatural. Bruttenholm and the B.P.R.D. had been granted custody of Hellboy, so the youngster lived on the base among the academics and the soldiers.

In 1947, the B.P.R.D. moved to a new permanent base in Fairfield, Connecticut. This facility was much more elaborate than the previous one, as it resembled a college campus or business complex, with multiple buildings housing a variety of libraries, offices, laboratories, and residences. The Fairfield campus was the home of the B.P.R.D. for over 50 years, during which time it became the foremost centre for occult and supernatural studies in the world. Many of the Bureau's most unique and uniquely powered agents would have their residences in this complex, among them Hellboy, Elizabeth Sherman, Abe Sapien, and later, Roger and Johann Kraus.

The B.P.R.D. headquarters would remain at the Fairfield facility until late 2004, when primary field operations were moved to a remote location in the mountains of Colorado. The Fairfield campus would remain open, but with reduced staff and importance, until it was closed in 2007 and its remaining personnel were moved to an office in Washington, DC. The Colorado installation had formerly housed a group of German scientists brought to the United States in 1946. This massive multistorey building was the centre of many occult experiments carried out by the German scientists and was also used to house several occult artefacts that had been seized from the Nazis, among these was the Spear of Longinus. The lowest level of this complex was sealed off in 1958 when a dangerous occult experiment resulted in an explosion that killed all the German scientists residing there, and the facility was completely shut down four years later. The B.P.R.D. reopened the Colorado base in 2004. By this time, Hellboy had left the Bureau, but the other "unique" members of the team all moved into the new field office.

THE B.P.R.D. FACILITIES

The two main B.P.R.D. headquarters were very different on the outside, but very similar within. Both the Fairfield campus and the Colorado compound were home to many agents from various walks of life. Each location had offices, libraries, laboratories, mess halls, armouries, barracks, and residences.

The Fairfield complex was laid out more like a college campus, with several buildings huddled together outside the city limits. Here some agents had residences on the grounds, while others lived in the city; in particular, Hellboy, Liz Sherman, and Abe Sapien all had apartments on the grounds. The B.P.R.D.'s extensive library boasts one of the most comprehensive collections of

occult information in the world, and there are also collections of occult artefacts accumulated in the decades after World War II.

The Colorado complex is necessarily more concentrated, being housed within a single enormous structure. This complex is larger and organised more like a military base (which it had originally been, to some degree). This base is home to large numbers of soldiers and includes a flight deck and hangars for the helicopters and other aircraft frequently used to travel to and from the facility. Here too, there are individual offices and apartments for prominent officers and agents. Much of the B.P.R.D.'s library of books and collections of artefacts were transferred from Fairfield to this outpost.

B.P.R.D. AGENTS

The Bureau utilises many different types of agents, several of whom will be civilian consultants. Bureau field agents will often come from law enforcement or the military or be academics knowledgeable about the paranormal. Bureau agents might also be scholars or scientists from some other area of knowledge like historians and engineers.



B.P.R.D. consultants can come from virtually any walk of life, whether it's local law enforcement, journalists, guides, or witnesses, or individuals with special knowledge that might be useful in the investigation for example, Egyptology, folklore, and biology. The Bureau often uses members of the clergy as contacts and consultants. In addition to field operations, the Bureau may also approach civilians to perform off-site research, analysis, or autopsies for them. In more dangerous situations the Bureau will utilise field agents with more combat experience. Agents with law enforcement or military backgrounds will be more useful in situations like these.

A typical group of investigators will have a team leader and at least one or two other members. Depending on the nature of the case, these other members may include professional investigators, scholars or other experts, mystics, local guides, and perhaps other useful parties like witnesses, psychics, and combat specialists.

RELATIONS WITH LAW ENFORCEMENT AND OTHER GOVERNMENT AGENCIES

The B.P.R.D. has good relations with most agencies of the U.S. government. Organisations such as the FBI don't hesitate to refer cases involving the paranormal to the agency more qualified to investigate such phenomena. The Bureau is also respected by most state and local law enforcement groups, since those agencies may have contacted the FBI first, only to have the B.P.R.D. step in when things got weird. This is not to say that some state or local police won't be sceptical or unhelpful around the "ghost hunters", but in most cases they'll come to be thankful the spook-hunters when the fur/ectoplasm/ichor/tentacles starts to fly.

Since it frequently investigates cases all around the world, the B.P.R.D. is also respected internationally, whether it's Africa, Europe, the Middle East, the U.K., Mexico, India, or Malaysia.

THE HELIOPIC BROTHERHOOD OF RA

In its heyday, the Heliopic Brotherhood of Ra was an international organisation with temples in New York, Paris, and London. Founded in 1728 by Eugene Remy, the brotherhood laid claim to secret knowledge of ancient civilisations. Remy claimed that he had visited a hidden chamber under the Great Pyramid of Giza where the being Larzod had instructed him on the mysterious histories of Atlantis, Mu, and Lemuria. After Remy's death, he was found reincarnated in the body of a woman that the brotherhood named Tefnut Trionus.

When the brotherhood was at its height, it was a respectable organisation with many wealthy patrons connected through the prestigious Dominion Club and several splinter branches working at arm's length. It is said that at one point the brotherhood was implicated in some very grisly murders in Whitechapple and only protected by their proximity to the throne.

The brotherhood should not be mistaken for simply another club of deranged occultists fighting for personal power. Many in the brotherhood are patriots and seek in their own way to serve queen and country. They are able monster hunters, and teams of its members would often hunt supernatural beings with electrified melee weapons of their own devising. When roused to anger in their full number, the brotherhood is nothing short of an army, well supplied and ready for the fray.

The brotherhood would undergo several schisms, most notably the 1738 Primal Sea Schism that led to the founding of the Oannes Society and the 1866 séance that would lead to the creation of the Osiris Club. The Heliopic Brotherhood would finally go underground in the early 20th century. As a secret society, the brotherhood would be tied to both the San Francisco quake of 1906 and the Tunguska blast of 1908.

Joining the brotherhood was, like most gentlemen's clubs of the era, a matter of being approached by a member who would vouch for your behaviour and conduct. Prospective members had a variety of ways to come to the attention of the current members, and in general, so long as the applicant was of the right social class, even the most bizarre peccadillos could be accommodated. Afterall, what's a little witchcraft between friends?

While the brotherhood still exists and has shown the capacity to draw beings across time to attend its needs, few of their number remain that are not a part of some splinter group or another. While the brotherhood and its splinter organisations may or may not be evil, their schemes are usually reckless and always elitist. Agents, whether seeking to aid them or oppose them, get involved in their schemes at their peril.

The Oannes Society

Named after the fish god that taught the Babylonians agriculture, the Oannes Society formed out of a philosophical argument as to the origins of the god Atum. This argument that should have been better managed by the brotherhood, turned heated, and caused several leading members to leave the organisation and form their own occult exploratory group.

The society maintained itself for over 100 years but slowly dwindled in numbers. The socio-political power of the brotherhood made joining the Oannes Society less attractive, but the occasional members still were added to the ranks. In 1834, Langdon Everett Caul would become one of the organisation's most important members. Caul was a prodigy, and with the aid of his colleagues, not only successfully discovered Atlantis but also found an egg with some sort of entity inside. Upon attempting to commune with the entity, it triggered the entity to imbue Caul with some of its power. This would trigger Caul's transformation into the Icthyo Sapien known as Abe Sapien.

But the society didn't stop there. Over time the society engaged in several ambitious schemes. It captured the mummy Panya and imprisoned her on an Indonesian Island. It engaged in hybridisation experiments of many various animals. It developed cybernetic bodies for its ageing members to inhabit. It set up a plan to destroy the southern hemisphere with tsunamis and harvest the souls of the dead in bodies designed as spiritual reservoirs.

The Osiris Club

In 1866, six members of the Heliopic Brotherhood of Ra attended a séance conducted by Miss E.T. Hatton. They received a visitation from Larzod who granted the seven immortality that they might see Ragna Rok and the coming of a prophesised king. Over time, as the Heliopic Brotherhood flagged, the Osiris Club stepped in and recruited the more stable members of the brotherhood. They had suitable influence that they could convince a young Trevor Bruttenholm to ride out with their



number on a wild hunt, to later send Hellboy to them on a dragon slaying mission, and finally to convince Hellboy to aid them on another wild hunt. Only, this last hunt was, in reality, an assassination plot! With a few twists, turns, and crunched bones, Hellboy was thankfully able to avoid the fate the Osiris Club had planned for him.

Ultimately, the plan of the Osiris Club is simple. When the time comes. with Hellboy dead, they will take the Right Hand of Doom and use its power to determine the shape of the world to come. The trappings of worldly power are nothing in contrast to this goal. They will do whatever it takes to see this to fruition.

The Osiris Club is not above giving the prophecies a helping hand. They'll be damned if they'll see a demon on the British throne, and it's the Right Hand that they need, not Hellboy. They have over a century of experience hunting monsters, and to them, that's all Hellboy is, just another beast stupid enough to stand in their way.

Special Intelligence Directorate (U.K.)

The Special Intelligence Directorate (SID) is the modern face of British occult intelligence. Enshrined in a secret subsection of the Intelligence Services Act, it reports, when it deigns to do so, directly to Cabinet. While it prefers to do this through a COBRA meeting, it has connections within the Civil Contingencies Secretariat who are more than happy to push the SID's priorities.

The SID is a state espionage agency, and it favours expediency and efficacy in all its dealings. The SID might be an ally, but it is rarely a friend. When it comes to rival organisations, the SID is more than willing to cooperate where interests align, but it defines cooperation in a very self-serving manner and is unlikely to tell you where interests diverge until it has made off with the prize, assassinated its target, or run off with all your files. As far as the SID is concerned, if you're not British, you're a potential enemy to be monitored, engaged with where necessary, or, better still, pointed at some awful monster and used as a bullet.

The SID was formally formed at the tail end of World War II. At this time, the many and varied occult organisations working for the crown fell under the general mobilisation of the Military Training Act and later the first and second National Service (Armed Forces) Acts. They had largely been ignored since the First World War. During the War, these groups had been allowed considerable leeway, but as they had largely fallen in battle, the predominant mood of the Ministry of War was one of such scepticism that the supernatural threat of the Occult Reich went ignored for many years.

Come 1941, with the mandatory military service of all citizens including males up to the age of 51, most occult-trained Brits were already being channelled towards military service. Organisations such as the British Paranormal Society, the Osiris Club, and even what remained of the Heliopic Brotherhood all felt the cudgel of patriotic militarisation tapping gently on their shoulder. All manner of British occultists were conscripted, and the requirements of the day made very clear to one and all. They would be expected to do their duty and keep quiet or face the sternest penalties. The military was not particularly interested in occult "nonsense." And while this attitude would slowly shift as the war progressed, agents opposing the Occult Reich were all too often on their own and unaware of the occult forces working on behalf of Britain.

The irony is that well prior to the Military Training Act, the British establishment had already established a series of covert agents dedicated to protecting the realm against occult threats. These organisations were buried deep within royal prerogative and the Directorate of Military Intelligence to the point that even the most politically savvy members of the British Paranormal Society were unaware of their existence. The most famous of these was the Witchfinder Sir Edward Grey, though it does seem that his public notoriety served to allow other agents to operate more freely. Over time, as more evidence became available, the SID saw fit to gather these disparate forces and bind them together so as to not make the same mistakes twice. These organisations included, the Foundry, the British Paranormal Society, and the Eton Ghost Club.

The Foundry

The Foundry was originally established around the year 1880. Based out of Caliburn Ironworks and Shipbuilding, the Foundry began as independent explorers, soldiers, and engineers discovered increasingly strange mechanical artefacts throughout the empire. Initially, they were a group that was simply curious about these ancient machines, but the idea of leveraging the machines to improve the empire's metallurgy, enhance its industrial base, and to inspire new innovations took hold. As its leader Colonel James Fraser put it, "Some wags joked we should start our own club." But Queen Victoria had other ideas. Her hand-picked agents were granted royal warrants and the Foundry was established.

The Foundry undertook three separate functions. The Foundry proper at Caliburn Ironworks was set the task of discovering how the devices functioned with a goal to reverse engineering the technology for practical use. An expeditionary force was sent out across the globe to all manner of distant locales with the goal of locating further artefacts. As can be imagined, not all of these locales were within the empire, and much of this reconnaissance had to be disguised as exploration, with particularly large prizes evacuated with great care and subtlety. The Foundry's third function was deliberately ill defined but universally understood. With a range of technologies well

in advance of other nations, the Foundry was in an excellent position to engage in all manner of clandestine activities from simple spying to providing and receiving long distance communications to embedded agents.

As time went on and relics became scarcer, this third task began to dominate the foundries activities. By World War I, the Foundry was a highly secretive part of the DMI and, like many other British paranormal groups, eventually found itself merged with other state controlled occult forces under the banner of the SID. Officially the Foundry ceased activities at the end of the Second World War, though it seems unlikely that the SID would cease to be interested in reverse engineering occult technologies, and there is almost certainly a warehouse somewhere where scientists document, dismantle, and disarm technologies confiscated by the SID.

BRITISH PARANORMAL SOCIETY (U.K.)

The British Paranormal Society (BPS) is an association of academically minded occultists. It's not known how long the society has existed, though it certainly dates to roughly the same time as the Foundry. While initially theoreticians and investigators, the hard truths of the occult forced the organisation to accept that this was not without significant risk. Over time, the BPS became a safe haven for all manner of mystics looking for a home. Its members might contain former affiliates of the HBR, independent occultists, and even active members of the Osiris Club.

Before the SID got its act together and began to marshal the occult forces of Britain, the BPS was actively, if surreptitiously, engaging in keeping supernatural threats at bay. This largely involved keeping a lid on local hauntings and uncanny creatures, but learning of the threat posed by the Occult Reich led to the BPS stepping up. They were instrumental in convincing the US Army of the threat that Project Ragna Rok presented.

In the years after the war, it was not uncommon for the armed forces to seek out the BPS to assist in dealing with the supernatural, but one by one the old guard of the BPS dropped out until it was little more than a social club for faded occultists who hadn't investigated a case in over a decade.

The truth of the matter was more complicated. The SID had been engaging in a long-term recruitment plan where the wheat was cut from the chaff and only the most competent members of the BPS were brought in from the cold. To all the world, the British Paranormal Society became seen as a bunch of broken-down forteans, has-beens, and cranks. SID agents who had previously been members were tasked to monitor them and make sure that nothing important went unnoticed. After all, even a stopped clock is right twice a day.

ETON GHOST CLUB

For almost as long as there has been a BPS, there have been student bodies where the milder cases of paranormal activity has been investigated. While none should ever assume these investigations to be safe, they serve as an excellent training mechanism for occult investigators.

The memberships of these groups often maintain friendly contact with members who have moved on past their student days. Previously, the BPS would take on more talented members, though now the more successful members of these student bodies are often approached by the SID under the guise of more terrestrial espionage organisations.

SPECIAL SCIENCES SERVICE (RUSSIAN)

While the SSS might seem to be the B.P.R.D. of the former Soviet Bloc, it has a lot of fingers in a lot of pies. Although it's believed to have been a part of the Cheka in post-revolutionary Russia, it's known that the SSS was continuously active in post-war Berlin all the way to the modern day. The SSS is not a civilian agency; it is intimately connected to the Russian war machine, the FSB, and the various ministries of internal affairs across the CIS. At any time, the SSS can mobilise an obscene amount of mundane firepower. It has easy access to approximately a battalion of armed soldiers, several armoured vehicles, and specialised transports without seeking any special authorisations from the chain of command. It's hoped that they would need at least some sort of political support before deploying weapons of mass destruction, but it should be stressed that this is a hope not a certainty.

But the SSS is not content to rely on mundane tools. At least two of its known directors have been paranormal beings. The current director, serving from the late 1950s, Iosif Nichayko is reported to be a reanimated corpse found within a sunken submarine, and its most famous director the child Varvara, whose activities predate the revolution, was actually a host for the Demon Yomyael. Several of its agents were imbued with occult power, though the mechanism employed is unknown.

With all the capabilities that the SSS possesses, it would be easy to assume that is some nefarious force in the world. The truth is far more complicated. Much of this perception is steeped in old war politics, but it isn't entirely wrong. The SSS does concern itself with the betterment of Russia and the CIS first and foremost. Nonetheless, the agency hosts a plethora of individuals with their own motivations. As per most bureaucratic governmental organisations, there are self-centred careerists, impassioned idealists, corrupt mercenaries, and cynical workers amongst its ranks. The agents of the SSS have at one time or another come together with other agencies to the greater good. Von Klept's Vampire Sturm attack was largely prevented

by mobilised troops reporting to the SSS. Agents have even broken cover to protect school children from giant mutants.

Golden Crane Society

The Golden Crane Society is a Chinese secret society dedicated to protecting the Middle Kingdom. In the post-war environment, it would finally run afoul of the Eliminate Superstition campaign of 1965 and be forced fully underground. The Golden Crane Society was instrumental in secreting occult artefacts away from the communist party and its Chengdou facility, though often at the cost of vast civilian casualties.

It is believed that there are still active cells within Shanghai and Hong Kong, though they are very exclusive and are unlikely to look for outside aid in even the direst circumstances. Members recognise each other by their individual crane tattoos which contain hidden clues showing where the member originated and was trained, along with any family members of particular renown within the society.

The society has existed for long enough that it has passive members wherever there are Chinese patriots. This likely includes members of the B.P.R.D., SID, and potentially even the SSS. These sympathisers are often children or grandchildren of members, and while the society won't be sharing much in the way of information, they can reasonably expect shelter for the night or a lift to the train station.

Creating Cults and Societies

While there are many cults and smaller secret societies, which can be benevolent or malicious in nature, they all share some distinct features which should be understood.

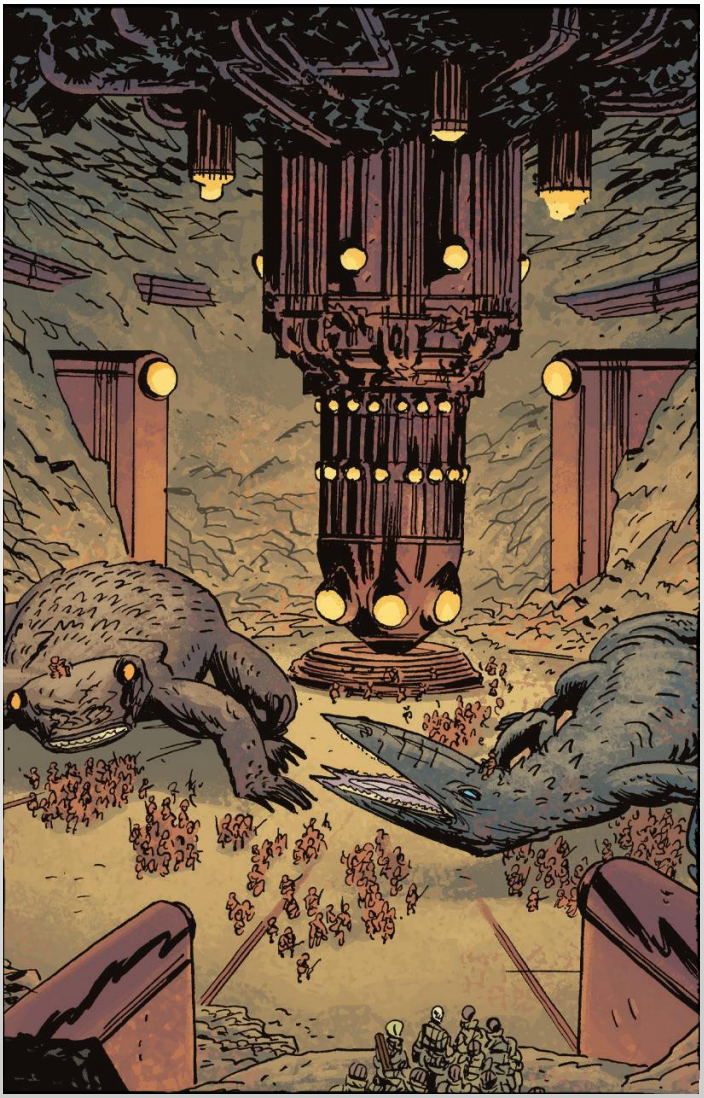
- **LEADERSHIP:** Every organisation has a set of leaders. Generally, they set policy and determine the overall goals of the organisation. They will play a crucial role in recruiting members.

- **MEMBERSHIP:** It's rare to find an organisation that doesn't want new members, but its rarer to find a group that accepts everyone. The people that make up the membership might be bored office workers looking for an evening out or die-hard fanatics recruited from special forces. If the organisation is particularly secretive, then the membership will be ranked, perhaps informally, by what they know.

- **HISTORY:** Unless the investigation uncovers the cult on day one, it will have a history. This might be one of glory or deprivation. A GM should at least have an idea as to what's happened to the organisation in the past, even if only in bullet points.

- **CURRENT ACTIVITIES:** Is the group actively pursuing any aims or are they largely dormant? Do they have big plans or are they more prone to small regular actions?

- **CAPABILITIES:** What can the group do? Is it magical or investigative or both? What does it own? If it needed to buy a car, could it? What about a plane?



PART IV: AGENTS AND ENEMIES



Chapter 12: Foes and Allies

Creatures & Mooks

In the B.P.R.D., you don't get much choice over what you have to deal with. One day it's frog monsters, the next it's a giant sloth with a hangover and a bad attitude. Sometimes it's just wolves, or monkeys, or bears. Demon possessed? Maybe, maybe not. Whatever you're facing, you're going to need the facts about its abilities. Or which one you might be able to turn into a friend. In this line of business, any ally you can get is a bonus.

Doom

Some creatures have additional ways of spending Doom detailed in their features section. Some more formidable foes generate Doom at the start of their turn. This Doom can be spent as normal and doesn't need to only be spent on the creature's Doom features. In addition, some legendary foes, cause additional Doom to be generated as their involvement unveils.

Doom spends linked to a creature's type, such as Fae or demon, can only be spent by creatures of that type or creatures empowered by them, such as by a Fae contract or demonic deal.

Creatures and Rituals

Creatures have a listed number of levels they can put towards casting a ritual. Some can use an action to generate the number listed in brackets. Certain creatures generate additional levels toward a ritual casting as a free action at the start of their turn.

If a creature gains access to rituals or ritual-like effects then, consider the following as guidance for their ability.

Beings of Myth and Magic

There is no limit on how many rituals a creature can perform provided it has the time. The folklore magic permeates and saturates the creatures described within this chapter. Unlike agents, they do not need to peel the power from a tome. They simply are able to manifest it from their inner reserve.

Case Files And CRs

In some Case Files, an investigation may involve discovering a creature's bane so that it can finally be defeated. In this instance, the creature likely has damage reduction or regeneration against damage not imbued with the power of its bane. GMs should consider when adapting the stat blocks presented here.

A creature's **challenge rating** (**CR**) shows how great a threat it is. A suitably equipped and rested group should be able to defeat a creature or group of creatures that has a CR equal to its level with little risk of death. For example, a group of 5th level agents will find a single CR 5 creature a worthy, but not deadly, foe. For further guidance on Case File construction, see p 124.

Beasts

Ape

Medium beast

Not all apes are cybernetically uplifted Nazi experiments. Some are just freakishly strong, incredible at climbing, and capable of ripping your arms out of your sockets. This is the latter type.

Armour Class 12
Hit Points 19 (3d8 + 6)
Speed 30 ft, 30 ft climb

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Senses passive Perception 13
CR 1/2

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Rock. *Ranged Attack:* +5 to hit, reach 25/50 ft, one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.



Bat, Giant

Medium beast

What's a gigantic gothic castle without equally giant bats flapping around your head? Fortunately, you're covered.

Armour Class 13
Hit Points 22 (4d10)
Speed 10 ft, 50 ft fly

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	7 (-2)

Senses blindsight 60 ft, passive Perception 11
CR 1/4

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one creature. *Hit:* 5 (1d6 + 2) piercing damage.

Big Cat

Medium beast

Just because you can't see it in the bushes, doesn't mean it can't see you. It definitely can, and the thing with big cats is... they're always hungry.

Armour Class 12
Hit Points 37 (5d10 + 10)
Speed 40 ft, 30 ft climb

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+3)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6
Senses darkvision 60 ft, passive Perception 13
CR 1

Keen Smell. The big cat has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the big cat moves at least 20 ft straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the big cat can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 5 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack*: +5 to hit, reach 5 ft, one target. *Hit:* 4 (1d8 + 3) slashing damage.

Brown Bear

Large beast

You don't want to go down to the woods today, if you can help it. Sometimes, the things that live, eat, and defecate there can turn real nasty.

Armour Class 11
Hit Points 34 (4d10+12)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Speed 40 ft, 30 ft climb
Senses passive Perception 13
CR 1

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 11 (2d6 + 4) slashing damage.

Killer Bird

Large beast

It's got wings. Big beak. Claws. It'll rip you apart and fly away. It's a killer bird, what else do you need to know?

Armour Class 14
Hit Points 26 (4d10 + 4)
Speed 30 ft, 60 ft fly

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Senses passive Perception 14
Damage Vulnerabilities bludgeoning
CR 1

Keen Sight. The killer bird has advantage on Wisdom (Perception) checks that rely on sight.

Frighteningly Fast. The killer bird may make a free bonus move action every round.

ACTIONS

Multiattack. The killer bird makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 6 (1d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 10 (2d6 + 3) slashing damage.



Shark

Medium beast

It's never safe to go back in the water. Doesn't matter whether that water is off the coast of Africa or Australia. Whatever ocean you're swimming in, you're gonna want to keep your eyes open for one of these hungry beasts.

Armour Class 12
Hit Points 22 (4d8 + 4)
Speed 0 ft, swim 40 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2
Senses blindsight 30 ft, passive Perception 12
CR 1

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only water.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 6 (1d8 + 2) piercing damage.

Squid, Giant

Large beast

In the deepest places of the ocean, you can find all manner of strange things. Most of them have too many limbs. The giant squid is pretty much the archetype. Fancy word for a big slimy thing with too many arms, right?

Armour Class 11
Hit Points 52 (8d10 + 8)
Speed 10 ft, swim 60 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	4 (-3)	10 (+0)	4 (-3)

Skills Perception +4, Stealth +5
Senses darkvision 60 ft, passive Perception 14
CR 1

Hold Breath. While out of water, the giant squid can hold its breath for one hour.

Underwater Camouflage. The giant squid has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The giant squid can breathe only water.

ACTIONS

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft, one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is Restrained, and the squid can't use its tentacles on another target.

Ink Cloud. A 20-foot-radius cloud of ink extends all around the squid if underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action. This costs 2 Doom and can be used once per Case File.

WOLF

Medium beast

Howls at the moon, but doesn't turn into a person, so that's something to be thankful for. Can still take a nasty bite out of you.

Armour Class 13
Hit Points 11 (2d8 + 2)
Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Senses passive Perception 13
Damage Resistances cold
CR 1/4

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

DEMONIC

They come from everywhere. Every nation on earth has its demons. Some of them are from Hell, sure. Some of them come from further away, from beyond time and space, spewing out of the black beyond. Whatever they are, they're really dangerous, and they're usually looking for power (some of them are smart), or food of some kind (some of them are just real hungry). Killing them takes some combination of firepower, magic, and luck. Oh, and some knowledge of what you're facing. Keeping your wits about you is essential where demons are concerned.

BRUTAL DEMON

Large fiend (demon)

It's big, it's deadly, and it intends to spread you across the nearest available surface in an extremely thin layer. Then eat you. Brutal demons are the kind of creature everyone in the B.P.R.D. faces sooner or later. Demons such as Balam, Camazotz, and Eligos are all excellent contenders for a brutal demon.

Armour Class 15
Hit Points 110 (13d8 + 53)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	7 (-1)	10 (+0)	7 (-1)

Senses darkvision 120 ft, passive Perception 18
Damage Resistances acid
Damage Reduction 8 bludgeoning, piercing, and slashing
Damage Immunities fire, infernal, poison
Vulnerabilities radiant
Condition Immunities poisoned, sleep, unconscious
CR 5

Bane. Damage dealt by those who are ordained or melee attacks from those wielding religious iconography are treated as dealing radiant damage. If an artefact, ritual, or feature deals radiant damage, the agent can spend 1 point of Ingenuity to treat the radiant damage as exploding. (See "Ingenuity", p. 119.)

Deathly Touch. At the start of each of its turns, the demon deals 7 (2d6) fire damage to any creature within 5 ft of it. A creature grappled by or touching the demon takes an additional 3 (1d6) fire damage.

Devil's Sight. The demon's darkvision is unaffected by magical darkness.

ACTIONS

Multiattack. The brutal demon makes three melee attacks: one with its teeth and two with its claws. Alternatively, it can use Hell's Rage twice.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 6 (1d6 + 3) piercing damage.

Teeth. *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 10 (2d6 + 3) piercing damage.

Hell's Rage. *Ranged Attack:* +3 to hit, reach 150 ft, one target. *Hit:* 10 (3d6) fire damage. The target creature combusts, suffering 1d8 infernal damage at the start of each of their turns until an action is spent dousing the fire. Equipment they are holding or have at hand (such as in their TacVest) loses a use for every 2 rounds the creature is on fire. Other equipment can last their size times 2 rounds before requiring repair as part of take time.

Cunning Demon

Huge fiend (demon)

There are big demons that rip your spleen out, and then there are big demons that trick you into asking them to rip your spleen out. The cunning demon is the latter sort, as likely to offer you a bargain as lop off a limb. Cunning demons make up the upper echelons of Hell's hierarchy, such as the greater duke of Hell, Amdusias

Armour Class 19
Hit Points 262 (21d12 + 126)
Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	22 (+6)	18 (+4)	20 (+5)

Senses truesight 120 ft, passive Perception 13
Damage Resistances slashing, bludgeoning, piercing
Damage Reduction 15 cold, lightning, and thunder
Damage Immunities fire, infernal, poison
Condition Immunities poisoned, charmed from non-demons
CR 19

Fire Aura. At the start of each of the cunning demon's turns, each creature within 5 ft of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the cunning demon or hits it with a melee attack while within 5 ft of it takes 10 (3d6) fire damage.

Bane. Damage dealt by those who are ordained or melee attacks from those wielding religious iconography are treated as dealing radiant damage. If an artefact, ritual, or feature deals radiant damage, the agent can spend 1 point of Ingenuity to treat the radiant damage as exploding. (See "Ingenuity", p. 119.)

Pact. If a character has entered into a pact with the cunning demon, by verbal, written, or joint understanding, the creature who made or benefited from the pact makes attack rolls against the cunning demon at disadvantage. Any attempt to conceal their intent to harm the demon is also made at disadvantage.

Silver Tongue. The demon has advantage on Charisma checks.

ACTIONS

Multiattack. The cunning demon makes two attacks: one with its slicing claws and one with its tentacle lash.

Slicing Claws. *Melee Weapon Attack:* +14 to hit, reach 10 ft, one target. *Hit:* 20 (3d8 + 8) slashing damage. If the cunning demon scores a critical hit, it rolls damage dice three times, instead of twice.

Tentacle Lash. *Melee Weapon Attack:* +14 to hit, reach 30 ft, one target. *Hit:* 16 (2d6 + 8) slashing damage plus 10 (3d6) infernal damage. The target must succeed on a DC 19 Strength saving throw or be pulled up to 25 ft toward the cunning demon.



IMP

Small fiend (demon)

Big demons need smaller ones to boss around. That's where imps come in. Small, incorrigible, and as committed to chaos as any of their other kin, imps do the smaller, nastier jobs.

Armour Class 13
Hit Points 10 (3d4 + 3)
Speed 20 ft, fly 30 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	14 (+2)

Senses darkvision 120 ft, passive Perception 11
Damage Resistances bludgeoning, cold, unenchanted weapons
Damage Immunities fire, infernal, poison
Condition Immunities poisoned
CR 1

Devil's Sight. The imp's darkvision is unaffected by magical darkness.

Really Annoying. Whenever an imp successfully attacks a character, they may dash as a bonus action while taunting the same target. This movement does not provoke opportunity attacks.

DEMONIC DOOM SPENDS

DOOM	EFFECT
1	**Long Destinies.** The demon can be summoned from death after its defeat or use a reaction to become resistant to 1 attack.
2	**The Deal.** It turns out the demon has a long-forgotten deal that's come to fruition. When an agent spends a point of Ingenuity or uses a class feature, nothing happens. The Ingenuity or class feature use is not spent.
2	**Wildfire.** Attacks that deal fire or infernal damage cause creatures to suffer an additional 1d10 damage on the start of their next turn. This continues until the creature expends a bonus action to douse the flames. If there is another creature within 5 ft of a creature affected by this, the fire spreads to them.
3	**Hellfire.** Convert all damage for an attack to either fire or infernal. If it already deals fire or infernal damage, then the attack's damage is either treated as rolling its maximum damage or dealing an additional 10 (3d6) damage.

ACTIONS

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 5 (1d4 + 3) piercing damage plus 10 (3d6) infernal damage.

Invisibility. The imp magically turns invisible until it attacks, or until its focus ends. Any equipment the imp wears or carries is invisible with it.

ONI

Large fiend (demon)

Big, bulky, and ready to take out its anger problems on anyone who gets in the way, oni are often found protecting areas where B.P.R.D. agents aren't wanted. Ancient Japanese demons are pretty effective at keeping people out of anywhere, as a rule.

Armour Class 16
Hit Points 110 (13d10 + 39)
Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	14 (+2)

Senses darkvision 60 ft, passive Perception 14
Damage Resistance fire
Damage Reduction 5 piercing, slashing, and bludgeoning
CR 5

Bane. Damage dealt by those who are ordained or melee attacks from those wielding religious iconography are treated as dealing radiant damage. If an artefact, ritual, or feature deals radiant damage, the agent can spend 1 point of Ingenuity to treat the radiant damage as exploding. (See "Ingenuity", p. 119.)

Magic Weapons. The oni's weapon attacks overcome damage resistances, such as those provided by an agent's TacVest.

Regeneration. Unless reduced to 0 HP by radiant damage, such as its bane, the oni regains 10 HP at the start of its turn.

ACTIONS

Multiattack. The oni makes two attacks, either claws or sword.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft, one target. *Hit:* 8 (1d8 + 4) slashing damage.

Sword. *Melee Weapon Attack:* +7 to hit, reach 10 ft, one target. *Hit:* 14 (2d10 + 4) slashing damage.

Fae

Ancient, strange, not to be trusted, the Fae inhabit most places in Europe. They are creatures of nature, attached to the land and attuned to its ways and moods. As industry advanced and iron began to mark the landscape, the Fae retreated. They have never vanished entirely, though, and still children are taken and replaced with changelings, and in certain rural places, saucers of milk and bread are left out. After all, people still vanish in the deep woods and the old places of the British Isles and elsewhere. Better to observe the old ways. Of course, the Fae themselves don't always observe those old ways. The different courts, with their kings and queens, are often at war with one another and such wars can be vicious affairs. It was not a peaceful and retiring nature that left Mab with her throat cut.

Fae Doom Spends

Doom	Effect
2	**Details.** A piece of evidence or clue momentarily vanishes. It reappears at the end of the chapter. Alternatively, a Fae creature momentarily vanishes or can immediately move up to half its movement. This movement does not provoke opportunity attacks.
2	**Tricksters.** The creature swaps places with another creature it can see that is willing. If the creature is within 5 ft of the Fae creature, it does not have to be willing. This can be done as a reaction.
3	**Toxic.** A target successfully charmed or hit by an attack from a Fae creature suffers 2d6 poison damage at the start of its next turn.
4	**Run of Bad Luck.** Until the agents take time or finish the chapter, when they generate Doom they generate 2 points instead of 1.
5	**Old Contracts.** A creature, usually an agent, finds that the next time they try to name a Fae or spot them they are physically incapable. Alternatively, a successful attack triggers a critical hit with all dice rolling their maximum value.

Black Dog

Medium beast (Fae)

Found pretty much everywhere in the British Isles (seriously, all the villages have some story about a big black dog), you're never quite sure what they're going to bring. Some are harbingers of disaster. Some bring it with them. Others are its incarnation.

Armour Class 13
Hit Points 38 (5d8 + 16)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	9 (-1)	11 (+0)	14 (+2)

Senses darkvision 60 ft, passive Perception 10
Condition Immunities charmed
CR 3

Bane. Damage dealt by an iron weapon that successfully hits a Fae creature is always treated as exploding.

Invisibility. The black dog can turn invisible through its innate magic. It reveals itself when it attacks another creature, causes another creature to make a saving throw, or fails to maintain focus on remaining invisible (See "Focus Check", p. 93).

Horrifying Visage. Each non-undead creature within 60 ft of the black dog that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute.

Howl. The black dog can, as an action, unleash a bone-chilling howl. All characters within 30 ft of the dog must succeed on a DC 14 Charisma saving throw or be paralyzed until they succeed on a subsequent DC 14 Charisma check.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 7 (2d4 + 2) piercing damage.

Changeling

Small Fae

They look like babies until you burn them with iron, which, yeah, sounds cruel, but they ain't kids. They're replacing kids and snatching them away to the Fae realm, which isn't nearly as nice as it sounds. Your boss could be one. Your spouse. And what are the Fae trying to do, exactly? Who knows? Catch a changeling and maybe it can tell you.

Armour Class 12
Hit Points 35 (5d10 + 10)
Speed 50 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	13 (+1)	12 (+1)	14 (+2)

Senses darkvision 60 ft, passive Perception 11
Condition Immunities charmed
CR 3

Bane. If the changeling suffers damage from an iron weapon or is touched by iron, then it reverts back to its true form. Damage from iron weapons always explodes when successfully targeting a changeling.

Shapechanger. The changeling can use its action to transform into a Small creature it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies. While in a creature's form, it gains access to one attack that the creature it is mimicking can use.

Surprise Attack. If the changeling surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS
Multiattack. The changeling makes two melee attacks.

Slap. *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Faeries
Small Fae

Not nearly as whimsical as certain film franchises might have you believe. Faeries are the most common of the Fae, and have a nasty habit of appearing and disappearing when you least expect it. They're mainly just irritating, but they can turn nasty if you aren't on your toes.

Armour Class 14
Hit Points 18 (6d4 + 6)
Speed 20 ft, 30 ft fly

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	12 (+1)	14 (+2)	10 (+0)	14 (+2)

Senses darkvision 60 ft, passive Perception 10
Damage Resistances poison, charmed
CR 2

Bane. Damage dealt by an iron weapon that successfully hits a Fae creature is always treated as exploding. If the Fae is in contact with iron it cannot use any of its features.

Glamour. All Fae appear as normal humans to those without any exposure to the world beyond. This glamour can be dispelled by contact with iron, at the Fae's wish, the Fae taking damage from any source, or by giving the GM 1 point of Doom.

Small Wonder. As an action, a small faerie can momentarily part a cloudy sky or produce snow fall, a small amount of rainfall, or a small glowing orb in its hand which vanish after 6 seconds. Alternatively, it can, snuff out a campfire or a candle within 30 ft of it, cause a seed or flower to blossom, create a small wind, or cause the illusion of the smell of an animal for 6 seconds. It can only produce one of the listed effects per round.

Affinity to Wild Creatures. As an action, the faerie can grant animals or plants within 15 ft a limited version of speech. The plants speak telepathically, but any creature in the area can hear them as if they were talking aloud. Terrain covered by plants under this effect can turn the area into difficult terrain when asked to by the Fae. If the plants have been under the effect of a magical effect such as a ritual to grow or entangle a creature, the Fae can request they release any creature being held.

Smarmy. The faerie can cause creatures to glow, making them easier to spot for future pranks. As an action, the Fae causes all creatures in a 10 ft radius of a point it can see to make a DC 12 Charisma saving throw. On failure, the creature glows for 1 minute or until the Fae is unable to sustain focus. While glowing, attack rolls targeting the creature gain advantage, and the creature gains disadvantage on attempts at stealth.

Tricky. As an action, the faerie can grant either itself or a creature it "finds amusing" within 15 ft an additional 1d4 to saving throws until the start of its next turn.

ACTIONS
Slice. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 2 (1d4) slashing damage.



Chapter 12: Foes and Allies

Frogs

The children of Sadu-Hem look like giant frogs, leaping and bounding towards their prey, tongues lolling from wide-split mouths, bulbous eyes like blisters. Relentless and innumerable when their progenitor is awake, they swarm endlessly onwards.

Frog Doom Spends

Doom	Effect
1	**Tongue Whip.** A frog creature reduced to 0 HP can make 1 attack before falling unconscious.
3	**Croak.** Spawn 1 frog swarm outside line of sight.
5	**It Burns!** A successful attack also triggers a saving throw against injury.

Frogs Spawned

Rather than repeat previously published material, the statistics for the various frog monsters can be found within the free *Hellboy: The RPG Quickstart*, available for download from drivethrurpg.com or www.mantic.com. The Doom spends here supplement their use in Case Files.

Nazi Minions

Nazis are always evil. Doesn't matter whether its 1929 or 1997. They're always trying to do something to destroy the world or hurry the ending of it. Whether its financing and supporting the mad monk, Rasputin, in order to facilitate his plans to summon the means of unleashing the Ogdru Jahad, or your common-or-garden horrifyingly debased experiments on man or apekind. Whatever they're involved in, it's your duty to stop it.

Nazi Minion Doom Spends

Doom	Effect
1	**LOOK OUT!** A Nazi minion can as a reaction become the target of an attack or effect which targets a non-minion within 10 ft of them.
3	**Fanaticism.** When a Nazi is reduced to below half its maximum HP or 0, it can use a reaction to take an action as if it were their turn.
5	**Reinforcements!** Up to 3 CR worth of Nazi minions arrive in the next room or the closest group of Nazi minions begin heading to the area.

Assassin

Medium human

They're fast, lethal, and can carve their way through a dozen opponents in seconds. Stay alert. Keep your finger on the trigger.

Armour Class 14
Hit Points 32 (5d8 + 10)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	13 (+1)	12 (+1)	10 (+0)

Senses passive Perception 11
CR 8

Assassinate. During their first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit they score against a surprised creature is a critical hit.

Evasion. If the Assassin is subjected to an effect that allows a Dexterity saving throw to take only half damage, they instead take no damage on a success, and only half damage if they fail.

Sneak Attack *(1/Turn)***.** The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Point Blank. The Assassin does not suffer disadvantage on ranged attack rolls when targeting creature within 5 ft of them.

Like Lightning. Once per turn, the assassin can make a dash movement as a bonus action.

Twist the Knife. Costs 1 Doom to use. A target the assassin successfully attacks suffers an additional 15 (5d6) poison damage.

Actions

Multiattack. The assassin makes two attacks, one with their sword, one with their pistol.

Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft, one target. *Hit:* 6 (1d6 + 3) piercing damage.

Mauser C96. Ranged *Weapon Attack:* Firearms: Pistols, Noise, Reload (7), Semi-automatic, Pistol Whip, Ranged 45/100 ft, Small (7) *Hit:* 4 (1d8) piercing damage.

ROTTENFÜHRER

Medium humanoid

Soldiers need their commanders. These guys are just that. They point and machine guns start blazing. Take them out first.

Armour Class 12
Hit Points 26 (4d8 + 2)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	12 (+1)	12 (+1)	14 (+2)

Senses passive Perception 12
CR 1

Achtung! An officer can use an action to summon 1d4+1 soldiers. The soldiers arrive at the start of the officer's next round.

Organisation. While a Rottenführer is above 0 HP, all Nazis within 30 ft that can see or hear them gain an additional 1d4 to attack rolls and saving throws. A Rottenführer can nominate a creature as an action. Each Nazi that successfully attacks that creature deals an additional 1d6 piercing damage.

SNAP TO! Costs 2 Doom to use. Up to 3 Nazis under the Rottenführer's authority can use a reaction to either immediately move up to their movement speed or make a single attack.

ACTIONS

Mauser C96. *Ranged Weapon Attack:* Firearms: Pistols, Noise, Reload (7), Semi-automatic, Pistol Whip, Ranged 45/100 ft, Small (7) *Hit: 4* (1d8) piercing damage.



SOLDIER

Medium humanoid

These are the guys who are going to be running at you and telling you to halt. Ignore them, start shooting. They soon shut up.

Armour Class 12
Hit Points 11 (2d8 + 2)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Senses passive Perception 12
CR 1/8

We Didn't Sign Up for This. As conscripts, these soldiers aren't prepared for the horrors of the supernatural. They suffer disadvantage on all fear checks caused by supernatural creatures.

ACTIONS

Bayonet. *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target. *Hit:* 5 (1d8 + 1) piercing damage, two handed.

MG42. *Ranged Weapon Attack:* Firearms: Advanced, Noise, Reload (20), Semi-Automatic, Rifle Butt, Spray & Pray, Ranged 50/150 ft, Small (20). *Hit:* 7 (2d6) piercing damage.

UNDEAD

Why can't things stay dead? It's a perennial question in the B.P.R.D., but one without an answer, at least so far. Things go into the ground. Magic always seems to want to raise them up. Or some ancient grudge means they can't lie peacefully in the grave. Or their own arrogance and fear ensures they refuse to accept the limits of a mortal life. Whichever it is, the undead are one of the most common of the B.P.R.D.'s problems. You'd best get used to the smell of mould and the dust of old tombs.

GHOST

Medium undead

Spirits don't always go where they're meant to go. Sometimes they stay this side of the veil. Just staying put. Sometimes they repeat past events. Other times, they stay here to inflict pain on the living. Either way, most aren't the best of house guests.

Armour Class 11
Hit Points 45 (10d8)
Speed 40 ft hover

STR	DEX	CON	INT	WIS	CHA
8 (-2)	12 (+1)	10 (+0)	14 (+2)	15 (+2)	12 (+1)

Senses passive Perception 11, darkvision 60 ft
Damage Vulnerabilities psychic
Condition Immunities grappled, prone, frightened, unconscious
Damage Immunities bludgeoning, piercing, and slashing damage while not possessing a creature
CR 4

Subdued. When a ghost is reduced to 0 HP, it stops attacking and may be questioned by the agents.

Frightening Presence. For 2 points of Doom, all agents hit by an attack from a ghost must immediately make a DC 12 Wisdom saving throw. If they fail, the agent becomes frightened of the ghost until the start of their next turn.

Possession. This targets a single creature within 15 ft. The target must succeed on DC 13 Charisma saving throw or become possessed. While possessed, the creature is under the ghost's control. The ghost takes half of any damage the creature suffers as psychic damage. The possessed creature can repeat the saving throw at the end of their turn. A success expels the ghost, but those with psychic gifts have disadvantage on the save.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 15 (4d6 + 1) necrotic damage.

Hurl Debris. *Ranged Attack:* +5 to hit, range 15 ft. *Hit:* 1d6+1 (4) bludgeoning damage, can target up to 3 creatures.

VAMPIRE

Medium undead

They might occasionally look elegant, with fancy accents and fancier clothes, but ultimately they're just lions who learned to shave and ate a book on etiquette. Forgetting that will get you killed, made into one of them, or worse. They retreated from the world a long time ago, lurking in the shadows and waiting until they can remake the world to better suit themselves.

Armour Class 16
Hit Points 144 (17d8 + 68)
Speed 40 ft, climb 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Senses darkvision 120 ft, passive Perception 17
Damage Resistances cold, acid
Damage Reduction 10 slashing, bludgeoning, and piercing damage not from a wooden stake
Damage Immunities poison, necrotic
Condition Immunities poisoned
Saving Throws Charisma +8, Constitution +8
CR 13

Hands of Murder. Vampires treat their unarmed strike as wooden stakes for the purposes of frightening other vampires.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed. While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. If not in sunlight, running water, or incapacitated by a wooden stake, the vampire regains 20 HP at the start of its turn. Radiant damage or damage from holy water prevents this trait functioning at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. It is able to climb sheer surfaces like a spider.

Unnatural speed. A vampire can dash as a bonus action and opportunity attacks are made with disadvantage. Standing up from prone costs the vampire 5 ft of movement.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while it is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The vampire makes three attacks, only one of which can be a bite attack.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft, one creature. *Hit:* 12 (2d8 + 4) piercing or slashing damage. Instead of dealing damage or by expending a bonus action, the vampire can cause a creature hit by its unarmed strike to become restrained (escape DC 18).

Remove Heart. Costs 3 points of Doom. A creature struck by a critical hit from a vampire's unarmed strike has the vampire's hand plunge into their heart (or similar organ). The target suffers an injury and the unarmed strike damage 1 additional time.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft, one willing creature or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 14 (3d6 + 4) piercing damage plus 17 (5d6) necrotic damage. The target's maximum HP is reduced by an amount equal to the necrotic damage taken, and the vampire regains HP equal to that amount. The reduction lasts until the target destroys the vampire or has its HP restored via a ritual. The target dies if this effect reduces its maximum HP to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire under the original vampire's control. If the vampire dies, part of it continues to live on in the new vampire, able to take control when the fledglings will fails. (See "Lingering Influence" in the Cursed Vampire Origin, p. 13.)

Charm. The vampire targets one humanoid it can see within 30 ft. If the target can see the vampire, the target must succeed on a DC 17 Charisma saving throw or be charmed by the vampire. Creatures with vampire features such as Cursed (Vampiric) have disadvantage on the saving throw. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favourable way it can, and it is a willing target for the vampire's bite attack. Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect can be ended by dispelling it as a 6th level curse. The effect ends if the vampire is destroyed, is on a different plane of existence than the target, or chooses to end the effect.

Children of the Night. Once per dawn, provided the sun isn't up, the vampire can call 5 (2d4) swarms of bats or rats. While outdoors, the vampire can call 10 (3d6) wolves instead. The creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. Bats provide cover, rats create difficult terrain, and wolves... eat things. The beasts remain until the vampire dies, dawn arrives, or until the vampire dismisses them as a bonus action.

UNDEAD DOOM SPENDS

DOOM	EFFECT
2	**Lingering Death.** A creature successfully hit by an attack from an undead creature suffers 1d8 necrotic damage at the end of their turn. This damage repeats at the end of each turn until the target or another within 5 ft uses an action and succeeds on a DC 12 Wisdom (Medicine) or Intelligence (Religion) check.
3	**Creeping Horror.** Creatures within 15 ft of an undead creature that activates this feature suffer disadvantage on saving throws against injury or becoming frightened until the end of their next turn.
5	**Essence Leach.** A successful hit by an undead creature reduces the target's maximum HP by the amount of damage suffered. The undead creature regains half the HP lost in this way. The HP maximum of the targeted creature is restored can be restored via return to base, ritual, or class feature.

LEGENDARY FOE - RASPUTIN

Some foes can never truly be destroyed. In most cases, the B.P.R.D. agents can only hope for the opportunity to trap, banish, or slow down the creature to a point where they can stop it from advancing its great design. When a legendary foe is reduced to 0 HP, often it is only indicative of the agents finding a way of slowing or severing the creature's link to the physical world. Legendary foes rarely fight fair, and when the agents encounter them at the centre of a conspiracy or as they have been summoned or awoken once again. The legendary foe often has an overriding priority to attend to, which the agents have ever found themselves opposing or in the way of.

DESIGNER'S NOTE

Agents will have little chance of success going toe to toe with a legendary foe. Isn't that unfair? Yes, it is as facing a mythic figure on their home ground and where they hunt should be. Agents may rush where angels fear to tread, but no one said they don't rush back.

Chapter 12: Foes and Allies

Legendary Agents

The B.P.R.D. is and has been home to some truly remarkable individuals. The great thing is, you get to join them with your own agents. Occasionally, however, you might prefer to lay the beat down on legendary foes with some equally legendary agents drawn from the B.P.R.D.'s roster of iconic agents. That's where this section comes in.

Legends Never Die?

When a legendary agent "dies", it is often the beginning of a wider adventure as the B.P.R.D. work around the clock to reverse it. Liz died when Roger first awoke, but that was not the end. Though people do die in the Hellboy universe, consider the possibilities of trying to recover a missing legendary agent or lift the curse laid upon them. Such side adventures can spawn your own team of agents coming to the rescue.

20th Level Agents

The legendary agents presented in this chapter are level 20 characters. You may recognise some of their features as altered versions of those available to your own agents. These similar but different features allow players to get a snapshot of what other agents can do at this level while still seeing the unique ways that these legendary agents are different to most other agents. If your group wants to create the legendary agents through the normal channels of character creation, consult the below table for guidance. It may seem that they can take on anything. Though they do try, the world they find themselves in is rarely kind enough to ever let them get comfortable. On top of taking on feats such as trying to stop the actual apocalypse, agents find that a ghost is just as problematic and a Fae just as tricksy as the first day on the job. They may have learnt how to deal with most hauntings, but even Hellboy himself can still find a run of the mill ghost putting him through several walls.

Legendary Agent Feat Recommendation Table

Name	Origin	Role	Recommended Feats
Abe	Cursed (Servant)	Field Agent (Investigator or Enhanced Field Training)	Defy Classification, Duck and Weave, Gunslinger, Range Hound, Run!, Side Step, Tricky, Vanish, Wide Stride
Alice	Fae Influenced (Favoured)	B.P.R.D Consultant (Professional)	Fae Charm, Intuitive Combat, Portent, Profiler, Vanish,
Hellboy	Cursed (Demonic)	Field Agent (Enhanced Field Training)	Brace, Fireproof, Hardy, How Big Can It Be?, Infernal Blood, Old School, Prodigious Athlete, Rapid Reload, Underdog
Johann	Ghost (Bound)	Field Analyst (Scholar)	Drag You Down, Ectoplasm PupperSavant, Grasp of the Grave, Limited Psychic Awakening, Psychic Harrowing, Will of the Death
Kate	Remarkable Human	Field Agent (Team Leader) or Internal Affairs (Fire Team Director)	Combat Deployment, Forensic Training, Good Books, Joint Department, Sterner Stuff, Tactical Vest Mastery, The Archive, There's Something That Bothers Me, Wide Skill Set
Liz	Psychic (Psychokinesis)	Field Agent (Enhanced Field Training)	Psychic Harrowing, Psychic Mastery, Psychic Might, Fireproof, Tactical Vest Mastery
Lobster	Remarkable Human or Ghost (Wandering)	B.P.R.D. Consultant (Law Enforcement)	Combat Marksmanship, Gunslinger, Hardy, Rapid Fire, Rapid Reload, Wide Skill Set
Professor Bruttenholm	Remarkable Human	Field Analyst (Theoretical Practitioner), Personnel Development (Operational Oversight)	Fortunate, Good Books, Joint Department, Knowledge of the Damned, Remarkable Skills, Ritually Initiated, Thought It'd Be Worse
Roger	Cursed (Hollow)	Field Agent (Enhanced Field Training or Medic)	Defy Classification, Works in the Movies, Prodigious Athlete, Hardy



Case File: 177891
Grigori Yefimovich Rasputin
Servant of the Ogdru Jahad

HISTORY

Grigori Yefimovich Rasputin was born a peasant in a land where status was everything. His father, Yefim, was a governmental courier, ferryman, and church elder. Rasputin was one of nine children, though seven of them did not survive. Few records exist about his early life, but there are rumours aplenty.

Rasputin would first dream of Baba Yaga's chicken-legged house as a boy. He soon entrusted her with a part of his soul. This act became especially important in his later life and would save him on many occasions. The two of them grew close over time to the point that Rasputin would address her as *babushka* (grandmother).

In 1900, Rasputin became renowned as a wise *strannik* (wandering mystic). He would be sought out as a *starets* (religious councillor) and was eventually recruited by Bishop Sergei to visit St Petersburg. By the end of 1905, Rasputin was being introduced to the monarchy. it wasn't long before he was in a position to ask for and get favours directly from Czar Nicholas II.

THE ASSASSINATION

While Rasputin enjoyed a celebrated career amongst the royalty of Russia, he would inevitably fall afoul of the politics of his position. He is famous for the extent that his assassins would go to, to see him killed. When the cyanide in the three teacakes he ate had no effect, and the three glasses of poisoned wine also did nothing, his friend Felix Yusupov shot him in the chest. While this wound finally subdued Rasputin, it was not enough to kill him. Rasputin attacked the assassins only to be shot a second time and dumped, lifeless, in the Little Nevka River.

It was there in those frozen waters that Rasputin had the vision that would change his life. As he lay dying, saved only by his pact with Baba Yaga, he saw the icy prison of the Ogdru Jahad. From within, the beast called to him and laid claim to him. Rasputin would serve the dragon and, in doing so, witness the creation of a new Eden from the fires of this sorry world.

Using his influence, Rasputin had a fake report written up with accompanying photos. Placing a dead peasant under his tombstone, Rasputin fled to Italy, thinking he was out of the reach of politics. Unfortunately, politics has very long nails.

ACTIVITIES IN THE OCCULT REICH

When Himmler first visited Rasputin, he initially thought the the small man to be just another supplicant, but Himmler had a unique offer: come work for the Reich and help build a new world centred on a thousand-year empire. Even though he knew the madman's plans to be ultimately futile, Rasputin saw a way to fund his master scheme and end the world.

PROJECT GEIST

Without Project Geist, Rasputin would not have gained the knowledge needed to summon Anung Un Rama. The plan was a simple one. Rasputin's acolytes, Kurtz and Kroenen, were sent to summon the ghost of Albert Mayhew, secret Master of the Heliopic Brotherhood of Ra, from whom they would learn the location of the tomb of Eugene Remy and the means to access the sarcophagus. Using a device of their own creation, they then successfully traded the souls of Mayhew and a young soldier they had brought along as a host, but Mayhew was a treacherous ally and attempted to gain ultimate power himself. He was ultimately destroyed in the attempt but left behind a golden tablet with much information on the Ogdru Jahad.

PROJECT RAGNAR ROK

After several years of research, experimentation, politicking, and meditation, Rasputin reckoned himself ready to unleash the Ogdru Jahad upon the world. Leading his key staff, General Von Krupt, and carefully chosen elite forces, to Tarmagant Island, Rasputin opened the heavens and brought Anung Un Rama to earth. Alas, the Allies launched an assault and Rasputin was forced to go into hiding once more.

AFTER THE WAR

With an irony that borders on fate itself, Trevor Bruttenholm found Rasputin in the icy north, where he had been meditating before the body of Sadu-Hem. Rasputin's release triggered the events described in Seed of Destruction, including his first confrontation with Hellboy and, quite inconveniently, his death and disintegration.

From this setback, the ghost of Rasputin contacted and recruited Roderick Zinco to his cause. Zinco was dispatched to the cryogenic facility where Rasputin's cabal were waiting to pass on the news that the master was still able to pass on instruction.

Rasputin later revealed his undead presence to Ilsa Haupstein, taught her the mysteries he had learnt in his transformation, and convinced her to willingly enter the iron body of Hecate, though she did not bow to his will. Furious, he returned to the

cabal's base only to discover that Von Krupt had been reanimated in his absence. His pulpable anger led to the blinding of Zinco and the destruction of their lair. Further enraged, he sought out Haupstein once more but Hecate had taken control of her mind. He was defeated so soundly in their confrontation that Baba Yaga remarked there was "not enough to light a skull".

Plague of Frogs

Even with Rasputin reduced to the smallest of embers, his power lives on. When Sadu-Hem reanimated itself at Cavendish Hall. It was a hidden cultist who released it from the B.P.R.D. lab. Whether in direct contact or simply serving others that trade on Rasputin's name, these agents are a profound threat. Usually acting as lone wolves, these sleeper agents might not even be willing participants. Rasputin was renowned as a mesmerist, after all.

Rasputin, Servant of the Ogdru Jahad

Medium humanoid

Armour Class 15 (Protected)
Hit Points 142 (15d10 + 60)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	18 (+4)	18 (+4)	12 (+1)	22 (+6)

Senses passive Perception 11
CR 10

The Great Conspirator. If a Case File contains Rasputin, 10 points of Doom are generated when his involvement is revealed. At the start of his turn, 3 points of Doom are generated.

Primordial Casting. As a bonus action, Rasputin can cause the saving throw against a ritual's effect to use Intelligence instead.

From Beyond the Grave. When Rasputin "dies", the GM unlocks a special Grand Conspiracy Sheet called "Rasputin's Ghost". Doom towards this is removed from the Case File's sheet and placed on this new spend. When 100 points of Doom is reached, Rasputin's ghost is summoned by his servants or is able to manifest as part of a Case File at the GM's discretion.

Rituals. Rasputin has a repository of 20 successes to put towards casting any ritual he knows or has access to. He generates 3 successes at the start of his turn. He can use an action to generate another 5. Rasputin can use either the ritual's DC or his own DC of 18. Rasputin starts a Case File with any additional ritual from the "Rituals and Rites" section, p. 147.

Mesmerism

RITUAL LEVEL: 5

One target within 60 ft must immediately make a DC 17 Charisma saving throw, becoming stunned for 1 minute on failure. If failed by 5 or more, they are instead charmed and obey Rasputin for 1 round. A creature that failed can repeat the saving throw at the beginning of their turn. Those who succeed on the saving throw suffer disadvantage on attack rolls targeting Rasputin until the end of their next turn. Creatures that succeed on the saving throw by 5 or more suffer no effect.

OVERCAST EFFECT: For every 5 additional levels, another creature can be targeted.

Burning Breath

RITUAL LEVEL: 5

All creatures within a 30 ft cone from Rasputin must make a DC 17 Charisma saving throw, suffering 22 (5d8) infernal damage on failure or half on a success. If failed by 5 or more, the target bursts into flames, suffering an additional 3 (1d8) infernal damage at the start of its turn until it spends an action to extinguish the flames. If succeeded by 5 or more, the creature dives up to its Strength score in feet away as a free action.

OVERCAST EFFECT: For each additional 3 levels, increase the damage by 4 (1d8) or the range by 5 ft.

Actions

Multiattack. Rasputin makes three attacks, one with each of the three Telekinetic abilities below.

Telekinetic Strike. *Ranged Psychic Attack:* +5 to hit, range 30 ft, *Hit:* 14 (2d10 + 3) bludgeoning damage.

Telekinetic Grip. If Rasputin lands an attack, he can spend a bonus action to grapple his target. Rasputin rolls his Charisma against either the target's Strength (Athletics) or Intelligence (Occult). Once grappled, the target can attempt to escape as normal. Rasputin must use a bonus action each round to maintain his grip but can otherwise act normally.

Telekinetic Throw. If Rasputin lands an attack or holds someone in his telekinetic grip, he can spend a bonus action to throw any and all targets. Rasputin can choose a point of impact anywhere within 60 ft. Characters thrown in this way must make a DC 15 Dexterity save, suffering 7 (2d6) bludgeoning damage on failure or half on success, which is in addition to anything that might cause more damage when they land.

Rasputin Doom Spends

Doom	Effect
1	Rasputin can perform a ritual as a reaction.
2	Rasputin can perform an action as a bonus action on his turn.
3	Rasputin regains 20 HP.
4	Rasputin treats all damage dice from a ritual or ritual like effect as rolling their maximum.
5	Rasputin summons forth up to 5 CR worth of minions at the end of his next turn. They appear within 60 ft of Rasputin and act on his initiative.

Abraham Sapien



Discovered in 1978 with the note "Icthyo Sapien" and initially a curiosity to the researchers of the B.P.R.D., Abe Sapien's fate would have been truly dire were it not for the direct intervention of Hellboy and his famed blue collar diplomatic skills. With unrivalled talents, Abe became a close friend of Hellboy's across many missions. After Trevor Bruttenholm's murder, he accompanied Hellboy to Cavendish manor where he was instrumental in defeating Rasputin. Abe is one of the half dozen people that Hellboy truly trusts. A kindred spirit, not quite of the earth, still protecting its people from true monsters.

Medium amphibian B.P.R.D. Investigator

AC 15
Hit Points 144 (20d10 + 20)
Speed 45 ft, swim 50 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	13 (+1)	18 (+4)	16 (+3)	14 (+2)

Proficiency Bonus +6
Focus Check DC 13
Saving Throws Constitution, Dexterity, and Intelligence
Skills Acrobatics +10, Athletics +8, Investigation +9, Perception +9, Technology +10
Senses passive Perception 19
Weapon Proficiencies Firearms: Pistols, Firearms: Advanced, Basic and Advanced Melee Weapons
Clearance Level. Abe is a Clearance Level 5 B.P.R.D. Agent.
Equipment B.P.R.D. Tactical Vest, B.P.R.D. Sidearm, Harpoon, Trauma Kit

Agile. Abe can dash as a bonus action. Abe can spend 1 point of Ingenuity to dodge as a bonus action.

Duck and Weave. As a bonus action, Abe can add his proficiency bonus to his AC against melee attacks. This lasts until the start of his next turn.

Enhanced Powers Team. Abe is the only one of his kind. He has only a few close friends: Hellboy, Liz, Johann, and Roger. When Abe is taking part in a help action with any of the listed agents, Abe and the agent increase their Ingenuity range by 1. When in an extended skill check, members of the Enhanced Powers Team reduce the number of required successes by 1 for each member in the check (to a minimum of 2).

Fortunate. Abe can spend a point of Ingenuity to swap the digits on a d20 result for a saving throw or attack roll. For example, turning a 02 into a 20 to trigger a critical hit. He has 2 uses that reset after a return to base.

Legendary Agent. Abe can reroll a failed saving throw and use either result. He has two uses of this feature, which reset after a return to base.

Mysterious Origin. Abe has the following features:

Child of the Water. Whenever underwater, Abe breathes without issue and makes all Strength, Constitution, and Dexterity ability checks and saving throws at advantage.

Unique Physiology. Medicine checks relating to Abe (such as stabilising him) are made at disadvantage.

Rapid Healing. Abe doubles the HP he recovers through HD.

Quick Reflexes. Abe adds his proficiency bonus to his initiative score. He can spend 3 points of Ingenuity to take an additional bonus action on his turn or 1 additional reaction before his next turn. If using the alternative initiative rules, Abe can instead take a slow action as a fast action round.

Resourceful. Abe is a courageous agent, always able to find a solution to a problem or find a way out of a tough situation. When Abe is at half his maximum HP, he rolls 2d10 for Ingenuity and Doom and can choose which result to apply. This applies to all ability checks, saving throws, and attack rolls while Abe is at half his total HP or less.

Slip Away. Abe can use an action to vanish provided there are no hostile creatures within 10 ft of him. Abe then emerges at the start of his next turn in an unoccupied space within 45 ft of the spot he vanished from. Abe must take time before he can use this feature again.

Role Features. (See "Field Agent", p. 30). Careful Shot, Double Tap, Field Legend, Field Operations, Field Training, Final Word, Hammer Down, Jack of All Trades, Moved to Action, On the Job Training, Robust, Shoulder-to-Shoulder, Teamwork, This is Gonna Hurt, Well Oiled.

Specialisation Features. (See "Investigator", p 35). Discover Bane, It Wasn't Relevant, It's All Theory, Must Be There, Nagging Feeling, Quick Thinking, Spot the Weakness, Trained Eye, Visual Data.

Harpoon. *Melee Weapon Attack:* +5 to hit, Thrown: 15/30 ft (+7 to hit), Reach, requires Strength 12 or higher *Hit:* 13 (2d8+4) piercing damage.

B.P.R.D. Sidearm. *Ranged Weapon Attack:* +7 to hit, Small Firearm, Noise, Reload (7), Semiautomatic, Pistol Whip, Ranged 45/100 ft, Small (7 shots) *Hit:* 14 (2d10 + 3) bludgeoning damage.

Alice Monaghan

Kidnapped by the Fae, and subsequently rescued by Hellboy, Alice Monaghan grew to become a charming woman. Though the Fae never again sought to capture her, they would occasionally visit and check in on the girl. This caused her parents to worry and send Alice to boarding school. Upon her return home the Fae renewed their visits and her aging slowed to almost a standstill. It is clear the Fae have chosen Alice for an important role, though she seems much more interested in pursuing a relationship with Hellboy.

Medium humanoid, Returnee from the Fae

AC 12
Hit Points 123 (20d8 + 20)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	15 (+2)	15 (+2)	14 (+2)

Proficiency Bonus +6
Focus Check DC 14
Saving Throws Dexterity, Wisdom, and Charisma
Skills History +8, Investigation +8, Medicine +8, Occult +8, Perception +8, Religion +8
Senses passive Perception 23
Weapon Proficiencies Firearms: Pistols, Basic Weapons
Equipment —

Caretaker. When restoring hp to a Fae creature or agent, she can either restore 1d10 additional HP or treat one die as rolling its maximum. Alice has 8 uses of this feature, regaining 2 with each take time.

Fae-touched. Alice has advantage on all Charisma checks made when interacting with Fae creatures. She has advantage on saving throws against effects caused by Fae creatures. In addition, she has advantage on all saving throws against magical effects.

Fae Charm. Once per round as a free action, Alice can use her irresistible smile to aid her fellow agents, causing a d10 to be rerolled if it generated Doom. In addition, she adds double her proficiency bonus to Persuasion and Intuition checks.

Favoured. Fae creatures must succeed on a DC 14 Wisdom saving throw to target Alice with an attack or effect.

First-hand Knowledge. Alice gains advantage on any Wisdom or Intelligence-related ability check to recall legends, lore, information or rules relating to the Fae.

Hidden Pathways. Alice gains advantage on any ability check to detect a hidden or secret path or doorway, regardless of if it is hidden by mundane or magical means. If Alice detects a hidden or secret path, doorway, or similar opening, she can spend 1 minute studying it to gain an idea of how it can be triggered or accessed.

Line of Witches. When Alice attempts to perform a ritual, she can expend a use of this feature to reroll 1d10 as part of a channelling check. Alice has 10 uses of this feature. She can expend multiple uses of this feature on a single channelling check. Alice can use either result. Once Alice has completed a ritual, she does not generate Doom on one additional step. Alice can cause the GM to reroll a ritual complication and pick which result is applied by expending a use of this feature.

Lucky. Alice may reroll a roll of 1 on ability checks, saving throws, or attack rolls. All Doom spends against her cost 1 more than normal.

Minor Glamour. Alice has a +2 bonus to her AC. As a reaction, she can move the bonus from AC to a saving throw. Alice can spend 2 points of Ingenuity to gain advantage on Charisma checks for 1 Chapter.

Timeless. Alice ages at a reduced rate. She negates any ability or effect that would cause her to age.

Appear. As an action, Alice can shift across hidden pathways to appear in an unoccupied space that she has previously visited within the last Case File. Using this feature generates Doom depending on the distance to the location. If in the same room, she generates 1 point of Doom, in the same building 2 Doom, same city 3 Doom, same country 6 Doom, same continent 8 Doom, and the Fae Realm 10 Doom.

Fae Magics. Alice knows up to 6 rituals with a total level of no more than 10. She automatically succeeds on the initial Intelligence (Occult) check to begin these memorised and innate rituals.

Learnt Wisdom. Alice can use a bonus action and attempt a focus check to add her Wisdom modifier to an Intelligence or Charisma check. She has 6 uses of this feature, regaining 2 with each take time.

Lost Heir to Queen Mab. Alice can summon creatures of the Fae kingdom as readily as another agent would make a phone call. She can summon a total of up to 20 CR worth of Fae creatures to her aid over the course of a Case File. The Fae creatures linger until the end of the combat or until their task is complete, no longer than a chapter. The type of Fae creature summoned is determined by the GM, is friendly to Alice, and will obey her commands as if they came from Queen Mab.

Not Quite Right. Alice gains advantage on Investigation checks when determining if magic, such as charms or rituals, was used to affect the

area or people involved. If the creature has glamour or similar magical disguise, the GM can roll a secret Wisdom (Investigation) check for Alice contested by the creature's Charisma modifier + CR. On a success, Alice spots the glamour but cannot see through it unless it is disrupted normally. On a failure, Alice spots nothing.

The Right Time. When Alice spends Ingenuity to boost the result of an attack roll, ability check or saving throw, she adds 1d8 instead of 1d6. She can reroll results of 1 or 2 when she uses Ingenuity.

Unseen Garden. As part of take time, Alice can allow up to 10 creatures, including her, to transport to a garden in the Fae Realm. The agents can rest in this area for as long as Alice allows. While there, they recover from a number of additional injuries equal to their Wisdom modifier (minimum 1). In addition, all agents add their proficiency bonus to the amount of HP recovered from each Hit Dice. Alice must return to base before she can use this feature again. As she told Abe, you can't hide from the world forever.

Vision. Alice can call upon her powers and lineage to see the ever-changing weave of fate, perhaps even a glimpse of the future. Alice can as an action invoke a vision by generating 2 points of Doom. The vision will give her a clue as to the next steps in a Case File or discover a creature's bane.

Witness to Arthur's Return. Alice is always treated as fulfilling the requirement to use any magical artefact including any additional requirements for additional features or uses. Alice gains advantage on any ability check or saving throw triggered by a magical artefact.

Golf club. *Melee Weapon Attack:* +7 to hit, range 10 ft, melee, one target. *Hit:* 4 (1d8) bludgeoning damage.

Revolver. *Ranged Weapon Attack:* Firearm: +7 to hit, ranged 60/200 ft, one target. *Hit: 13 (3d8)* bludgeoning damage, Reliable, Slow Re-load, Firearm, Noise, Pistol Whip.

Role Features. (See "B.P.R.D. Consultant", p. 37). A Different Approach, Area of Knowledge, Ear to the Ground, Expert, First-Hand Knowledge, Focused Approach, Hardened Heart, Hasty Response, Honorary Agent, Outsider, Pick Up the Trail, Spring the Trap.

Specialisation Features. (See "Professional", p 42). Determined, Old Source, Mind for Memory, Secrets Are My Speciality, Seen It Before, The Walls Have Ears, What Don't I Know, Wider Research.

Note: Alice,as with all of the agents here, is an extremely special case. The GM is free to veto any of the specialisation features listed above and may even offer alternatives in their place.

Hellboy (Anung Un Rama)



The world's greatest paranormal investigator, Hellboy, has endured calamity unlike any other. Born of a demon and a witch and possessing the Right Hand of Doom, there are few creatures that Hellboy hasn't faced and in most cases defeated. But Damn its tiring and there are no shortages of tinpot occultists looking to use or abuse him in one scheme or another.

For all Hellboy's demonic appearance he is more human than most with moods to match. Quick to scowl at injustice, smile at a child, or go out on a limb to do what he thinks is right. Hellboy is an odd hero, but to the many people he's helped over the decades, that's exactly what he is.

Medium humanoid, B.P.R.D. Investigator and Harbinger of the Apocalypse

AC 15 Hit Points 264 (20d10 + 140)
Speed 30 ft
Proficiency Bonus +6

STR	DEX	CON	INT	WIS	CHA
25 (+7)	20 (+5)	25 (+7)	13 (+1)	13 (+1)	16 (+3)

Focus Check DC 18
Saving Throws Strength, Constitution, Dexterity, and Wisdom
Skills Acrobatics +11, Animal Handling +9, Athletics +13, Investigation +9, Occult +7, Perception +9
Damage Immunities fire
Senses passive Perception 16
Weapon Proficiencies Firearms: Pistols, Firearms: Advanced, Basic and Advanced Melee Weapons
Clearance Level. Hellboy is a Clearance Level 5 B.P.R.D. Agent.
Equipment B.P.R.D. Tactical Vest, Deep Pockets, Hand Cannon, Pistol

Dark Fate. Hellboy carries a great destiny on his shoulders, one he cannot escape. At the start of a session where Hellboy is in play, the GM starts with 3 points of Doom. Hellboy does not generate Ingenuity when he rolls a natural 20 outside of combat.

Deathless. Hellboy's mortality is a matter of opinion. He can as an action regain twice his level in HP. He cannot benefit from this feature if he is on hallowed or holy ground. Hellboy has 3 uses of this ability and regains all uses of this ability when he returns to base.

Enhanced Powers Teams. Hellboy is one of a kind. He has only a few close friends: Roger the Homunculus, Liz Sherman, Johann Kraus, and Abe Sapien. When Hellboy is taking part in a help action with any of the listed agents, Hellboy and the agent increase their Ingenuity range by 1. In addition, if Ingenuity is generated, the supporting agent also gains 1 point of Ingenuity.

Instantly Recognisable. Hellboy cannot reasonably pass himself off than anything other than who and what he is. He can grant advantage on 1 Charisma check to himself or an agent that can see him. Hellboy can use this feature again once he has taken time. Similarly, Charisma checks to calm anyone down are made at disadvantage.

Law of Hell. Hellboy suffers disadvantage on saving throws on effects caused by demons. Hellboy is vulnerable to radiant damage and treats damage dealt by ordained creatures as radiant damage.

Shake It Off. Hellboy can spend a Hit Dice as if he was taking time whenever he rolls a natural 20. Hellboy cannot suffer any level of injury and gains advantage on saving throws against exhaustion.

The World's Greatest Paranormal Investigator. If Hellboy fails a saving throw, he can choose to succeed instead. Hellboy can burn 3 points of Ingenuity to add 1 point to the Investigation Sheet when Ingenuity is added to the sheet for any reason.

The Bigger They Come. Hellboy's speciality is fighting enormous monsters, monsters that dwarf him. Whenever he comes up against such a beast, his damage increases as described below.

Tiny-Medium Creature. Normal damage
Large Creature. +17 (5d6) damage
Huge Creature. +22 (5d8) damage
Gargantuan Creature. +27 (5d10) damage

What's Scarier Than Me? Hellboy is immune to the fear condition.

Harbinger of the Apocalypse. Hellboy can use Doom from the Grand Conspiracy Sheet as Ingenuity. When this happens, double the amount of Doom is placed back onto the Grand Conspiracy Sheet.

Hey Ugly! As a bonus action that requires 2 points of Ingenuity, all creatures of CR lower than Hellboy's level within 30 ft that can see and hear him, must immediately make a DC 16 Wisdom saving throw or have disadvantage on all attacks that do not target Hellboy until the start of Hellboy's next turn.

How Big Can It Be? When targeted by a creature at least one size category bigger than Hellboy, he receives a +2 bonus to his AC.

Mean Right Hook. As an action that requires 2 points of Ingenuity, Hellboy can lay out a mean right hook. He makes 1 melee attack roll at advantage. If successful treat, the target as being one size category bracket larger for the purposes of calculating additional damage with the Right Hand of Doom.

Role Features. (See "Field Agent", p. 30). Check the Corners, Double Tap, Field Legend, Field Operations, Field Training, Final Word, Hammer Down, Jack of All Trades, Moved to Action, On the Job Training, Robust, Shoulder-to-Shoulder, Teamwork, This is Gonna Hurt, Well Oiled.

Specialisation Features. (See "Enhanced Field Training", p. 36). Additional Field Experience, Been Worse Than This, Enhanced Field Operations, Field Experience, Go for the Head, Inner Reserve, This Will Hurt... YOU!, Unending Field Experience, Versatile Training.

Multiattack. When Hellboy takes the attack action he can make up to 3 attacks or forgo 1 attack to gain advantage on an attack roll.

Right Hand of Doom. The Right Hand of Doom has the following features:

Melee Weapon Attack: +12 to hit, reach 5ft., one target. *Hit:* 34 (5d10+7) bludgeoning damage.
Bound Item. The item is attached to Hellboy and cannot be removed while he is alive.
It Can Fight Physics. Creatures or objects successfully hit by an attack from the Right Hand of Doom have their movement speed reduced by 10 feet.
Omnipotent Damage. There is no creature or object that is immune to the Right Hand of Doom. No damage reduction or resistance affects it in any way. Damage rolls always explode.
Red Right Hand. All attacks made with the Right Hand of Doom are made at advantage.

Harry's Pistol. *Ranged Attack:* +10 to hit, Small Firearm, Noise, Reload (7), Semiautomatic, Pistol Whip, Range 45/100 ft, Small (7 shots) *Hit: 14* (2d8 + 5) bludgeoning damage.

Zinco Hand Cannon. Ranged Attack: +10 to hit, Small Firearm, Very Noisy, Reload (6), Pistol Whip (1d6), Range 60/100 ft, Small (bulky) (6 shots) *Hit:* 30 (5d8 + 5) bludgeoning damage, Slow Reload. Minimum Strength 15.

Specialised Ammo. The Hand Cannon can be loaded with any of the following (see "Specialised Ammo and Options", p. 82). Its range and damage is not reduced due to the ammo it fires but may still increase.

Inferno Rounds
Armour Piercing Rounds
Silver Rounds

JOHANN KRAUSS



A German psychic of astonishing power even before his death, Johann Kraus is a man forced to live apart both psychologically and physically. Without a suitable containment vessel, the ectoplasm that makes up his body would simply disperse. While not possessing Hellboy's charismatic manner with them, he is much more versed in helping the dead pass on. His power has only grown since assuming a spirit form. He is able to use his ectoplasm to grant the dead a temporary physical presence so that they might better communicate and find peace.

Medium ectoplasmic human

AC 14
Hit Points 123 (20d8 + 20)
Speed 30 ft, hover 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	18 (+4)	17 (+4)	14 (+2)

Proficiency Bonus +7
Focus Check DC 18, treat as Intelligence saving throws
Saving Throws Intelligence, Wisdom, Charisma
Skills History +11, Intuition +11, Investigation +11, Science +11, Technology +11
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 17
Weapon Proficiencies Firearms: Pistols, Basic Weapons
Clearance Level. Johann is a Clearance Level 5 B.P.R.D. Agent.
Equipment B.P.R.D. Tactical Vest, Containment Suit, B.P.R.D. Sidearm

Already Dead. Johann gains advantage against becoming frightened. 3 times per Case File, he can choose to reroll a failed saving throw.

Dead Man Walking. Johann does not suffer injuries. Instead, for each injury he would suffer, his hit point maximum is reduced by twice the injury level. Only a return to base can recover maximum hp and injuries.

Deductive Reasoning. When Ingenuity is generated, Johann generates an additional point. He makes focus checks as Intelligence saving throws.

Enhanced Powers Team. Johann has only a few close friends: Hellboy, Liz Sherman, Abe Sapien, and Roger. When Johann is taking part in a help action with any of the listed agents, Johann and the agent increase their Ingenuity range by 1. While within 15 ft of at least one member of the EPT, Johann can spend 1 point of Ingenuity to take an action while surprised.

Etheric Self. As an action, Johann can project himself out of his suit. While in this state, he is immune to physical damage but vulnerable to psychic and magical damage.The suit can still suffer damage, reducing his maximum HP when he re-enters it.

What Body? Johann cannot regain hit points by nonmagical means. Instead, an agent can attempt a DC 14 Dexterity (Technology) check to apply a feature to restore HP by repairing the containment suit.

Undying Psychic. 6 uses. Regain all uses with a take time. Johann can expend a use of this ability as an action to trigger one of the following:

Psychic Invasion. DC 18, 27 (6d8) psychic damage, see p. 18.
Psychic Residue. Johann can pick up an item or place his hand on a creature and learn if magic or psychic powers have effected it in the last month. He gains proficiency in using the object or use of one skill, language, or saving throw the creature was proficient in.
Séance. See p. 18.

Ectoplasm. 8 uses. Regain all uses with a take time. Johann can expend a use for one of the following:

Icy Grasp. See "Grasp of the Grave", p. 69.
Possess. See "Drag You Down", p 69.
Projection. Johann can use an action to learn the size and number of all creatures within 30 ft of him, including another room. He gains advantage on initiative when entering an area he has projected into.
Puppeteer. See "Ectoplasm Puppet Savant", p. 69.

Stabilise. As part of taking time, Johann regains stability/HP equal to five times his level. Doing so consumes a use of his ectoplasm feature.

Priorities. He can use a HD, suffering the amount rolled as psychic damage, to gain 1 additional use of Ectoplasm or Undying Psychic per HD used.

Role Features. (See "Field Analyst", p. 48). Always Connected, Another Way, Expertise, Extrapolate, Find the Gaps, Font of Knowledge, Infallible, Lab Safety, Learned, Reliable Memory, Proper Conditions, Solid Theory, Theoretical Degree, Think It Through, Unmatched Wits.

Specialisation Features. (See "Scholar", p. 50). Expanded Remit, Just the Facts, Knowledgeable, Lesser Minds, Persistent Feeling, Push the Limits, That's Not It, The Galaxies- , The Planets-, The Stars Align.

B.P.R.D. Sidearm. *Ranged Weapon Attack:* +7 to hit, Small Firearm, Noise, Reload (7), Semiautomatic, Pistol Whip, Ranged 45/100 ft, Small (7 shots) *Hit:* 14 (2d10 + 3) bludgeoning damage.

Kate Corrigan

Were it not for Hellboy's insistence that she get out from behind her desk, Kate Corrigan might have remained the best analyst consulting with the B.P.R.D. Instead taking the bull by the horns she went from occasional field asset to liaison officer to Director with only the occasional kidnapping by gigantic homunculus impeding her rise. Kate is one of the few people that Hellboy will approach for advice, more than just a friend she's a confidante. Even when Hellboy's trust in the B.P.R.D is at its absolute lowest, he knows that Kate has his back. A sentiment shared by quite a few other agents.

Medium human, B.P.R.D. Liaison, Field Officer, Doctor of the Occult

AC 15
Hit Points 164 (20d10 + 20)
Speed 45 ft, swim 50 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	16 (+3)	16 (+3)	14 (+2)

Proficiency Bonus +6
Focus Check DC 13
Saving Throws Constitution, Dexterity, and Wisdom
Skills Acrobatics +8, Bureaucracy +9, History +9, Investigation +9, Perception +9, Occult +9, Technology +9
Senses passive Perception 19
Weapon Proficiencies Firearms: Pistols, Basic Weapons
Clearance Level. Kate is a Clearance Level 5 B.P.R.D. Agent.
Equipment B.P.R.D. Tactical Vest, B.P.R.D. Sidearm, Trauma Kit

A Truly Remarkable Human. Once per session Kate can reroll a failed saving throw or an attack roll but must apply the new result.

Clearance Level. Kate knows how to get the right information and gains all background information before she starts a Case File.

Do or Die. Kate can reroll a failed saving throw or an attack roll, she can use either result. Kate has 3 uses of this feature and regains all uses when she return to base.

Field Medicine. Kate has a pool of 60 hit points she can, as an action, grant to any ally as long as she is within 5 ft of the target creature. These HP can be restored even if the creature is at 0 HP. Ideally, she would have a medical kit, but you don't join field operations for the logistics.

Field Director. Kate can call upon a number of backup agents equal to twice her proficiency bonus. These additional backup agents arrive in the fastest possible time when called upon during a Case File. At the start of each Case File, she ignores the Clearance Level requirement for equipment and backup. Kate starts each Case File with twice her proficiency bonus in additional Requisition points.

Find a Way. Kate begins each session with 3 points of Ingenuity stored. Once per session, Kate can spend 3 points of Ingenuity to reroll a d20.

It's "Doctor" Corrigan. During a ability check that Kate is proficient in, she generates Ingenuity on 1 additional step. When Kate spends Ingenuity to boost a ability check she is proficient with, she adds 1d10 instead of 1d6.

Unmatched Focus. Kate can make a single attack roll, saving throw, or ability check as if she were proficient. If Kate is already proficient, she can add her proficiency bonus twice. Kate has 3 uses of this ability and regains all uses when she returns to base.

Ingrained Teamwork. It becomes second nature to rely on her team. When Kate takes the help action or benefits from the help action, Kate generates Ingenuity on two extra steps. In addition, when taking part in a group check or extended check, Kate generates Ingenuity on one extra step for each field agent taking part. Kate has a total number of uses of this ability equal to her proficiency bonus, and regains half (minimum 1) of her expended uses when she takes time.

Lifetime of Experience. Kate can expend a use of this ability to add her proficiency bonus to an ability check, saving throw, or attack roll. If Kate is already proficient, she may add her proficiency bonus twice. Kate has 4 uses of this ability and regains all uses when she returns to base.

They've Got My Back. With the amount of time spent in the field, Kate quickly learns who she can rely on, knowing that they will place themselves in the same danger for her as she would for them. When Kate is surprised, she can spend 1 point of Ingenuity to and use her reaction to move another agent within 15 ft. Those moved are shifted to within 5 ft of where Agent Corrigan is. Any agent that is moved by this ability does not trigger opportunity attacks.

Role Features. (See "Internal Affairs", p. 52). By the Book, Coordinator, Defensive Driving, Know Where to File, Operational Priority, Pension of Survival, Plan C, Tales of the Past, The Other Plan, Voluntold, Well Prepared, Well Supplied.

Specialisation Features. (See "Fire Team Director", p. 54). Deployment Tactics (6 uses, 7 tactics), Penetrating Defences, Perceive Weakness.

B.P.R.D. Sidearm. *Ranged Weapon Attack:* +4 to hit, Small Firearm, Noise, Reload (7), Semiautomatic, Pistol Whip, Range 45/100 ft, Small (7 shots). *Hit:* 12 (2d10 + 1) bludgeoning damage.

Liz Sherman



Liz Sherman is the most powerful Pyrokinetic psychic in recorded history. At the age of 10, her powers violently manifested destroying a city block and killing 38 including her parents. Her extended family initially rejected offers of support but this changed as fires became more frequent. With nowhere left to turn, she was given over to the B.P.R.D and restricted to a fireproof unit under supervision. The experience of routine rejection and the trauma that her uncontrolled powers had caused led to acute lifelong depression, something that was only ameliorated by Hellboy. He visited the young Pyrokinetic without fear and spoke to her like a person. With his help, she was able to gain some control over her powers and become a B.P.R.D agent. Years later, she still struggles to control her powers and manage her depression but is recognised as one of the most powerful agents in the bureau.

Medium human Pyrokinetic

AC 14
Hit Points 164 (20d10 + 40)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	15 (+2)	11 (+0)	20 (+5)

Proficiency Bonus +6
Focus Check DC 13
Saving Throws Constitution, Dexterity, and Charisma
Skills Athletics +7, Investigation +6, Occult +8, Perception +6, Religion +8
Damage Resistances fire
Senses passive Perception 13
Weapon Proficiencies Firearms: Pistols, Basic Weapons
Clearance Level. Liz is a Clearance Level 5 B.P.R.D. Agent.
Equipment B.P.R.D. Tactical Vest, B.P.R.D. Sidearm

At the Right Time. Liz can materialize one Small or Tiny object up to 3 times per Case File. She regains all uses when she returns to base.

Living Flame. Liz is not quite in control of her powers. Whenever she rolls a natural 1 while making a pyrokinetic attack, her power has escaped her grasp. All creatures within 15 ft of her suffer 4d10 fire damage, or half that if they succeed on a DC 14 Dexterity saving throw.

Never Normal. Liz is alone in the world, the only one of her kind. She has only a few close friends: Hellboy, Abe Sapien, Johann Kraus, and Roger the Homunculus. She gains advantage on any check when aiding them.

Psychic Manifestations. Liz has 11 uses of Psychic Manifestation (see p. 17). Her psychic powers manifest at DC 18. If Liz loses focus on her manifestation due to damage, instead of the manifestation ending, the power is unleashed and on each of her turns until she regains control of her power, a creature within 15 ft of her suffers a hit from her Pyrokinesis, starting with the closest creature. If there are no visible targets, Liz's powers begin to target her. Liz must succeed at a focus check to regain control of her abilities.

Psychic Resilience. Liz gains advantage on all saving throws to resist psychic attacks. She is resistant to psychic damage.

Pyrokinesis. Liz can make a melee attack roll as an action (+11 to hit) dealing 5d10 fire damage. She can also control one source of fire and target it at a creature within 30 ft. The creature must make a DC 19 Dexterity saving throw, suffering 4d10 fire damage, or half on a successful saving throw.

Deployment Tactics. Liz knows 4 Deployment Tactics—Suppressive Fire, Tactical Withdrawal, Watch Out!, and Covering Fire—and has 8 uses of them. See p 54. She regains up to 2 uses with a take time.

Role Features. (See "Field Agent", p. 30). Check the Corners, Double Tap, Field Legend, Field Operations, Field Training, Final Word, Hammer Down, Jack of All Trades, Moved to Action, On the Job Training, Robust, Shoulder-to-Shoulder, Teamwork, This is Gonna Hurt, Well Oiled.

Specialisation Features. (See "Enhanced Field Training", p.36). Additional Field Experience, Been Worse Than This, Enhanced Field Operations, Field Experience, Go for the Head, Inner Reserve, This Will Hurt... YOU!, Unending Field Experience, Versatile Training.

Multiattack. Liz makes up to three attacks: one with her punch, one with her Pyrokinesis, and one with her B.P.R.D. sidearm.

B.P.R.D. Sidearm. *Ranged Weapon Attack:* +7 to hit, Small Firearm, Noise, Reload (7), Semiautomatic, Pistol Whip, Ranged 45/100 ft, Small (7 shots) *Hit:* 13 (2d10 + 2) bludgeoning damage.

Lobster Johnson



Lobster Johnson is a fictional character of the 1940s and 50s. While alleged to be a brutal vigilante, there is no evidence that he ever existed, let alone was tasked with secret missions in the lead up to WW2. Any such evidence is likely a criminal trading on the fictional character's identity.

At least, that's the official version. In reality, the Lobster was a vigilante and occult investigator who was at the forefront of the occult war between the Allies and the Occult Reich. While he died at Hunte Castle, his ghost haunts the B.P.R.D and has since been sighted at numerous locations where justice remains undone.

Medium Human Vigilante and War Hero

Hit Points 169 (20d8 + 66)
AC 16
Speed 30 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	14 (+2)	11 (+0)	14 (+2)

Proficiency Bonus +6
Focus Check DC 11
Saving Throws Dexterity, Intelligence
Skills Athletics +8, Acrobatics +10, History (pre-1945) +8, Investigation +6, Occult +8, Technology (pre-1945) +8
Condition Immunities fear
Senses passive Perception 10
Weapon Proficiencies Firearms: Pistols, Firearms: Advanced, Basic Weapons
Equipment See description

I Hate These Guys. Lobster adds his proficiency bonus to damage rolls against Nazis and their minions.

There's Always a Way. No matter how dire the situation, Johnson never gives up. When he rolls initiative, he gains one point of Ingenuity.

Not the Weirdest Thing I've Seen. Lobster calculates his focus check DC by 8 + half his proficiency bonus (rounded up).

Pulp Legend. The first time in a Case File when Lobster Johnson is reduced to 0 HP, he mysteriously vanishes in a puff of smoke, only to return at a dramatically appropriate point in the next Chapter with 1 HP.

Up Close and Personal. Lobster Johnson does not suffer disadvantage when targeting a creature within 5 ft with a ranged attack. Provided they were produced before 1945, he also adds his Dexterity modifier to damage results when using firearms.

A Different Approach. Johnson triggers a critical hit on a roll of 19-20. He treats all damage on successful attacks targeting Nazis as exploding and can spend 1 point of Ingenuity to reroll damage results of 1 and 2. If Johnson rolls a 19 outside of combat, he generates 1 point of Ingenuity.

Seen It Before. Johnson gains advantage on saving throws against effects caused by Nazis, their minions, their weird science or Nazi rituals. He gains advantage on Wisdom and Intelligence checks to recall information about the Nazis and their paranormal plots and plans.

Specialised Equipment. Goggles (Lobster can see in dim light as if it was bright light up to 30 ft and darkness as if it were dim light up to 15 ft), the Claw, armoured jacket (provides damage reduction 3 from bludgeoning and slashing damage) and twinned Webley pistols.

Twinned Pistols. Johnson has a unique method for combat, leading him to evolve skills across his adventures that even a modern-day agent would struggle to gain. Johnson adds his Dexterity modifier to firearms damage and can elect to add his Wisdom modifier to a firearm attack roll or damage roll as a reaction. When firing with a pistol in each hand, he can as a free action switch to his Claw.

Role Features. (See "B.P.R.D. Consultant", p. 37). A Different Approach, Area of Knowledge, Ear to the Ground, Expert, First-Hand Knowledge, Focused Approach, Hardened Heart, Hasty Response, Honorary Agent, Outsider, Pick Up the Trail, Spring the Trap.

Specialisation Features. (See "Professional", p 40). Additional Funding, Astuteness, Backup, Double Tap, Gut Feeling, Protector, The Reports, Who and Why?

Multiattack. Lobster Johnson makes two attacks.

Webley Pistol. *Ranged Weapon Attack:* +7 to hit, Small Firearm, Noise, Reload (7), Semiautomatic, Pistol Whip, Range 45/100 ft, Small (7 shots) *Hit:* 17 (3d8 + 4) bludgeoning damage.

The Lobster's Claw. *Melee Weapon Attack:* +5 to hit, range 5 ft, one target. *Hit:* 21 (5d6 + 4) fire damage. The target must succeed on a DC 21 Constitution check or any attacks made against Lobster Johnson are at disadvantage for the rest of the chapter. A target that failed the save against the Claw suffers an additional 2d8 fire damage from the Claw until the end of Lobster Johnson's next turn.

Roger the Homunculus

Brought to life by the power of Liz Sherman, Roger is a creature still learning who he wants to be. Possessed of a profoundly moral mindset, he willingly sacrifices himself to restore Liz and sacrifices his brother so that Kate might be saved. When reanimated, he latches onto Hellboy as a role model but lacks his naivety. Roger understands he's often sent on a missions because he's less fragile than others. He dives into action against even the most dangerous foes, but once defeated, he treats his foes with more understanding than any other agent. After all, Roger is a monster himself.

Medium Homunculus

AC 16
Hit Points 224 (20d10 + 80 + 20)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	14 (+2)	13 (+1)	12 (+0)

Proficiency Bonus +6
Focus Check DC 18, treat as Strength saving throws
Saving Throws Constitution, Strength
Skills Acrobatics +10, Animal Handling +8, Athletics +8, Intuition +9, Persuasion +8
Damage Resistances all
Condition Immunities poisoned
Senses passive Perception 11
Weapon Proficiencies Firearms: Pistols, Firearms: Advanced, Basic Weapons
Clearance Level. Roger is a Clearance Level 5 B.P.R.D. Agent.
Equipment B.P.R.D. Tactical Vest, B.P.R.D. Sidearm, M60

Enhanced Powers Team. Roger can decide to succeed at a saving throw he has failed. He must take time to regain this feature.

Lightning Surge. If hit by lightning damage or any other form of electrical energy, Roger regains HP equal to the amount of damage dealt. Alternatively, he can store half the lightning damage dealt and unleash it to add the damage to his next successful melee attack.

Marvel. Any effect that would instantly kill Roger reduces him to 0 HP and renders him unconscious until he is empowered somehow. When reduced to 0 HP, he can lower his maximum HP to negate damage on a one for one basis. HP lost in this manner return after a return to base.

Nothing Hurts. Roger might feel pain but he doesn't react as other creatures do. Resistant to all forms of damage, Roger only regains HP via HD and return to base. Roger cannot suffer any level of injury.

Overcome. Roger treats focus checks as a Strength saving throw.

Outcast. Roger is alone in the world, the only one of his kind. He suffers disadvantage on Wisdom (intuition) checks. He also increases his Doom range by one when performing Charisma-based ability checks.

Patchwork Medicine. Roger can use an action and spend a HD to restore HP to a creature within 5 ft. The creature must be at 0 HP to benefit from this feature. Roger or the target can spend 2 points of Ingenuity to add 1 additional HD.

Psychic Resilience. Roger gains advantage on all saving throws to resist psychic attacks. Roger has advantage on all saving throws against effects that would alter his mind or read his thoughts.

Unnatural Strength. Roger can operate two-handed weapons with a single hand and ignores penalties for carrying an unconscious creature. He can attempt a focus check as a bonus action adding double his proficiency bonus to an Athletics check if successful. Alternately, he can make a Dexterity check become a Strength-based check on success.

Vital Spark. If Roger is reduced to 0 HP, a creature within 30 ft can expend any number of HD, suffering lightning damage equal to the total rolled. Roger regains HP equal to the same amount.

Wonder of the World. Roger gains advantage on saving throws against being blinded or deafened. He has advantage on saving throws against gaining exhaustion and can never suffer more than 3 levels.

Role Features. (See "Field Agent", p. 30). Check the Corners, Double Tap, Field Legend, Field Operations, Field Training, Final Word, Hammer Down, Jack of All Trades, Moved to Action, On the Job Training, Robust, Shoulder-to-Shoulder, Teamwork, This is Gonna Hurt, Well Oiled.

Specialisation Features. (see "Enhanced Field Training", p. 36) Additional Field Experience, Been Worse Than This, Enhanced Field Operations, Field Experience, Go for the Head, Inner Reserve, This Will Hurt... YOU!, Unending Field Experience, Versatile Training.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit: 24* (3d12 +5) bludgeoning damage. Target is knocked prone on a hit.

M60. *Ranged Weapon Attack:* +7 to hit, range 300/600 ft, Firearm (Advanced), Noise, Reload (60). *Hit:* 13 (3d8) bludgeoning damage, Reload (120). Normally fired stationary, Roger can fire on the move without penalty. Fully Automatic. For each attack roll made with this weapon, you can choose 1 additional target within 15 ft of the original target. If the original attack roll would hit the additional target, it suffers half the damage inflicted to the original target.

Trevor Bruttenholm

Founding member of the B.P.R.D Professor Broom is not content to merely research the uncanny but to actively engage in the fight against it. Whether facing Nazi agents, transdimensional creatures, vampires or demons of profound power, Broom has stood his ground. But the hardest challenge of his life has almost certainly been raising Hellboy. He has done his best, but the relationship is strained as small mistakes have led to resentments that all too easily rise to the surface.

Medium human, Former B.P.R.D. Director and Field Operative

AC 12
Hit Points 123 (20d8 + 20)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	13 (+1)	16 (+3)	15 (+2)	13 (+1)

Proficiency Bonus +7
Focus Check Automatically succeeds
Saving Throws Constitution, Strength
Skills History +10, Intuition +9, Investigation +9, Occult +10, Medicine +10, Perception +9, Religion +10, Science +10, Technology +10
Condition Immunities fear
Senses passive Perception 18
Weapon Proficiencies Firearms: Pistols, Basic Weapons
Clearance Level. Roger is a Clearance Level 5 B.P.R.D. Agent.
Equipment Tailored Suit

Father Figure. The professor gains 60 temp HP if Hellboy is on the team and Hellboy gains advantage on death saving throws.

Founding Member. The professor can request any items of equipment for his personal use and can “borrow” any 1 magical item he feels he requires per Case File.

I’ve Read Something about That. Trevor gains advantage on all Intelligence checks made to recall information about a specific monster or enemy of the Bureau. In addition to any information, he recalls a single damage resistance or vulnerability the creature is said to have.

Professor. Trevor passes any and all focus checks he undertakes.

Reassuring Presence. Agents that can see the professor gain advantage on saving throws against becoming frightened.

Remarkable Human. Professor Bruttenholm starts each session with 3 points of Ingenuity stored.

Rolodex. During a Case File, Trevor can generate 3 points of Doom to “remember” a contact in the nearby area who will be able to assist the investigation. The contact takes the form of a backup agent.

Seen It Before. The professor gains advantage on saving throws against magical effects such as rituals and on channelling checks when performing rituals. He has a total level of rituals memorised equal to his proficiency bonus plus Intelligence modifier. When performing a ritual, he uses Intelligence for channelling checks.

Survival instinct. If Professor Bruttenholm does not take the attack action, he gains + 3 to his AC until the end of his next turn.

Tailored Suit. What Professor Bruttenholm’s tailor does to his attire is the subject of much discussion in certain halls of the B.P.R.D. While not wearing a tactical vest or similar armour, he gains+ 3 bonus to his AC.

Vast Erudition. Professor Bruttenholm can spend a point of Ingenuity to unlock all information from a Wisdom or Intelligence ability check as if he had rolled the maximum required. He can use this ability twice, regaining all uses after a return to base. Alternatively, when Ingenuity is added to the Investigation Sheet, Trevor can add any number of his own stored Ingenuity to the sheet by expending a use of this feature.

Veteran Agent. When Prof Bruttenholm spends Ingenuity to boost the result of an ability check, attack roll, or saving throw, he rolls a d12 instead of a d6. Alternatively, for 2 points, he can reroll a single d20.

Role Features. (see "Field Analyst", p. 48) Always Connected, Another Way, Expertise, Extrapolate, Find the Gaps, Font of Knowledge, Infallible, Lab Safety, Learned, Reliable Memory, Proper Conditions, Solid Theory, Theoretical Degree, Think It Through, Unmatched Wits.

Specialisation Features. (See "Scholar", p. 50). Expanded Remit, Just the Facts, Knowledgeable, Lesser Minds, Persistent Feeling, Push the Limits, That's Not It, The Galaxies- , The Planets-, The Stars Align.

“Original” Service Revolver. *Ranged Weapon Attack:* +3 to hit, Small Firearm, Noise, Reload (6), Reliable, Pistol Whip, Ranged 45/100 ft, Small (6 shots) *Hit:* 15 (5d6) bludgeoning damage.

Rosary. Creatures attempting to possess Trevor do so at disadvantage. His melee attacks deal an additional 3d8 radiant damage against demons and undead.

Team Dynamic. As a bonus action, Trevor can cause a number of creature equal to his Intelligence modifier to take additional damage equal to his proficiency bonus modifier each time they are successfully hit by an attack until the end of his next turn.

JUNGLES OF THE MIND



The Jungles of the Mind

"If I must die, I reflected, then was this terrible yet majestic cavern as welcome a sepulcher as that which any churchyard might afford; a conception which carried with it more of tranquility than of despair."—*The Beast in the Cave*, H.P. Lovecraft

Introduction for the GM

Three months ago, B.P.R.D. agents discovered a cult of monstrous frog creatures in the hidden basement of Uxley Hall. The dilapidated structure has been scheduled for demolition. Calling in favours in the House of Lords, the Osiris Club were given sole custody of the site until its destruction. Under their instruction, a team of cave divers—who just so happen to be members of the Special Boat Service (SBS)—were sent into the depths of the pool to discover what treasures might be found.

Two of the three divers returned with tales that only those with truly open minds could believe—lands of vast and dangerous jungles dotted with ruins of impossibly old machines, all inhabited by strange ethereal beings. The Osiris Club, whether unwilling to risk their own or enacting some secret machination, has reached out to its old partner, the B.P.R.D.

The B.P.R.D. has agreed to investigate.

General Advice for GMs

Full of supernatural strangeness, this adventure caters to the weirdness of pocket dimensions and the Hollow Earth theory. Focus on the strange creatures in the tunnels, the heat of the hidden jungle, and the ages that the astral travellers come from. Also, don't be afraid to deviate from script. Ultimately, your game and the entertainment of your players is more important than following the scenario to the letter.

Note that this is a unique adventure designed specifically for *Hellboy: The RPG*. It is not based on any of the graphic novels. This is intended to be a great way for you to begin your own adventures set within the inspirational Hellboy universe.

Investigating the Site Beforehand

With a recent investigation of the site, learning the whole tale of the house's history is a ***DC 10 Intelligence (History or Occult)*** check. This adventure is a direct follow on from "The Sade Case of Mary Pym" Case File in the *Hellboy: The RPG Quickstart*. If this Case File is not available or has not been played through, events can be summarised by the facts that the scandal-ridden family of a haunted house turned out to be frog monster cultists. Thankfully, both the hauntings and cultists were duly dispatched.

But this is not all that the players can uncover in prior research:

- A ***DC 15 Intelligence (History)*** check will show that the baronet is not legally a baronet. The title is a disputed honorific and carries no legal authority. This means that while a member of the upper class, his resources outside the Osiris Club are quite limited. Agents that learn of this gain +1 on Persuasion checks against him.

- A ***DC 15 Intelligence (Occult)*** check, reveals the baronet to be a leading academic studying both tectonic movements and the Halley Hollow Earth theory of concentric shells. He has numerous publications that accept the current scientific model of the earth, but a few very interesting papers where he postulates that subterranean wormholes are responsible for tectonic activity.

- A ***DC 20 Intelligence (Occult)*** check will show that some of his more esoteric papers have been quietly pulled from public view, leaving only abstracts. Remember that agents with higher clearance can learn about the unusual abstracts if they are successful on the prior DC 15 check.

The Investigation Sheet

The Investigation Sheet is a method for players to unlock additional benefits from the Case File as they progress. The Investigation Sheet below provides Ingenuity spends related to the events the agents are investigating here. GMs are fully encouraged to add more of their own. The Grand Conspiracy Sheet for this adventure can be found on p. 220.

Investigation Sheet

Ingenuity	Effect
2	Friendly Fire. You duck just as a creature throws something at you, causing it to strike one of its comrades instead and stun it.
2	Gimme the Loot! You find a clue or useful item while scavenging. Instantly spend 3 Requisition points.
3	Shortcut. You spot a relatively flat trail that allows you to travel to any previously-visited spot in half the time it originally took.

The Jungles of the Mind

Agent Mission Briefing

THE CAVES OF UXLEY HALL

The B.P.R.D. has received a request from the Osiris Club to investigate a strange pool found earlier this year during an investigation at Uxley Hall. The pool is under the Hall in what was a temple to some sort of evil god. The B.P.R.D. discovered the pool, but politics reared its ugly head and the Osiris Club got the British establishment to hold us at bay. It's only now that we're getting a shot to look into the site. The Osiris Club sent in divers, but not all of them have come back. We need to confirm the fate of the third diver and, if possible, get him to safety.

THE HOUSE

Uxley Hall is currently owned by the UK government, who lease it to the Osiris Club. Though it still appears a dilapidated, stereotypical haunted house, no occult activity has been reported since the last investigation. Further information is available in *The Sad Case of Mary Pym* Case File, though much of it is now historical information.

ODDITIES

You know how it goes, jump in a lake and you'll find fish. Try not to summon anything with a mouth bigger than your head.

WITNESSES OF NOTE

The Osiris Club's onsite representative is Baronet Dr John Graham of Esk. Baronet Graham (John please) arranged for and debriefed the two divers who returned from the initial scouting mission. He has had the divers released from their care centres should the PCs wish to speak with them. Returning to the house has made the divers quite anxious, and they will be medicated to prevent an incident.

Impending Doom

Much of this investigation takes places in flooded subterranean tunnels that lead to strange and deadly encounters. To a large extent, the agents are free to choose which path they follow as they work their way through this Case File. The very nature of this sandbox adventure means that Doom spends and the Grand Conspiracy Sheet (see p. 220) have been left fairly generic in nature as the agents may veer from encounter to encounter in any order. As such, GMs are encouraged to be creative with Doom spends and perhaps even include one or two additional options for the Grand Conspiracy Sheet "on the fly".



Chapter 1: Two Commandos, a Baronet, and some Scones

Meeting the Baronet

Baronet Dr John Graham of Esk is obsessed with the concept of the Hollow Earth and thinks he has proof. He has burnt bridges to get a team of SBS reservist divers to investigate and, with their return, is certain that they've found a lost civilisation buried under an English hill. He will be clear that he doesn't want to spoil the experiment by giving the investigators any hints as to what to expect. John will arrange to meet the agents for tea and scones at a nearby hotel prior to visiting Uxley Hall but is more than happy to cut to the chase and send them searching for the missing diver.

Baront Dr John Graham of Esk

Dressed in the traditional muted grey suit of an academic, the baronet maintains his composure as best he can. This is it! Proof of the hidden world below! He will do everything in his power to appear congenial with the investigators but has no reservations sacrificing them for his cause.

Roleplaying John

- His family has held membership with the Osiris Club since the original seven started recruiting. He desperately wants to be in the inner circle. For more information on the Osiris Club, see "Occult Organisations", p. 178.
- Precise. The baronet uses physical and technological measuring devices to maintain a consistent standard to his research. If the agents wish to know the exact measurements of any part of the house, he can provide it in millimetres.
- Charming but driven. He's the first to offer scones and pleasant conversation at introduction, but he's not one for idly waiting for results.
- Relatable. He'll insist on being called John, though he will use other people's professional titles and surnames.

What He Knows and Might Inadvertently Share

The pool is actually the entrance to an underwater cave system. One of the first things added involved underwater lighting so that divers can find the surface with ease. There are three main branches to the tunnels with a few smaller fissures. Once the agents dive 320 feet in Tunnel B, it ceases descending after reaching an estimated depth of 160 feet. It then steeply climbs before splitting into two branches. The lower branch is filled with water and has been explored for another 100 feet without finding anything. The upper branch opens into a cave that has an air pocket. It's this cave we want you to explore.

Engaging the baronet in conversation will allow the agents to perform a ***Charisma (Persuasion) check***. The information gleaned is dependant upon the result of the check—refer to the Persuasion Check Table below.

Baronet Persuasion Check

DC	Information
10	The tunnels A and C have been explored for 300 feet with no significant finds.
13	Tunnel A had a silver broach in the pattern of a six-legged starfish, and Tunnel C had a scuba set just floating. There was no diver or evidence of foul play.
16	They discovered a cave with oxygen down Tunnel B. After reporting, they were sent to scout it out.
19	The cave led to a jungle where they were attacked and captured by albino apes. They escaped after two days of horror. The third commando also escaped at the same time but became lost in the jungle.
20	The apes would occasionally become see-through.

If an agent with Psychometry successfully uses it while interviewing the baronet, they will learn all of the information in the table, except that the team ceased exploration. No further check is required for this. The GM should intersperse the conversation with visions of the strange finds and empathic information hinting that the baronet is holding back information.

Meeting the Commandos

After their experience, the SBS commandos are kept in mild sedation. They will converse with the party, while watched by a nurse, but their answers will be sporadic and incomplete. Players can ask three questions before they get upset and need further sedation. The nurse will warn the players that the divers will need sedating shortly after they ask their second question.

Corporal Hamad Baqri and Private Bevan Pennymon

These two elite soldiers are now reduced to drugged wretches in bathrobes and pyjamas. While tall and muscular, gone is any semblance of strength and bravado. Whatever they've seen has

inflicted profound trauma, and strong medication is needed for them to almost function. While memories will occasionally resurface, this brings them nothing but distress.

ROLEPLAYING HAMAD

- A third-generation British citizen, he's never even seen Pakistan and gets annoyed when people think of him as Pakistani rather than British. He's exceedingly patriotic.
- Delusional, Hamad is convinced that he's been captured and that his interrogators are the enemy.

ROLEPLAYING BEVAN

- He's a proud Welshman with the voice to prove it. When lucid, Bevan sings his answers.
- Private Pennymon is depressed. Memories brought into focus via interrogation lead to withdrawal and soft weeping.
- A lapsed Anglican, Bevan will happily speak with a priest. Priest agents can roll 1d6 after each question. On a 5-6, they get another question for free.

WHAT THEY KNOW AND WHAT THEY MIGHT SHARE

Each commando will answer three questions before needing medication. Hamad will initially reply with "Corporal Hamad Baqri, service number 24685794" and say little else. Bevan will be pleased to speak with people who don't treat him poorly.

Earning the trust of one of the patients is vital. Let the agents roleplay the interviews, requesting Persuasion checks when they ask a direct question. Reward them with Ingenuity if they think of a clever approach. Agents can choose to use Investigation or Intimidation at the same DCs, but every roll that fails generates a point of Doom and counts as two questions.

A successful Psychometry check while interviewing the commandos provides the same info. No further check is required for this but each use of Psychometry, successful or not, will cause the psychic to make a ***DC 13 Charisma*** saving throw. Failure results in 7 (2d6) psychic damage as they see the commandos' capture vividly and then view pure white noise. The agent using Psychometry suffers half damage on a successful saving throw.

PRIVATE JACK ARGYLL

The missing diver is Jack Argyll, a likeable blond with a surfer's physique despite a predilection to booze and cigarettes. In perfect health at the time, both divers are surprised he lagged behind. He was the first diver to exit the cave.

COMMANDO PERSUASION CHECK

DC	INFORMATION
10	The tunnels A and C have been explored for 300 feet with no significant finds.
12	Tunnel A had a silver broach in the pattern of a six-legged starfish. The starfish was crafted by a now defunct American jeweller in the 1930s.
15	Tunnel C had a scuba set just floating. There was no diver or evidence of foul play.
18	Once Tunnel B revealed a cave with oxygen, further exploration ceased.
20	The recovered dive gear was identified as a design from the 1940s German era.

AFTER THE MEETING

The baronet will lead them to the underwater cave and show them the pool. He has arranged full dive equipment for each of the agents as well as a sealable bag for their own gear. If they have nothing in the way of rifles or heavier weapons, he has a pair of shotguns that he is happy to add to the bag. The agents will have two hours of oxygen, more than enough to get them to the cave and leave a set of tanks in the submerged cave.



Chapter 2: Into the Wet

The Cavern Room and in the Pool

After a small deviation down a set of stairs and through four empty rooms, the agents find themselves in a small cave. A ***DC 10 Intelligence (Science)*** check will suggest that this cave is not a naturally occurring one. In the centre of the cave is a pool, which is approximately 7 ft. in diameter and lit with submersible LED light strips. These strips are anchored to the wall with underwater glue and can be followed all the way to the cave.

The baronet provides each agent with the following checklist and points them to the matching dive gear at this point.

- Dive suit and 2 air cylinders suitable for traversing 1300 ft of underwater travel
- Underwater radio with headset and throat microphone
- Waterproof night vision goggles
- Wrist-mounted video camera
- GPS device
- Spare batteries and memory chips
- 2 waterproof storage bags
- 1 spear gun with 3 regular spears (1d6 damage) and 2 bangsticks (2d10 damage)
- 2 small meals each

Constitution Saving Throw

DC	Information
10	Odd feelings of sleepiness, the character suffers 2 levels of ***exhaustion***, recovering 1 level after they Take Time to rest.
13	The swim is tiring, and the character will need to Take Time after swimming, suffering a level of ***exhaustion*** until they do.
16	No issues.
20	The character arrives refreshed, as though they've had a long sleep. They gain the benefits of a return to base rest.

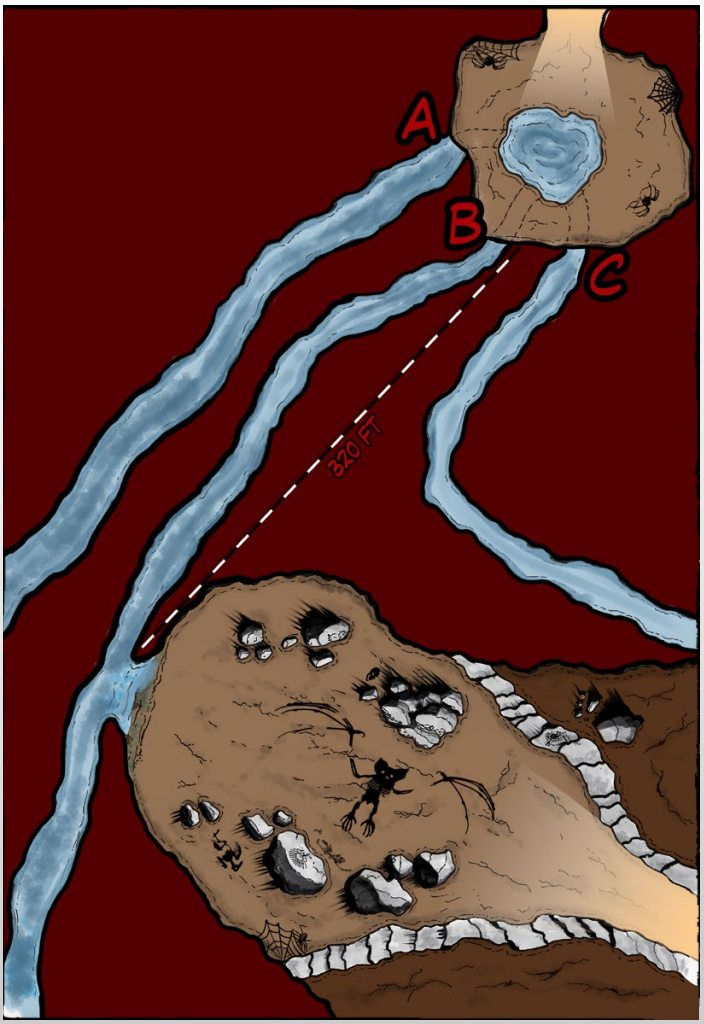
Traversing the Tunnels

The tunnels are lit by three sets of coloured lighting: white for Tunnel A, red for B, and blue for C. Although free to choose their own path, the baronet insists the agents make for the cave 320 feet into Tunnel B. After traversing 320 feet down any particular tunnel, agents must make a ***DC 14 Constitution*** saving throw. Agents with proficiency in diving gear or a possessing a swim speed gain advantage on the check. Agents that roll poorly show symptoms of decompression sickness, but this is a false positive—see the table below left. The agents are starting to enter the dream realm of SS-Sturmmann Gerhard Pfeiffer.

Refer to “Exhaustion”, p. 117, for the effects of each result.

Wandering in the Other Tunnels

After 320 feet these tunnels are not lit, and a strange feeling of sleepiness begins to overtake the agents. Traversing



the tunnels becomes more dreamlike and frightening. Each agent must make a ***DC 14 Wisdom*** saving throw or become ***frightened*** and unable to move further down the tunnel. (See "Conditions", p. 117.)

If they press on, they will find themselves in combat with a giant squid (see p. 188). If they can best the creature, they will discover another entrance to the underworld arriving at the alternative cave, or, should the GM prefer, in the middle of the ocean surrounding the island—refer to the map on p. 221.

GM TIP

Keep it spooky. Remind players of the green light of the night vision goggles and the shift as agents pass the illuminated passages and venture further in. Don't be afraid to spend Doom to have the lights go out, at which point strange luminescent fungi will drift into view.

SCIENTIFIC INVESTIGATION

Agents with the Science skill can investigate the passages. On a ***DC 15 Intelligence (Science)*** check, an agent will find smaller aquatic lifeforms (plankton, shrimp, and so on), and on a ***DC 15 Intelligence (Science)*** check, they can confirm that the creatures are not normally found in the same oceans. For example, the agent finds a Pacific harlequin shrimp and an Atlantic white shrimp within 10 feet of each other. On a ***DC 10 Intelligence (Science)*** check, an agent will find evidence of half-eaten animals covered in small pinpricks. While this might seem odd, agents that have encountered the frog monsters will recognize the wounds immediately.

PSYCHOMETRY IN THE TUNNELS

On a successful Psychometry check in the tunnels, the agent will get to revisit their most recent nightmare in vivid detail. This agent will have to make a ***DC 13 Charisma*** saving throw or else suffer 3 (1d6) psychic damage, suffering half damage on a successful save. If the agent has played through *The Sad Case of Mary Pym*, they will hear the croaking of frogs and be convinced, incorrectly, that they're not alone.

CHAPTER 3: THE DREAM REALM

ARRIVING ON THE ISLAND

Assuming agents follow the directions given, they will wind up at the mouth of a cave. Despite having been in England not 10 minutes prior, the agents will discover that the tunnel quickly changes from being fully submerged to having a foot of clear air. As it transitions to roughly half water, half air, the agents will find three miner's spike lodged in the wall. Wrapped around one spike is the equipment the previous divers brought with them (medical supplies and food supplements). There's also plenty of space for any additional gear the GM wishes to provide.

The cave opens up to a vista of sand, blue skies, and the ocean, nothing like the overcast mud that England was offering them. As the agents look around, they'll see that the cave comes out of a cliff face topped with jungle. Agents can make a ***Wisdom (Perception)*** check as they exit the cave. Use the table below, going from lowest to highest result.

EXPLORING THE OTHER CAVES

Agents that ignore the instruction of the baronet or otherwise explore the caves will have to hike deep within before they find anything. There is little natural light, but agents who endeavour will find strange cave drawings that will take a ***DC 15 Intelligence (Occult)*** check to interpret. On a success, they tell the tale as to how the sky gods abandoned their children, leaving them in the caves to survive or perish as fate determined. If the agent studying the petroglyphs beats a ***DC 20*** on their ***Intelligence (Occult)*** check, they'll realise that the cave drawings are a confused mix of various cave drawing traditions from Australian to North American to French. Someone has gone to

PERCEPTION CHECK

DC	INFORMATION
10	There are three pairs of footprints entering the cave, possibly the three divers?
12	There are other caves nearby. The divers marked this one with a stack of stones.
14	There's a crashed boat at the end of the island. A piece occasionally comes free and drifts out to sea.
16	There are faint drums coming from the jungle interior, not menacing, but certainly not calming.
18	The ocean is teeming with fish. You'd be surprised if there are no sharks.
19	You can hear all manner of wildlife from the interior of the island, including the roar of a big cat.
20	There are small signs, such as bones of fish that have been scraped clean, evidence of burnt wood, that the caves are being used for habitation.
25	**DC 0 at night.** A small colony of frog monsters spend the night here.

For the GM Only

Time to level with you. The characters are no longer in mysterious caverns under the Earth's surface. The hollows have intersected with a place created long before the world's founding. A place where the dreams of an individual can take shape and create a realm for them to live in and prosper. A place that predates the fall of Hyperborea.

In 1935, the Research Institute for the Prehistory of Mind became the Ahnenerbe. Granted extra-ordinary latitude to travel and research important proto-Germanic cultural sites, one of their journeys took them to the island of Rugen. Two of their group got separated while investigating rock art and entered a strange doorway. Finding themselves on an impossible island, they were ambushed by strange creatures but fought them off and discovered a woman trapped in a crystal sarcophagus. When rescued, she related that she was a princess of Riphea before revealing to Pfeiffer's colleague, Becker, that the island would collapse unless there was someone in the box. Becker smashed Pfeiffer's head with a rock and placed him inside. Becker thought to escape with his damsel in distress as the island reshaped itself, but she had other ideas. She trapped Becker with dark magic as they reached the portal, abandoning him so that Pfeiffer might get his revenge. Who she really was, Riphean princess or not, is deliberately left open for the GM to explore should they so wish.

The agents might learn some of the above if they can rescue the Nazi from the box but their chances are unlikely.

The Island's Rules

Technology tends to outright fail when on the island. Cameras blur, GPS reports that you're at the North Pole, and guns jam frequently, requiring an action to clear when an attack roll generates Doom (see the general Doom spends in the "Grand Conspiracy Sheet" on p. 122).

Whenever using technology more advanced than that of 1940, roll 1d6. On a 1-5, the results are poor, and the character suffers disadvantage on the accompanying check. On a 6, the device stops working completely.

To adjudicate what's affected, ask yourself whether the item would be recognised easily if found lying in the snow by an SS corporal. If so, it's probably OK. Any device that would connect to satellites, the internet, or cell phone signal reports no signal. Radios receive sombre music and songs in a strange foreign language that even the most scholastic agent will be unable to recognise. Agents are able to operate their radios, but the island has dead spots where the signal cannot escape to transmit. The GM can choose to pay 3 Doom to interrupt signals for a chapter or 5 Doom to stop the radios working in a single localised area, such as the village.

Occasionally, events will occur that a scientist will recognise as being out of sync with modern science. This is entirely down to Pfeiffer's control of the box. What isn't due to his injuries is because of his ignorance and scientific illiteracy.

a lot of time an effort to fabricate this fraudulent display. After finding the art, the agents will find a small pool. This will lead back to Tunnel A.

Agents that emerge from the cave can make the same Perception checks found in "Arriving at the Island", but the GM may wish to increase the DCs by 3 or more due to worse positioning.

Swimming in the Sea

Agents brave enough to enter the ocean will find the waters teeming with tropical fish camouflaged from the shoreline. They can easily catch enough to make a meal, but they must be alert for ocean predators.

A ***DC 14 Wisdom (Perception)*** check will make them aware of the shark with enough time to make for shore. Less than this means that a fight ensues. Remember this shark is a figment of the imagination, so its behaviour doesn't match that of actual sharks. A ***DC 10 Intelligence (Science)*** or ***Wisdom (Animal Handling)*** check alert the PCs of this as the shark ignores easy prey and homes in on them instead. For each 2 points that the agent failed to reach the DC of the Perception check, the combat with the shark will last 1 round before it swims away. For every round after the initial that an agent stays to fight the shark, add 1 Doom to the pool.

Agents that beat the ***Wisdom (Perception***) DC by 5 or more (***DC 19*** and up) will see 1d6 frog monsters catching smaller fish. The monsters won't approach the agents immediately; fish are far easier prey. But agents that provoke them will be warned off with threatening displays and, if they don't take the hint, combat. If the GM spends a point of Doom, the creatures can summon an additional 1d3 frog monsters.

Walking the Coastline

The most obvious thing to do when investigating what happened to the SBS divers is to follow their trail. The trail is easily visible, with stone markers showing areas of interest, and goes for several kilometres. If the players stop to look at the various markings, they will find wreckage of a Stuka dive bomber, a

burnt-out rowing boat, and more of the luminescent fungus. It looks as if the divers went to investigate the crashed boat. Upon getting to the vessel, the agents will quickly realise that this is not a small craft, it's a 500 foot vessel shattered with beams incongruously littering the beach, and coal scattered everywhere. A ***DC 13 Intelligence (History)*** check will reveal that colliers like this one would hold over 19,000 tonnes of coal, and have a crew of over 200.

A detailed search of the wreckage and an ***Intelligence (Investigation)*** check will reveal the following results:

In addition to the above a ***DC 12 Intelligence (Occult or History)*** check will reveal that the Nereus is believed lost to the Bermuda triangle.

If agents continue past the wreck, they will see parts of the ship litter the beach for miles. A thorough hour-long investigation will find more graves but nowhere near the 200 needed for most of the crew. If players circumnavigate the island, they will find the northern coast to be muddier and less sandy. By the time players return to the cave, night falls. A ***DC 13 Intelligence (Science)*** or ***Wisdom (Survival***) check will reveal that night has fallen hours earlier than expected. Beating a ***DC 15*** with either check will reveal that the stars are close to accurate for the northern hemisphere but not quite right.

MYSTERY OF THE NEREUS (OPTIONAL SUBPLOT)

This optional subplot exists to add a bit of extra Bermuda triangle strangeness to the tale. It's based on an actual wartime mystery. While the event involves real people and their families, the below is pure fiction with a Hellboy lens applied. We have deliberately left the crew unnamed out of respect. The below could be revealed with Psychometry, later by the hermit, or even by the ghosts of the crew themselves.

When the Nereus was torpedoed by an unknown U-boat in 1941, it was already suffering from severe corrosion due to its highly acidic coal cargo. That its crew was able to hold the ship together for an hour after the attack was nothing short of a miracle. With the ship and lifeboats ablaze, beams shattering around them, and the captain dead from his wounds, they piloted a course for a newly discovered island and ran the ship ashore. According to their maps, they were within radio range of Bermuda and aid should be able to get to them.

About half the crew survived this desperate gambit, making landfall with a working radio. After the first night, only a half dozen would be alive. As the crew huddled together in ramshackle bivouacs made of the old vessels, they were set upon by the Clan Apes. The apes trashed the radio, butchered the crew, and took their heads back to their village as trophies. Only those that hid under the largest parts of the wreck were left alive.

The survivors buried the dead where they found them, a mammoth, soul-breaking undertaking lasting several days as hope drained with no way to contact the fleet. Eventually, with food short and a storm coming in, they decided to take shelter inland. A fool's errand and one that was doomed to inevitable disaster.

INVESTIGATION CHECK

DC	INFORMATION
10	The ship was called the USS Nereus.
12	The boat was torpedoed in the stern. It's a miracle the coal didn't ignite.
14	There are graves along the edge of the shore and jungle. Crewmen? If so, who buried them?



THE HAUNTING OF THE NEREUS

Agents that look into the site with a view to investigate will, on a ***DC 10 Intelligence (Occult)*** check, learn that the dead are not resting well here. They each have final words that they wish to see passed on. Listening to the 100 or so ghosts will take hours, but luckily there are a few ways to shortcut this:

- Have an agent repeat the message into a video camera rather than write it down.
- Allow the ghosts to possess you and then pass on their messages when they return to the world.

SCAVENGING THE NEREUS

Agents that look deeper into the ruin—***DC 13 Wisdom (Perception)***—will see that an effort was made to preserve any and all equipment that wasn't immediately needed. This includes an entire ship's workshop of tools wrapped in oilskin bags and covered in oil to prevent rust. A repair kit can be easily fashioned from what's been left behind. Weapons, such as Garand rifles and 1911 pistols can also be found though these will often need repair and the ammunition will be all but gone (1-2 clips total). Be generous but sensible with the PCs, rewarding inventiveness over greed. If an agent is looking for something in particular, use your judgement as to whether it would have survived fifty plus years on a beach.

The Grand Conspiracy

Use the table below to build portents and effects as the island is explored. The island is a surreal place, as these spends show.

GRAND CONSPIRACY SHEET

DOOM	EFFECT
1	**Where is Everything:** The jungle goes deathly silent. Agents must attempt a DC 12 Wisdom saving throw, suffering 3 (1d6) psychic damage on failure or half on success.
3	**Impatient Jungle:** Roll a random encounter from the Random Encounter Table, p. 222.
5	**Déjà Vous:** The jungle replays a previously rolled encounter. Agents who succeed at a DC 15 Intelligence saving throw realise that it is exactly the same, allowing them to walk off script and watch it run to the end.
7	**Ape Incursion:** 1d6 warrior apes emerge from the jungle.
10	**Enough is Enough:** Initiate Chapter 5: Attack of the Clan Apes.

WHAT ABOUT THE STUKA?

This is left open for the GM to extend the adventure should they so wish. Like the Nereus, it's probably haunted. Should the agents be more interested in this plane than the wreckage of the ship, it allows the GM to pivot the information from the Nereus to here. The Stuka is real, which means that it doesn't disappear when the island shifts owner. Stukas were produced from as early as 1933 and came in numerous variants.

Chapter 4: Going Inland

Whether due to hearing the drums of the ape village, wondering what happened to the crew of the Nereus, or simple excitement at the chance of exploring an alien world, agents will likely head inland. As the island is essentially one big caldera, the GM has the option of making this initial exploration as easy or as tricky as they wish. The difficulties of likely checks in this chapter assume you're taking the easy option, so don't feel tied to these. For an average exploration, increase DCs by 3. For a hard exploration, increase DCs by 5.

Climbing the Caldera

A sloping wall of fertile soil, the hardest part about climbing the caldera is in recognising which plants have deep roots and are loose. A ***DC 10 Intelligence (Science)*** check will help here, with a success allowing the agent to scale to the top without any further check. Agents with less botanical knowledge will need to make three cumulative successful ***DC 10 Strength (Athletics)*** or ***Dexterity (Acrobatics)*** checks (see "Extended Checks", p. 94). There is no limit as to how many attempts a player can make while ascending the caldera, though every failed roll grants the GM 1 Doom, and if a player rolls 2 failures back to back, they suffer a mishap in addition to the 2 Doom raised. A common mishap might be the loss of an item of equipment, suffering 3 (1d6) damage, or finding a snake. (See "Doom", p. 121.)

Once the players ascend the caldera, they will be able to take in the entire vista of the island and view the Clan Ape Village (see "Chapter 5", p. 224).

To enter the jungle properly, the agents will have to climb down. While no check is needed for this, the GM should make it clear that as they pass under the canopy of the jungle, the bright blue sky disappears except for small gaps in the leaves. It is dark, humid, and oppressive. The trees are thick and bent as if grown during some horrific storm. Soon the agents will feel the caldera turn to hills and will be able to find a plethora of small creeks in the valleys.

Traversing the Jungle

Whether heading to the ape village or just generally exploring, the jungle is a challenging place. The apes have tiger snares

THE JUNGLES OF THE MIND



KEY:



NEREUS WRECK



SECONDARY CAVE



CLAN APE VILLAGE



ANCIENT TEMPLE

everywhere, there are strange and poisonous reptiles in the trees, and not a minute goes by without something tiny biting you, crawling over your skin, or buzzing in your ear.

As night descends, it's hard for the agents to shake the ominous feeling that something somewhere is watching and plotting against them. Finding the centre of the jungle is essentially a question of following the creeks till they become small rivers, and then following the rivers till they merge at the Temple of the Ancients. A successful group ***DC 12 Intelligence (Investigation)*** or ***Wisdom (Survival)*** check reveals the route.

Another option to increase the difficulty is to raise the group check to DC 20 and incorporate 1 encounter for every point of difference rolled between the best agent and the DC. For example if 2 agents roll 14 and one rolls 16, the difference between 20 and 16 is 4, which means 4 encounters.

Traversing the jungle ends with the agents meeting the hermit.

RANDOM ENCOUNTERS

If random encounters are used, roll 1d20, consult the following table, and then refer to the relevant description.

1. DISASTER. Roll twice and incorporate both in the same encounter. Events can occur simultaneously or in any order.

2. LEMUR THIEVES. A large band of lemurs leaps upon the agents, biting and pulling their hair. The lemurs will cause a massive scene, destroying any illusion that the party is being stealthy before running away with as much gear as they can. Each party member must make 3 ***DC 13 Strength (Athletics)*** or ***Wisdom (Animal Handling or Survival)*** checks. If an agent rolls 1 failure, they'll lose 1 meal. If they roll 2-3 failures they'll lose 1 meal and 1 to 2 other useful pieces of small gear, such as a clip of ammo, boomstick, use of a medkit, and so on. If the entire party fails to roll a single success on any of these tests, an additional piece of medium equipment is damaged in the scuffle. If the players want to seek out the lemurs and extract violent revenge, let them, but anything stolen is ruined in the process.

GM TIP: ORDERED RANDOMNESS

Rather than fill the jungle with meaningless encounters, allow the day to pass unmolested and have one big encounter each night for the first two nights. Then have a daytime encounter the next day and move to the "Clan Ape Attack", p. 224. If you find the characters are dealing with the encounters relatively smoothly, up the ante and add more as you see fit. Remember to use Doom to break or lose PC ammo and equipment.

3. TIGER. With a ferocious roar, a massive jungle cat with a face covered in scars leaps upon one of the agents. (See p. 187.)

4. THE RUINS OF AN OLD ROAD. While the paved area only runs 300 feet, it's obvious this area had an industrial society at one point. Alas, the road has been trapped by the Clan Apes. The lead agent must make a ***DC 13 Dexterity*** saving throw or be struck by 3 (1d6) piercing damage on a failure or half on success.

5. VICIOUS APES. The agents come upon a colony of regular apes. They must each make a ***DC 13 Dexterity (Stealth)*** check or be spotted and pelted with rocks and what appears to be sizeable metal gears. Use the ape on p. 186 for these creatures.

6. EVIDENCE THE SAILORS SURVIVED. In the hollow of an old tree the players find a corpse in rotten naval uniform. Three tins of long-expired rations, a first aid kit with 3 uses that haven't rotted away, and a Browning automatic rifle are stowed in his hidey hole. The body has rotted away, and there is no sign as to what killed him, but the gun is loaded. A ***DC 12 Intelligence (Technology)*** check can bring the BAR to functionality, but unless the agent making the repair has a repair kit (see "Scavenging the Nereus"), it will jam on any attack that misses its target. Optionally, the sailor's ghost might detail what happened to him. (See "Mystery of the Nereus".)

RANDOM ENCOUNTER TABLE

D20	ENCOUNTER
1	Disaster! Roll twice. See entry
2	Lemur Thieves
3	Tiger (Big Cat)
4	Ruins of an Old Road
5	Vicious Apes
6	Evidence the Sailors Survived
7	Ruins of a Rival Tribe
8	An Invisible Giant
9	Torrential Rain
10	Poisoned Meat
11	Battle of the Apes
12	Tree Frogs
13	Pipes in the Wind
14	Ghosts in the Forest
15	A Long-Broken Bridge
16	A Broken Device
17	Tremors
18	Spires of a Future Long Forgotten
19	Clan Ape Scouts
20	Reprieve. Roll twice. See entry

7. RUINS OF A RIVAL TRIBE. At first, the area looks like a natural clearing, but then you recognise the ruins of a hut. As you slowly investigate, you see more and more evidence that a primitive village once stood here. Long ago the buildings were burnt down, and now what was left has become part of the jungle.

Agents making a ***DC 10 Intelligence (Investigation)*** check will find numerous decapitated skeletons which at first glance seem human. A ***DC 10 Intelligence (Medicine or Science)*** check will reveal that they were simians of an unknown

genus—perhaps some sort of "missing-link" as there are signs of tool use more advanced than the simple stone tools of capuchins or chimpanzees and more in line with Palaeolithic humans.

Any agent making a ***DC 16 Intelligence (Investigation)*** check will find a handful of M1906.30-06 rifle casings and the body of a long-dead, and likely butchered, tiger. Recognising the rounds as US WW2 rifle rounds will require an additional ***DC 12 Intelligence (History)*** check.

8. AN INVISIBLE GIANT. There's a roar and suddenly something invisible, doing a credible impression of a dragon, passes by, knocking over trees and setting the canopy ablaze. All agents must make a ***DC 13 Dexterity*** saving throw or get hit, suffering 7 (2d6) bludgeoning damage on a failure and becoming restrained. On a success, they suffer half damage and are knocked prone. Agents will need to make a ***DC 16 Strength*** check to free the pinned agent. If this fails twice, the agent will start to feel the heat, suffering 3 (1d6) fire damage per round.

9. TORRENTIAL RAIN. The skies cloud over much faster than might be expected, and under the canopy, the agents are shrouded in darkness. When the rain falls, the agents will need to make a ***DC 15 Wisdom (Survival)*** check or face being flushed down one of the many flooding creeks.

A ***DC 13 Wisdom (Survival)*** check made when the skies get dark will give the agents a semi-accurate estimate on when the rain will fall, granting advantage on the check. Failing the Survival check will all but destroy the agent's belongings. Take the difference between the survival check and its DC. This many small items will become waterlogged. Whether these can be recovered or repaired is up to the GM. GMs looking to extend this scene can easily turn it into a series of ***Dexterity (Acrobatics)*** and ***Strength (Athletics)*** checks as the party seeks to avoid various hazards now made more difficult thanks to the flood.

10. POISONED MEAT. Someone has placed a trap of spines covered in old meat. Whatever the meat was trying to catch has ignored it, but the stench does cover for other spines still hidden. The agent that investigates and those within 10 feet must make a ***DC 13 Dexterity*** saving throw, suffering 7 (2d6) piercing damage on a failure and half on a success.

11. BATTLE OF THE APES. First is the noise, a hideous screeching of apes and a bellicose war cry, then the sounds of battle. As the agents close on the sound, they'll see a small colony of regular apes fending off a massive incursion of Clan Ape Warriors. The battle is brutal and short, with two to one odds in favour of the Clan Apes (at least 6 regular apes and 12 Clan Ape Warriors). There is little advantage in aiding the regular apes in their plight. They flee into the jungle given the chance, and leaving behind some rocks and fruit. If the agents face do the Clan Apes here, however, they gain advantage in the first round of combat during their next encounter with them.

12. TREE FROGS. With a ***DC 10 Intelligence (Science)*** check, the agent will know that these frogs excrete hallucinogenic poison, not injected venom. Problem is that somebody needs to tell the frogs. Avoiding the hallucinogenic venom, sprayed from the frogs' eyes, requires a ***DC 10 Dexterity*** saving throw. Failing this saving throw will cause blindness for 1 hour and 3 (1d6) psychic damage. The agent is not actually blind, but subject to such intense hallucinations that its interfering with their sight. A ***DC 10 Wisdom (Medicine)*** check will reveal that there is physically nothing wrong with their eyes.

13. PIPES IN THE WIND. From out of nowhere, a wind blows through the trees and makes the hollow melodic sound of bamboo pipes. Upon investigation, the agents will find an overgrown dirt path cut straight from the forest. In a clearing, lengths of bamboo have been arranged at different angles so that the pitch changes with the wind. A ***DC 11 Intelligence (Investigation)*** or ***Wisdom (Perception)*** check will reveal a bivouac, the remnants of the inhabitant's last meal and, indeed, the remains of the inhabitant — the second-to-last sailor of the Nereus. This sailor died peacefully and is truly at rest.

14. GHOSTS IN THE FOREST. The agents see six tall, robed ethereal beings carrying what look to be glass spears. They stand looking at the sky as if waiting for something. Suddenly, the sun shines brighter and they are gone. Anyone that watches must make a ***DC 13 Wisdom*** saving throw or be ***blinded*** for an hour. Agents that fail by 5 or more become luminous for a moment before returning to normal. Failing by 10 or more means they also suffer 7 (2d6) radiant damage and experience a vision of being lifted from the ground. Upon investigation, there are six sets of footprints burnt into the ground.

15. A LONG-BROKEN BRIDGE. Traversing the many creeks of the jungle, the agents come to a ravine. A sinkhole has opened up some point in the distant past, and now the creek falls down 100 feet in a spectacular waterfall. Across the ravine, a bridge of hemp rope and cut timber has been stretched.

Agents looking to traverse the bridge will find it sways uncomfortably for the first person to cross. Once that agent has crossed, the next agent to cross can make a ***DC 10 Wisdom (Survival)*** check to recognise that it will likely break if walked over again. Agents looking to chance the bridge can attempt a ***DC 12 Dexterity*** or ***Intelligence*** saving throw to traverse safely.

Agents willing to take the time to cut timber, replace the ropes, and repair the bridge can do so with an hour and a group ***DC 13 Wisdom (Survival)*** check for all involved in the effort.

Agents that fail to repair the bridge or make the saving throw to traverse it fall into the water below, suffering 21 (6d6) bludgeoning damage, or half on a successful ***DC 15 Dexterity (Athletics)*** check. Climbing back up either side of the ravine is a ***DC 10 Strength (Athletics)*** check that takes about an hour. If the agents choose to descend the ravine, this check will suffice.

16. A BROKEN DEVICE. The island construct is unstable, and a device looking like a crystalline spear traced with circuitry falls from mid-air. It hits a tree root and shatters, scattering sparking pieces of glass held together by thin wire. If the agents fail to give it suitable berth (i.e. approach within 5 ft.), it will shoot a large, visible, blue spark of faux-electricity at them. Any agent proficient with the Science skill will know that electricity shooting up diagonally is an impossibility found only in trashy science fiction. It only fires once, dealing 10 (3d6) lightning damage. or half on a successful ***DC 13 Dexterity***. Agents wishing to secure the glass for later research can do so, though as it's part of the island it will vanish should the agents leave.

17. TREMORS. The ground violently rumbles as a visible portion of the caldera crashes into the sea. Agents are shaken as the ground tilts and collapses into the breach. All agents must make a ***DC 12 Strength (Athletics)*** or ***Dexterity (Acrobatics)*** check to maintain their footing. Agents then need to make a ***DC 13 Dexterity*** saving throw to avoid debris. Those that fail to keep their footing suffer disadvantage on the saving throw to avoid debris. Agents hit by debris will suffer 7 (2d6) bludgeoning damage if they fail and none on a success.

18. SPIRES OF A FUTURE LONG FORGOTTEN. Looking into the distance, the agents will witness a vast settlement of giant towers. Beings such as those described in “Ghosts of the Forest” are standing on numerous balconies. There’s a sudden scream and a flash, and all that’s left is an old ruin. This ruin is the Glass Box. (See "Chapter 7", p. 227.)

19. CLAN APE SCOUTS. A group of four young scouts have found the players. While they’ll be keen to capture one of the agents, they’ll recognize the need to report in. One of the scouts will flee hurriedly while the other three wait nearby. If the agents see the runner (passive Perception 15 or higher) and give chase, the three will attack any agent that gets separated from the group (see "Clan Ape Strategy", p. 225). The three scouts in hiding gain surprise against any agent who fails to spot the runner.

20. REPRIEVE. Roll twice. Two of these events happen at the same time, but agents arrive at the aftermath of the encounter. Decide which of the two events is the more impressive and have the other reacting to it. For example, the GM rolls an 8 and a 19. These could be combined to have the Clan Ape Scouts also impacted by the invisible giant. The agents might see one of the apes get picked up and bitten in two (half of it falling to the ground with a massive wound and half simply disappearing).

The Hermit

After a suitable pulp adventure in the jungle, the agents will come across the last surviving crew member of the Nereus. This old man has been through all the trials and tribulations of the island and now, born almost 90 years ago, has recently died.

Not that he knows this. He left his body lying on a jungle trail but kept on walking. The hermit is possibly the only decent conversation to be had on the island. He’ll ask for food and will be eager to chat with the agents. He knows where all the landmarks of the island are and knows safer paths to get there. On a ***DC 15 Charisma (Persuasion)*** check, he’ll offer to guide the PCs to that location. If asked, the hermit knows about the Clan Apes and can reveal all the details in Chapter Six except for Becker. He also knows about the Temple of the Ancients and saw the SBS divers enter the temple. The hermit has never gone inside — it’s too creepy! He did however watch out for the divers, heard their screams, and didn’t see them leave.

Any agent that recognizes and speaks up about the hermit’s undead status will prompt the hermit to become distraught and make a request. In his pocket is a Saint Christopher’s medal. He’ll give the agents an address to post the medal to. If they promise to do this and bury his body, then he’ll watch over them and do his best to help them get home.

Agents that make the promise and bury his body gain 1 Ingenuity and the Blessing of the Hermit. The blessing allows the agents a second chance on any 1 dice roll. Using the blessing is a free action, and it doesn’t matter who is rolling the dice, so long as the agent is directly impacted by that roll in some way. The roll is simply ignored and rerolled. The first roll is treated as if it had never happened, and all dice in the pool are rerolled.

Chapter 5: Clan Ape Attack

The Goal of the Engagement

Pfeiffer has created extra Clan Apes for the express purpose of capturing the agents. If the apes knock out the agents, they will bind them in hemp rope, and the agents will awaken at the Clan Ape Village. Pfeiffer can shrink the island as necessary to get the PCs there quickly. This is a last-ditch effort from Pfeiffer who will need to rest after this exertion.

Clan Ape Strategy

The Clan Apes always prefer to attack from ambush. One-quarter to one-third of their number will be scouts armed with a bag full of stones which they throw from hiding. Half the scouts (6) will keep close to their targets with an equal number (6) staying distant. The remainder (12) will be brutes armed with crude wooden clubs and nets. At the start of combat, the close scouts will pepper their enemies with stones signalling the brutes to charge with hideous war cries. If their prey flees, the second wave of scouts will attack. Once the brutes have engaged, the close scouts will take up position behind the brutes throwing stones over the melee to keep the prey in the fight.

Yeah, Let's Get Out of Here

It's entirely rational for the players to decide to call it quits, declare the jungle a nightmare, grab the closest thing approximating a teddy bear (a lemur?), and head for home. There are three problems with this. First, Pfeiffer sensed the characters as soon as they stepped on the sand and has realised this is his opportunity to escape his gilded cage. Second, he has generated a new settlement of Clan Apes and placed it outside the caves. And third, Private Argyll is still missing, and returning will likely mean that he'll be lost forever as will any hope of rescuing the other divers from severe PTSD.

All other attempts to leave the island put the characters on track for Chapter Five. Remember, if the players escape the island, that's not a failure; that's their call, It may well be the smart option to seal up the caverns though the baronet will not be happy with this solution and may seek to take revenge on the agents!

Chapter 6: Lair of the Clan Apes

Whether the agents arrive here as a product of their own wanderings or are dumped here by apes will determine a lot about this chapter. Consequently, there are two lead ins. GMs can use the best one or pick the parts that suit from either.

Explorers

It's easy for agents to spot this massive series of connected structures as they move through the jungle. The huts high in the canopy appear to be home to smaller apes. Other huts are built on the ground where the larger adults spend much of their time silently brooding with occasional flashes of mob justice when one of the Cyclopean elite pushes their minions just a bit too far.

Agents watching the village will need to make a ***DC 13 Dexterity (Stealth)*** check to avoid being found. If discovered, the apes will sneakily arrange an ambush, with small numbers creeping out of camp in dribs and drabs. A ***DC 15 Wisdom (Perception)*** check will recognise that an ambush is forming up.

Prisoners

The agents awaken in nets strung up on poles. Smaller Clan Apes have been set the task of bringing them into the village as the larger watch for any sign of resistance. The village is a massive series of connected structures. Some of the huts are high in the canopy, where smaller apes bicker and occasionally let loose an ugly snorting laughter whenever misfortune befalls one of their weaker peers. Other empty huts are built on the ground, obviously the homes of the warriors sent on the ambush. The Clan Apes have taken their belongings, which are currently being carried by a massive Cyclopean specimen.

For the GM Only

The Clan Apes are a tribe of albino proto-humans. Led by elite cyclopean simians, they are a hyper violent lot that engage in every horror your group is comfortable with. Mechanically, all Clan Apes are one and the same, though some look like hairy humans, and others are more like albino chimpanzees.

Structures of Note

Apart from the huts, there are three other structures of note. A large hut that is essentially little more than a barracks for the elites and any apes pressed into service dominates the centre. Unlike the simple wood and hemp of the smaller huts, the barracks began life as a series of thirteen crudely carved stone pillars that have been reinforced with stacked horizontal beams and branches to provide shelter. To the north of the village is a shrine of sorts. From a distance it looks like a life-sized Christian crucifix at the centre of a massive pile of skulls, probably from the crew of the Nereus. Finally, there is a place that the agents, if captured, will become infinitely familiar with, a pit covered with a bamboo grid serving equally well as larder and jail.

GM Note

Mechanically, this attack is deliberately deadly, but the apes are looking for captives not prey. If an agent is reduced to 0 hit points, add 1 Doom, and rule that they have been knocked unconscious. Give the players the opportunity to resist or go quietly as captives, whichever they prefer. Note that your players have shotguns and should be more than able to keep up, for a time.

THE BARRACKS

Built from the remnants of a megalithic site, the barracks is a solidly reinforced structure that can easily resist modern firepower. With exits at each cardinal point, the Cyclopean elites come and go as they see fit. All of the tribe's weapons and agents' equipment are located here. It is stocked for a protracted siege with ample stores selfishly horded from the rest of the tribe. No particular effort is taken to guard the building.

THE SHRINE

Only ever approached by Cyclopean Apes, the shrine is essentially abandoned. At the centre of the mound is a crucifix, the only religious symbol Pfeiffer recognises other than the Star of David. It's shoddily constructed but adequate to hold the weight of the emaciated figure that's been tied sacrilegiously to the structure. Around the crucifixion is a spiral of almost 200 human skulls placed to stare up at the figure.

If agents approach the shrine, they'll realise that the figure, while essentially mummified, is alive. The agents won't have much time, as a Cyclopean Ape will investigate the noise in 2 rounds, but the figure, the long-tormented Becker, will utter "*Glaube den Lügen nicht, rette dich, floh!*". A ***DC 13 Intelligence*** check will translate this to "Don't believe the lies, save yourself, flee!" before he begins groaning. The agents can ask up to two questions though every question increases the ***DC 15 Dexterity (Stealth)*** check to hide from the Cyclopean Ape by 3. It will take a sharp knife and a ***DC 15 Strength (Athletics)*** check to get Becker down and carry him to safety, at which point he'll reveal the whole sordid tale (see "Becker's Tale"). If asked about being a Nazi, he'll lie again saying it was a career matter. Figuring out that he's lying requires a ***DC 15 Wisdom (Intuition)*** check.

If agents investigate Becker's body before cutting it down, a ***DC10 Intelligence (Investigation)*** check reveal he is wearing a Nazi uniform. Beating a ***DC 13 Intelligence (History)*** check proves the uniform to be a pre-war style. In addition, a ***DC 12 Wisdom (Medicine)*** check will show that Becker is dangerously malnourished and too injured to be simply carried by one agent for longer than a scene. Unable to escape the caldera unaided, he is at disadvantage on every check and saving throw.

However, all of this is a sham. Becker hasn't been alive for decades. This is an island creation that simply thinks it's Becker.

BECKER'S TALE

Becker only speaks German, so agents may have an issue if they failed to translate his warning. Allow the agents to take a second attempt as they piece together the story, with failure costing 1 Doom but revealing the information on the next page.

GMs should keep in mind that the speech Becker offers is a lie told by an imagined recreation of a dead man. A ***DC 15 Wisdom (Intuition)*** check will reveal this.



"I was working for the Research Institute for the Prehistory of Mind on the island of Rugen. While investigating pro-to-Aryan rock with my colleague Pfieffer, we discovered a doorway to this strange place. Almost immediately we were attacked by these strange apes. We survived the attack and found our way to a strange temple. Within this place, there was a beautiful woman sealed in a crystal. We released her and tried to help her escape the island, but the treacherous creature must have poisoned me. When I woke up, they were gone, and I had been left for the apes!"

THE JAIL

Six pits dug with walls of wood and clay separating them. Four are in use, one containing Private Argyll, another a live tiger, a third half a dozen capuchin monkeys tied to a grill, and a fourth overflows with fruit.

A Clan Ape Scout will occasionally pick up some fruit and put it in a net, throwing a few pieces to the capuchins and then taking the remainder to either the upper huts or the barracks. If the agents were captured, whether at the beach or later, they will be housed in a fifth pit, and the scout will feed them too.

ARGYLL

Private Argyll has been maimed. He figured out Pfeiffer's plan and walked out of the temple straight into the arms of the Clan Apes. He lost a hand and a leg in the fight and still wouldn't submit. Now feverish with infected wounds, Pfeiffer has given him to the Clan Apes in the hopes that he changes his mind. Of course, now that the agents are on the island, Pfeiffer has another opportunity to escape and is less concerned about convincing Argyll to enter the glass casket.

JAILBREAK

Once captured, agents will need to escape. The pit is 8 feet deep with a very heavy bamboo grill. An agent will need to hold it up so that others can escape. At the same time, the climbing agent must make a ***DC 12 Strength (Athletics)*** check while the agent lifting the grill makes a ***DC 18 Strength (Athletics)*** check. Another agent may need to help the lifter with a ***DC 12 Strength (Athletics)*** check. Once at least one agent has escaped, they will be able to find something to brace open the grill should they think to do so, leaving it wedged open.

While the village is a fairly large camp, agents will find escape in the direction of the Temple of the Ancients easily as the apes will take off in every direction and don't marshal their forces in any particular direction. Have the PCs make a ***DC 10 Dexterity (Stealth)*** check, and if they fail, use a small troop of 2-3 scouts to harass the agents. If agents want to get their gear back, they will have to get to the barracks first. This will require a ***DC 15 Dexterity (Stealth)*** check, and failure will cause a full uprising as dangerous as the Chapter Five ambush. Players may wish to take Argyll and race for the ocean, though if the players were ambushed there previously, a ***DC 10 Intelligence*** check will make them realize that the Apes are likely already watching the cave, and another sanctuary might be wiser in the short term.

CHAPTER 7: THE GLASS BOX

PFEIFFER AND THE GLASS BOX

The temple consists of five rooms and a central corridor. The four side chambers contain only dust and the statue of an elegantly dressed woman with anguler features, while a fifth room at the end of the passage shimmers with an eerie light.

As the agents enter the fifth room, they notice that the majority of the room is filled with a glass sarcophagus that faces directly towards them. Within it is the woman whose statue stands in the side chambers. Around the sarcophagus is

GM NOTE: PFEIFFER'S ESCAPE PLAN

After being left in a box for sixty years, it's time to escape. Pfeiffer has attempted using Clan Apes in the past without success and has long since realised his error in killing off the crew of the Nereus. Private Argyll was a particularly frustrating case as well.

To gain his freedom, he has set the glass box to present his form as that of the princess that inhabited the box when he first arrived. Once the box is opened, he will make a beeline for where the portal is and escape back to Germany. This plan is a disaster on numerous fronts.

Firstly, if Pfeiffer escapes the box and no one steps in, he'll begin to age at such a rate within 10 minutes he will have aged two centuries. He will get to the portal, see it, and die, never succeeding in returning home.

Secondly, without a controller the island will shut down. This will lead to a combination of earthquakes, eruptions, attacks by shrieking malformed apes, and UFO sightings with the island eventually sinking like Atlantis. A character that jumps into the empty box and closes the lid is trapped till an outside force sets them free but gains amazing powers over the island, some conscious and others not (see "In the Glass Box," opposite .

Thirdly, Pfeiffer is desperate and will tell the characters where Argyll is if anyone so much as asks. He'll promise anything to anyone if they'll get him out of the box.

Fourthly, even if a character is in the box and Pfeiffer can maintain his body, the portal doesn't go to a German island anymore. It connects to the underwater caves under Uxley Hall, and unless the characters intervene, he'll drown.

more of the metal wire arranged into something that looks like a cross between a circuit diagram and a pentacle. Outside the circle is a pair of dead Clan Apes. Something has obliterated their upper torsos, leaving nothing behind. They lie next to the circle looking to the world as if its border left them in ruins. As the agents approach, suddenly the woman opens her eyes and starts banging on the sarcophagus in desperation, she appears to be screaming, begging, and pleading but can't be heard at all. From the outside, the agents can open the sarcophagus with relative ease. Its designed to be opened from the outside only.

At this point, it's up to the agents what they do, but if they leave Pfeiffer in the box, he won't respond well and will throw the full arsenal of the island at them in one final act of vengeance. The agents will have to face as many of the Chapter Four and Five encounters as there are players. As they race to escape the island, it will change and unfurl as Pfeiffer has died leaving none behind. You should give the players one last chance to rescue Argyll if they've not found him already

If the agents escape with Pfeiffer, he knows where an escape point is. As they race there, however, he ages and dies in front of them. The first thing to fade with his death is his portal, which will leave the agents outside the temple. If anyone engages him in conversation, he simply replies, "No time, run." Outside the box, Pfeiffer is obviously a man in a dishevelled Nazi uniform, so this may poison the agents' opinions of him somewhat.

In the Glass Box

If an agent stabilises the island by claiming the glass box, they have full control of the island from time of day, to weather, to tectonic activity. The island responds to subconscious and conscious commands, doing its best to interpret the desires of its controller. The only things the controller can't affect are items brought to the island. If Becker is placed in the box and the lid is closed, Pfeiffer will be happy with the revenge, but the end result is as if no one was placed in the box. Becker is, after all, an illusion.

GM Option: A Darker Ending

Rather than use the default ending with the Pfeiffer disintegrating, there is another option. The crew of the Nereus (all 200 strong) are well aware that Pfeiffer sent the apes to kill them. They want revenge. As Pfeiffer reaches the portal and seems likely to escape, the ghosts of the crew appear in front of the portal, grab him by the hair, and drag him back toward the glass box. One by one the ghosts enter his body and take possession of him. The last the characters will see of Pfeiffer is him screaming as unwillingly he closes the sarcophagus lid upon himself and the army of ghosts. Once closed, the sarcophagus appears empty.

Chapter 8: Escaping The Island

The Sub-Par Escape

At this point, the island is collapsing and will irrevocably disappear into myth. The agents must get from the temple to the caves. Roll for encounters on p. 222 three times, exactly as if a 1 had been rolled for them. GMs should choose and merge further combinations as desired. The important thing is that logic is optional; the system is broken with nothing to guide it. The escape is desperate. If need be, the ascent of the caldera can be rerun as a final touch before the agents get to the caves.

Failure

The agents will need to make it to the caves quickly and dive for it, but even if they fail there's an out for them. Should it go wrong at the last minute, the agents will find themselves spat out into the ocean, clinging to driftwood from the Nereus. Looking around perplexed, they'll see a launch with a student film crew doing a mockumentary about the Bermuda triangle. The students are as surprised to see the agents as the agents are to see them. The story ends with a dingy being sent over to help.

Success

The agents will have an amazing tale to tell the debrief panel should they successfully get back to the cave and dive back, but a tale that can only be verified by the SBS divers. The baronet will have brandy ready as soon as he debriefs the agents. Alas, on return trips, the island has vanished and since been replaced by tunnels that are even more eerie.



APPENDICES



Appendix A: Integrations

Hellboy: The RPG is a complete and comprehensive system in its own right. So long as you have dice, paper, and pencils, you can play the game straight out of this book without issue through a method referred to as "theatre of the mind". Using this approach, the GM simply describes the scene and any pertinent components verbally, with the players responding to the mental picture by verbalising their own positions and actions in relation to the GM's depiction.

Many players, however, like to use maps and figures as a means to portray scenarios and identify where characters and creatures are positioned in relation to the scene. There are several ways to depict the actions of your B.P.R.D. agents in three dimensions. This appendix introduces rules and suggestions for integrating the extensive range of miniatures and components from *Hellboy: The Boardgame* into your roleplaying sessions.

Personal Preference

Some players prefer to keep games uncomplicated, using the theatre of the mind method. Others enjoy looking at their characters and surroundings in a 3D representation on the tabletop. Some enjoy a combination of both and only start placing miniatures during the really meaningful encounters. There is no right way to approach scenario depiction, only your own preferred way. Have a discussion with the other players at your table, discuss the merits and quirks of each, and then get ready to punch some otherworldly horrors back into their own dimension using whichever method your group prefers.

Inside the Box

Although there are a number of expansions available for *Hellboy: The Boardgame*, this appendix refers to the components from the base set.

Component Parts

Hellboy: The Boardgame has a number of components that can be used in some fashion within the roleplaying game. Not only will they add an extra dimension to your game to some degree, they will also provide a visual connection to Hellboy's universe through the graphics and artwork. This section provides a list of the boardgame components that can be used within *Hellboy: The RPG*, plus rules and advice on how each component can be employed.

Backup Agent Cards

In the boardgame, the backup agent cards provide different options for supporting agents in the field. Rather than your GM providing full stat blocks for any iconic NPC agents in the field with you, the crossover options between the boardgame and roleplaying game allow you to use a Backup Agent card as a reminder of your ability to call on them in some fashion.

If your agent has a feature or ability that enables them to contact the B.P.R.D. remotely and generate a beneficial effect, such as personnel development's Front of the Queue role feature (see p. 57), you can nominate one of the backup agents from the boardgame cards as your point of contact. The backup agent provides additional effects based upon which agent is chosen and whether they are providing direct or remote support—refer to the Backup Agent Table. The role feature still provides its normal benefits.

For the purposes of the *Hellboy: The RPG*, backup agent cards used as backup agents function exactly as described in "Backup Agents", p. 105.

Backup Agent Counters

These counters can be used to represent any agents that arrive if additional on-site support is requested from HQ.

Clue Counters

The clue counters can be used to represent the amount of Ingenuity that has been spent towards the Investigation Sheet. If you are using the insight markers to track individual Ingenuity and spend 1 of your points towards the Investigation Sheet, your insight marker is discarded, and a clue counter is placed on the Investigation Sheet.



APPENDIX A: INTEGRATIONS

Damage Markers

Damage markers offer a handy method to track injury levels. Blank faces on damage markers could indicate minor injuries, the -1 to EXAMINE damage marker a moderate injury, -1 to DEFENCE a serious injury, -1 to FIGHT a severe injury, and -1 action cube a critical injury.

Destruction Counters

If you're using the room tiles for movement and positioning, the destruction markers make suitable indicators for sections of difficult or impassable terrain.

Dice

The different coloured dice that accompany the boardgame provide interesting alternatives to the standard rules for Ingenuity and critical hits.

Coloured Test Dice

At the GM's discretion, you may roll the two yellow dice from the boardgame instead of rolling a d10 to generate Ingenuity and Doom. If both dice show a dot, then the agent has generated 1 point of Ingenuity. If both dice show blank, the agent has generated 1 point of Doom.

If an ability or effect causes Ingenuity to be generated on a wider number range, such as a 9 or 10 instead of only a 10 on the d10, you can instead upgrade the colour of test dice being rolled. Use the Ingenuity Test Dice Upgrade Table to determine which dice to roll in this case. The black dice are not used in generating Doom or Ingenuity.

Abilities or effects that cause Doom to be generated on a wider number range, such as rolling a 1 or 2 instead of only a 1 on the d10, cancel any upgrading of dice on a one-for-one basis. If the pool is already at 2 yellow dice, then Doom is generated if 1 of the dice shows blank.

Note: Using this method will generate more Ingenuity and Doom than the standard method of generation.

Dice Upgrade Table

Ingenuity Range	Test Dice
10	2 Yellow
9-10	1 Orange, 1 Yellow
8-10	2 Orange
7-10	1 Orange, 1 Red
6-10	2 Red

Backup Agent Card Table

Agent	Wounds	Direct Support Boon	Remote Support Boon
Scott Clark	4	Once per round, Scott grants 2 Ingenuity to a single attack roll of the agent they are supporting. This Ingenuity can only be used on the attack being supported.	You can request that Scott join your team. Unless he is closer, he then arrives via jetpack within 1d6 hours. If it is a team you are calling in, he counts as a member of the team.
Kate Corrigan	5	The additional pair of eyes negates 1 point of Doom generated as part of any Wisdom (Investigation) or Wisdom (Perception) check. The agent being supported also increases the Ingenuity range on such tests by 1, generating Ingenuity on a 9 or 10, instead of a 10.	After speaking with Kate, increase the Ingenuity range on the next Intelligence (History), Intelligence (Occult), Intelligence (Religion), or Wisdom (Investigation) check you make by 2. This check generates Ingenuity on an 8, 9, or 10. If you generate Ingenuity, you gain 1 additional point.
Sydney Leach	4	Once per round, Sydney grants 1 Ingenuity to a single Intelligence (Science) or Intelligence (Technology) check of the agent they are supporting. This Ingenuity can only be used on the attack being supported.	After speaking to Sidney, you can reroll a single Wisdom (Perception) or Wisdom (Investigation) check as part of a search for information or clues. The check must have been failed within the last 5 minutes. Gain 1 Ingenuity if you succeed, which is additional to any Ingenuity you generate normally.
Bud Waller	4	The agent being supported gains 1 additional Inventory slot for the session. If Bud is within 10 feet of the agent he is supporting, the agent also gains +1 AC.	Once during the Case File, you can check in with Bud during a take time rest period. At the end of the take time, you immediately gain 2 Ingenuity.

APPENDIX A: INTEGRATIONS

EFFECT DIE

The Effect Die from the boardgame offers a fun alternative to the standard critical hit rules from the roleplaying game. If you score a natural 20 as part of an attack roll, simply roll the blue Effect Die in place of doubling your damage roll and consult the Critical Effect Die Table for the outcome.

DECK OF DOOM

GMs can opt to include the Deck of Doom to add a bit of additional variety to the Doom spends available during a Case File.

First, the GM should build a reduced Deck of Doom using the following cards: Ancient Curse, Beady Eyes, Distracting Vision, From the Shadows, Helpful Skeletons, Interesting Remains, Mystical Power Surge, Otherworldly Mist, Poltergeist Activity, Reinforcements, Rumbling Underfoot, Something Useful, Trap, and Visions of the Future.

Anytime Doom is generated on a die roll, the GM can forego gaining the point of Doom and opt to draw a card from the Deck of Doom instead. Some cards have immediate effects, some can be kept "in hand" by the GM, and others are actually beneficial to the agents.

Refer to the Deck of Doom Table to determine the outcome of each card within the roleplaying game.

If a card advances the Grand Conspiracy Sheet, the GM gains the benefits of the next level of Doom on the Grand Conspiracy. For instance, if the GM had spent 2 Doom on the Grand Conspiracy Sheet and the next effect occurs at 4 Doom, drawing the Beady Eyes card from the Deck of Doom would

CRITICAL EFFECT TABLE

EFFECT DIE	CRITICAL EFFECT
Skull	The critical hit becomes a standard hit instead.
X2	Double the total damage of the attack.
1 Dot	Increase the number of damage dice for the weapon by 1 die of the same type.
2 Dots	Increase the number of damage dice for the weapon by 2 dice of the same type.
Reroll	Reroll any number of damage dice and use either result.
B.P.R.D. Symbol	Double the attack's total damage. The agent gains 1 Ingenuity.

DECK OF DOOM TABLE

CARD	RPG GAME EFFECT
Ancient Curse	Determine an agent randomly and place this card on their character sheet. The next time the agent generates Ingenuity, they instead generate 2 Doom.
Beady Eyes	Gain the effects of the next level of Doom from the Grand Conspiracy Sheet. Additionally, determine an agent at random and place a frog swarm within 10 ft of their location.
Distracting Vision	Determine an agent at random and place this card on their sheet. The next time this agent makes an ability check, attack roll, or saving throw, they discard this card, roll with disadvantage, and increase the Doom range by 2, generating Doom on a 1, 2, or 3 instead of 1.
From the Shadows	Gain the effects of the next level of Doom from the Grand Conspiracy Sheet. Additionally, choose an agent and place an enemy relatable to the Case File within 20 ft of them. If possible, the enemy must be placed out of line of sight of all agents. The enemy gains a surprise round.
Helpful Skeletons	Keep this card visible. As part of a take time rest or by foregoing their turn, any agent can choose to discard this card. That agent can then choose to add 1 Ingenuity to the Investigation Sheet or look at the top 2 cards of the GM's Deck of Doom.
Interesting Remains	Gain the effects of the next level of Doom from the Grand Conspiracy Sheet and keep this card visible. The next time an enemy is defeated, the agents gain 1 Ingenuity that is immediately used towards the Investigation Sheet.
Mystical Power Surge	Excluding major villains, each enemy active within this chapter gains 5 temporary HP until the end of the chapter.

APPENDIX A: INTEGRATIONS

DECK OF DOOM TABLE

CARD	RPG GAME EFFECT
Otherworldly Mist	Keep this card visible. For the next 10 rounds, all enemies are considered to have light cover. Shuffle this card into the Deck of Doom once resolved.
Poltergeist Activity	Keep this card visible. Each time an agent enters an area that contains items or scenery capable of inflicting harm, the GM makes an attack roll with a +4 bonus, inflicting 3 (1d6) bludgeoning damage on a successful hit. This card is discarded after the agents take time or a successful séance is performed.
Reinforcements	Gain the effects of the next level of Doom on the Grand Conspiracy Sheet. Additionally, two enemies relevant to the Case File appear at a place of the GM's choosing. The enemies can attempt a Dexterity (Stealth) check against the agent's passive perception to gain a surprise round.
Rumbling Underfoot	Keep this card visible. At the start of their turn, each agent must attempt a DC 12 Dexterity saving throw. If successful, they can move normally. If unsuccessful, they are considered to be in difficult terrain when moving. Shuffle this card into the Deck of Doom after the last turn.
Something Useful	Keep this card visible. The next time an agent spends Ingenuity towards the Investigation Sheet, they also turn up a random useful item. This card is then discarded.
Trap	Gain the effects of the next level of Doom from the Grand Conspiracy Sheet. Determine an agent at random. That agent and any other creature within 10 ft suffers 7 (2d6) piercing damage, or 3 on a successful Dexterity saving throw.
Visions of the Future	Gain the effects of the next level of Doom from the Grand Conspiracy Sheet. Look at the top 3 cards of the Deck of Doom and shuffle these 3 cards before returning them to the top of the deck.

immediately trigger the effects of the 4 Doom spend exactly as if the GM had spent the 2 additional Doom to trigger it. Remember, the Grand Conspiracy Sheet is a running total of Doom spent towards it. Once a level is reached, that spend can't be repeated and Doom must be spent towards the next effect.

To counter the increased ramping of Doom with this method, it is recommended that GMs also use the option for using the coloured dice to determine Ingenuity and Doom.

HQ Board

While dice or tokens can also be used to track Ingenuity and Doom within the roleplaying game setting, the HQ Board from the boardgame has a handy track for both. Simply use the Impending Doom track and its associated marker to keep tab of any Doom spent on the Grand Conspiracy Sheet, and the Information Gathered track and its associated marker to keep track of any pooled Ingenuity that is available to spend on the current Case File's Investigation Sheet. Doom, Ingenuity and their relevant sheets are discussed in "Ingenuity and Doom", p. 119. If you decide to use the Deck of Doom rules presented here, the HQ Board can also be used to host the cards—exactly as it would when used for the boardgame.

Inferno Counters

The B.P.R.D. just wouldn't be the same without the odd spontaneous combustion or escape from a blazing mansion. If you are using the room tiles, the inferno markers can be used to denote any sections that are currently alight.

Miniatures

With four legendary agents, eighteen minions, and three bosses on offer, the miniatures from the box can be used to add an extra physical element to any session of *Hellboy: The RPG*. The legendary agents have statistics within this corebook that players can use alongside their relevant miniature. *B.P.R.D. Agent Folios* for these legendary agents are included in "Chapter 12: Foes and Allies", beginning on p. 201. And if you are planning a series of Case Files around a particular legendary boss, having that villain's miniature arrive on the tabletop surrounded by minions can really ramp up the tension. Of course, it helps once again that these villains have statistics within this book.

Insight Markers

Insight Markers provide an excellent visual means to track individual Ingenuity for each agent.

Room Tiles

The reversible room tiles from the boardgame are an excellent way to represent locations set within the Hellboy universe,

particularly as they are so visually associated with the graphic style of the comic books.

With a little interpretation, the tiles can also be used to represent a grid system for the area being portrayed. Each of the large sections on the room tiles, called areas in the board game, can be imagined as containing four smaller grid squares each of 5 feet in size. This means it is possible to place one Medium-sized creature towards each corner of a tile. Moving from one corner of the tile to another represents 5 feet of movement.

Large monsters occupy one entire section all on their own. A Large creature can straddle between sections by occupying adjacent corners of two connected sections.

Refer to the room tile graphics, opposite, for examples of movement for Medium and Large creatures.

In the example opposite, opaque tokens represent where a character has started their movement, and solid tokens where they have ended up.

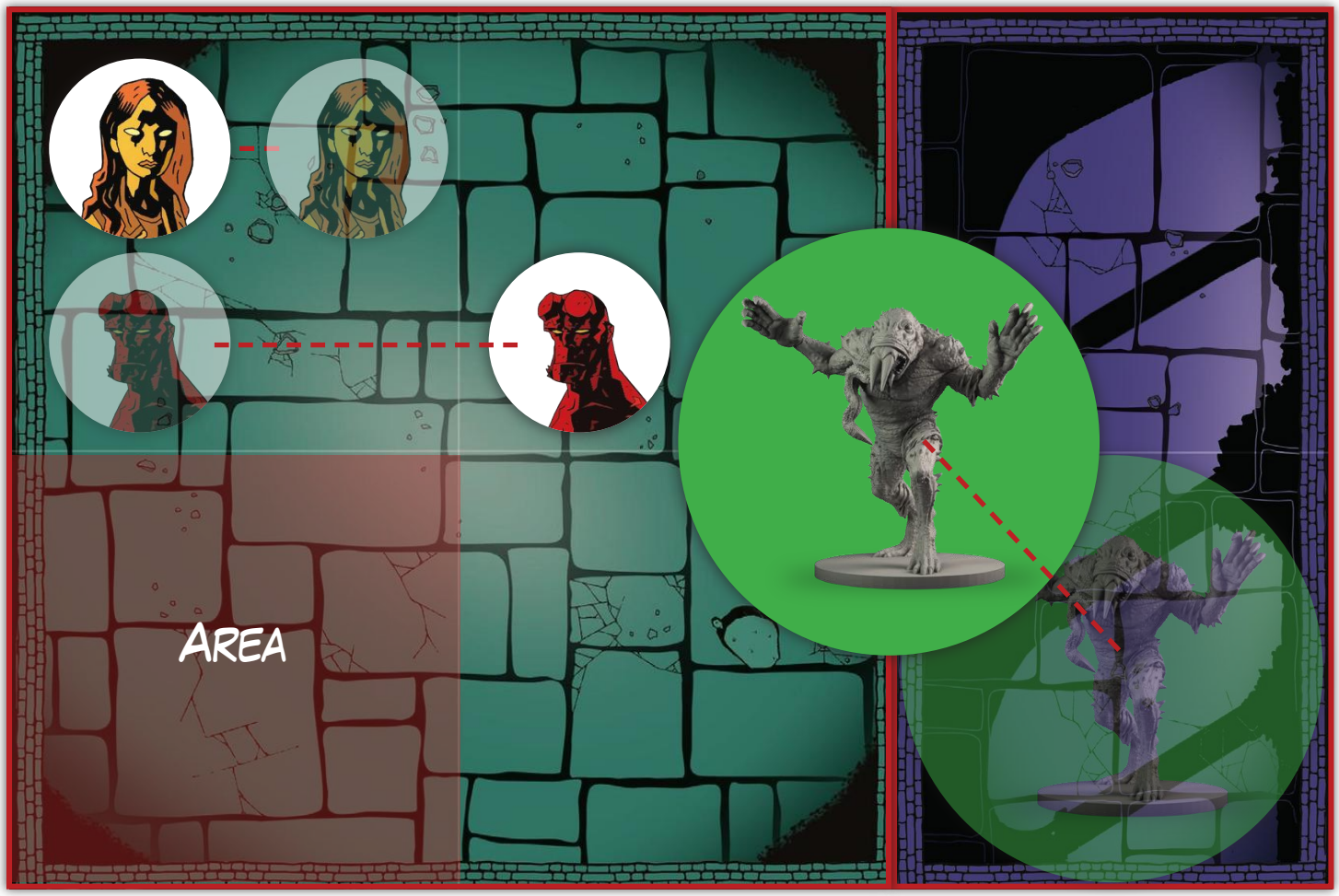
Liz has taken 5 feet of movement to reach the adjacent corner of the area she is already in (**A**). Hopefully she can act first and loose a blast of flame at the giant frog monster before anyone else reacts.

In the same example, Hellboy takes 10 feet of movement into the corner of the adjacent area (**B**). This puts him in the direct path of the frog monster and gives him a chance to sock it with his Right Hand of Doom if it tries to bypass him.

Finally, the frog monster is able to take 5 feet of movement to straddle multiple areas (**C**), which places it on the intersection of four different sections.

Scenery

Much like room tiles, scenery can be used to portray important features of rooms and locations, particularly if any of them contain important clues or information for the Case File. GMs should define whether a piece of scenery can be moved through normally, is classed as difficult terrain, or blocks movement entirely. It can also be important to highlight which items of scenery can be thrown or else used as an improvised weapon.



Appendix B: Hellboy Timelines

UNAPOLOGETIC SPOILERS AHEAD FOR MULTIPLE GRAPHIC NOVEL SERIES

Pre-War Hellboy

The Distant Past

It is the fate of the world that no matter how far it stretches into a future of science and rationality, it must always contend with the past that birthed it. For the world of Hellboy, this is more than a few scant millennia. In truth, the distant past marches past the birth of Homo sapiens, past the glory of old Hyperborea, up to the time of watcher angels daring enough that one of their number would steal heavenly fire and craft the Ogdru Jahad. It is an epic fantasy history that should always live in the back of the GM's mind but is ill-suited to playing Hellboy. It is a high fantasy world, and should a GM wish to run a game solely in this setting, they would be wise to seek out a high fantasy game to play in such. That said, what's a little short-term time travel between friends?

GMs wanting to run a game here should read...

- As many of the Mignolaverse books as possible! The secret past is everywhere.

The Victorian Era of Sir Edward Grey AND Everett Caul

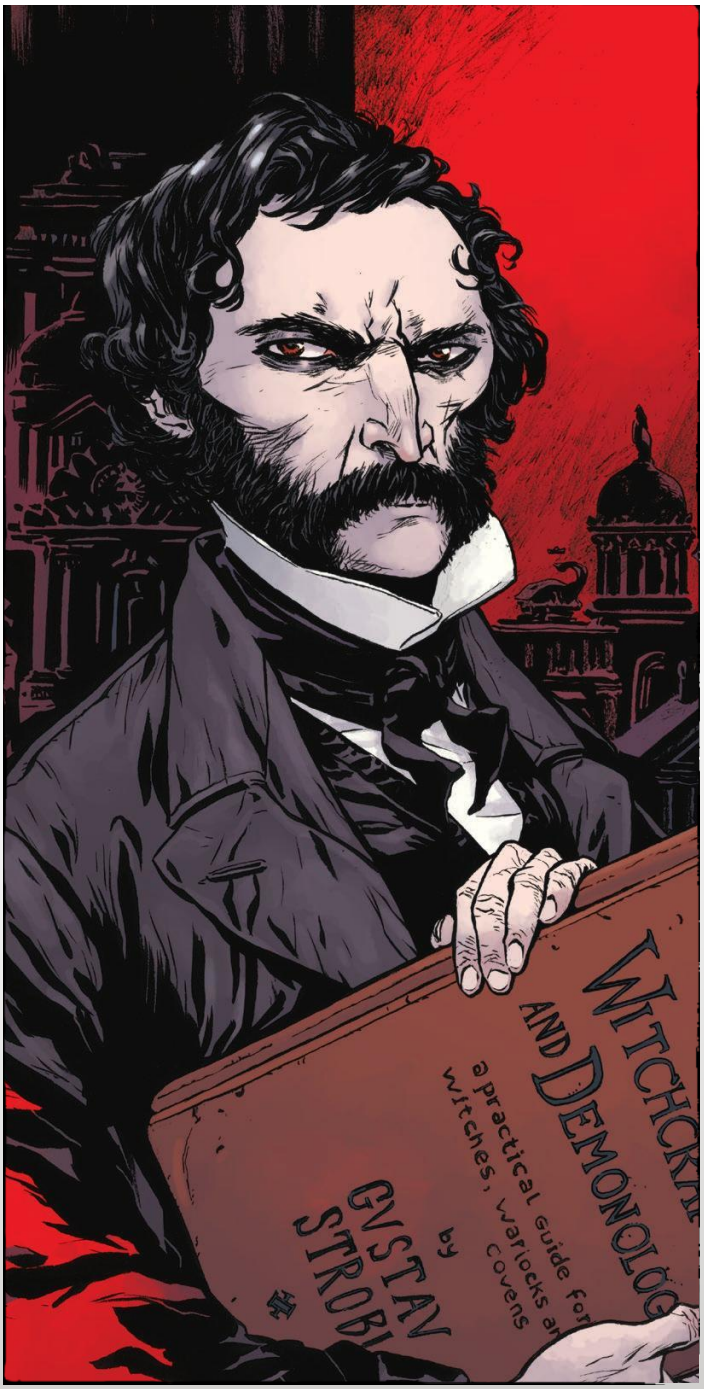
While superstition and mystic wisdom were being overtaken by the dual forces of colonisation and industrialisation, the occult forces of the world were still very much active in determining its destiny. Whether the forces of Unland, the cult of the black goddess, the Heliopic Brotherhood of Ra, or even the very special madness of Martin Gilfryd, there is a plethora of occult activity to be brought under control.

While Sir Grey might not be at liberty to discuss the details of his service to the crown, his adventures tell us we can be all but certain that the great and the good, not to mention the British Paranormal Society, will be mustering their forces to deal with matters that science does not yet understand.

A lot of Hellboy and B.P.R.D. characters are linked historically or can be adapted to this time period. Sir Edward Grey is a natural fit, but Abe Sapien (Everett Caul) also has his origin in this era, as does the original Black Skull and Memnan Saa. Running Hellboy in this era requires work from the GM. For GMs looking for a twist of steampunk, Kipling, or Brisco County Jr. in their Hellboy, however, it certainly has merits. For instance, an experimental engineer can shift their focus to steampunk and weird tech devices, while other agents will need less modification as both swords and revolvers were available for requisition.

GMs wanting to run a game here should read...

- Witchfinder and Abe Sapien stories. *Garden of Souls*.



Appendix B: Hellboy Timelines

The 20th Century

After Victoria's death we find ourselves in the 20th century—one hundred years of global upheaval and conflict. While the annals of Hellboy don't provide much information on the first quarter of this century, we do know that the 1930s and 40s were a time of masked vigilantes, though governments would swear that such figures were fiction. The actions of one of these figures evolved to become a thing of legend! Crime fighter, Nazi hunter, and enemy of the occult known as Lobster Johnson was not just some imagined literary and cinema hero. Lobster Johnson was tasked by Roosevelt himself as a special agent appointed to hunting Nazi spies and ultimately stopping the Nazi space programme before America had even entered the war.

GMs interested in this period of the Hellboy timeline are urged to take a consistent stand on their presentation of history. One option is to gloss over the reality of the roaring 30s and instead focus on the pulp action of weird fiction. While the time period was one marked by massive inequalities of class, gender, nationality, and race and beset by workers' revolutionary movements and strike busters, the focus of your game could easily use this as an unspoken backdrop and focus on individual heroics against monstrous foes.

The other side of this coin is one of carnage. The twentieth century was visited by a series of wars unlike any before them. The century awoke during the Second Boer War and barely lasted a decade before the First World War was upon it. The cessation of violence was all but meaningless as the Russian Revolution and the Irish Civil War ensured that the spectre of violence was ever present in Europe. But brutality is not just a European hobby. By the time Hitler got around to invading Poland, Manchuria had been under Japanese attack for eight years. Across the globe, the gun reigned supreme.

Under the lens of the Hellboy series, we find the occult ever present in wartime. Whether it's the demon Yomyael watching the unmatched "poetry" that humanity is capable of, or the earth shattering battles of Sledgehammer 44 and The Black Flame. It is only a question of tone that must be considered. Will your campaign find vampires in the trenches of World War I drinking blood from the soil, or will we find witches wrapped in patriotic flags wishing doom upon the soldiers of their enemies?

GMs wanting to run a game here should read...

- Lobster Johnson, Sledgehammer, and historical B.P.R.D. stories.

Hellboy: 1944-1952

On the 23rd of December 1944, Anung Un Rama (Hellboy) arrives on earth. Newly born in Hell and affixed with the Right Hand of Doom, he is little more than an infant. As he ages, so too does the B.P.R.D. It's important to note that while the B.P.R.D. barely exists yet, there is certainly an organisation in the making. Gathered together is a small unit of Airborne Rangers, two significant occultists, and Britain's foremost medium! There is no doubt that many of the individuals present on this most auspicious of nights would go on to be involved in the establishment of the B.P.R.D., even if their roles are largely lost to large confidential binders in a secure location.

What is known is that in Hellboy's formative years, the B.P.R.D. became a full-blown government agency. Initially the B.P.R.D. largely dealt with four matters: the documentation of any and all Occult Reich activities and devices, preventing the breakout of vampirism in post-war Europe, containing and raising Hellboy, and providing occult advice to governmental departments and military operations.

Have Some Class

A GM wishing to run a Hellboy game in the twentieth century must be cautious and above all kind with those at their table. While some places may seem to you perfect fuel for horrific imaginings, for others these are the places where their grandparents were broken or lost to an unmarked grave. Before involving real history so close to living memory, have some class, talk to your players, and find out how close to the bone you are about to cut.

Paperchase

The documentation of Reich artefacts is largely a game of cat and mouse between the four occupying powers. Any lead on a piece of *wunderwaffe* inevitably causes at least the Americans and Russians to seek out the rumour and seize or destroy the device. A spy versus spy campaign with an occult twist is perfect for this time period, and while this may seem just another part of the brewing Cold War, there is a greater urgency behind it. As the files and artefacts of the Reich are squirrelled away by the Russians, soon it may become impossible to learn what Project Ragna Rok were trying to achieve!

Vampir Sturm and Baron Konig

In 1946, the B.P.R.D. secured long-term congressional funding when Professor Trevor Bruttenholm succeeded in preventing the mad scientist, von Klempt, from loosing a plague of pseudo-vampires upon the continental United States. This was not to be an isolated incident. The vampiric menace would rear its head time and again with varying degrees of subtlety. By the time the decade shifts, the B.P.R.D. will have felt the sting of operatives killed and changed by these undead fiends. Threats such as the vampire Baron Konig will leave trails of exsanguinated bodies in their wake as they seek vengeance against the

Appendix B: Hellboy Timelines

humans whose war has left them reeling.

Agents of this time are usually recently demobilised military, making the operations roles most common apart from field agents. Given that the vast majority of demobilised infantry returned home without reported incident and the worst cases of shell shock were subject to psychosurgery, B.P.R.D. characters of this time are almost uniformly suffering from a manageable degree of PTSD. What the characters saw during the war, whether supernatural or not, will inform why they didn't go home and indeed why they fight the undead now.

Enkeladite and the Armed Forces

In between the shadow war against the undead and the Cold War with the Soviet Union, the B.P.R.D. was often called in to investigate and resolve supernatural occurrences which straddled both these worlds. This involves all manner of strange events. Investigators will face such things as military base hauntings, demonic possession of key personnel, and renegade mad scientists recruited by military intelligence under Operation Overcast and Operation Paperclip.

Even with these weird and wonderful instances occupying attention, the most potent threat at this point is enkeladite. While the problems created by enkeladite follow several cases that directly involve Hellboy, its origin actually predates him.

In 1948, Project Enkelados experiments with nuclear pulse propulsion but becomes plagued with strange mutant creatures. During the course of the investigation, several factions become interested in the properties of enkeladite, and while the US Air Force decides to destroy the substance, it is clear that not all of this atomic glass is quarantined in time. Details for enkeladite can be found on p. 176.

GMs wanting to run a game here should read...

- The historical B.P.R.D. stories are pitched by year, and while it never hurts to read across the timeline, the 40s through the 50s are chronologically labelled, making the job of deciding where to focus your reading much easier.

Hellboy as a Rookie

Early Investigations

If you're wanting to run a campaign featuring Big Red himself, the 1950s are a great place to start. Not only is Hellboy still new to paranormal investigations, but the characters that surround him are largely veterans of World War II. While Hellboy is a powerful figure, even in adolescence, he is matched by the experience of his colleagues, some of whom have interesting abilities of their own.

The regular 1950s can be researched fairly easily, with inspiration being drawn from all manner of sources. Keep in mind, however, that the Hellboy universe is one where masked vigilantes and weird threats are things that, while not exactly common, happen often enough that the world is more accepting of the strange than our own. While this might be biased by the number of characters that have had strange experiences of their own, agents and NPCs are less likely to respond to the odd with cries of "How can it be?" than they are ones of "Get out of the way", "Get my gun", or "I always knew there were Martians!"

Hellboy's first mission in 1952 is an investigation into a series of supernatural murders. During this Case File, he faces a variety of threats from without and within including cybernetic apes, giant mutants, and Frankenstein-like undead soldiers, culminating in his first encounter with von Klempt. Turns out destroying Nazi strongholds in the 50s is viewed in a very positive light. This action causes the UN to grant Hellboy honorary human status, making him a bit of an icon.

Following this initial adventure, he soon finds his feet as a minor celebrity, signing autographs and learning exactly what he is capable of. Whether saving people from giant mutant creatures or facing off the saucer menace, Hellboy grows throughout the decade till he matures into a paranormal investigator with skills that match his formidable talents. Well, almost...

The Mexico Situation

In May 1956, after dealing with a series of mass killings linked to Mexican vampires, Hellboy goes AWOL for five months. Much of this time is spent in an alcoholic stupor of truly epic proportions. While in Mexico, Hellboy becomes a luchador and action movie star. He also makes some good friends, fights Frankenstein's monster, and faces off against local demons. The tale is not entirely a happy one, however, ending in October when Hellboy is found by the B.P.R.D. and unceremoniously dragged back home.

GMs looking for a tale with extra pathos would do well to pick up Hellboy in Mexico and pay very close attention to the first few pages of this story, which hint at the loneliness and alienation that will plague Hellboy in later life. Setting the scene for his

Eight?

Yes, Hellboy is only eight when he has his first official mission. Physically, he dwarfs everyone on his team, but mentally, he has a mindset closer to that of an adolescent and has next to no experience away from air force bases and B.P.R.D. facilities. He will continue to be a field agent for four consecutive years before taking a sabbatical in Mexico.

Appendix B: Hellboy Timelines

time away with some very simple and accessible reasoning for his actions, the Hellboy in Mexico storyline is an excellent one for GMs wanting to involve Hellboy without him being a player character. Expanding the B.P.R.D. team looking for Hellboy into a larger party is easy enough and provides a straightforward major arc for a campaign set in vampire-infested Mexico.

GMs wanting to run a game here should read...

- While the historical B.P.R.D. stories are pitched by year, don't forget to read *Hellboy in Mexico*, too!

Grizzled Hellboy

1990s: Classic Hellboy

Originally set in the 1990s, classic Hellboy is now verging on a costume drama. The Cavendish Hall affair detailed in Seed of Destruction is set in 1994 and the incident with Roger detailed in Conqueror Worm is approximately 2001. So, for this time period we have a fairly good idea of what's going on in the B.P.R.D., and any GM looking to use this period should simply read the first five graphic novels. For most, this time is probably the simplest as the world is still fairly normal, but GMs should not feel confined to running their campaign solely in the 1990s.

Editing the canon is a matter of fiddling with the books depending on when you want classic Hellboy to be set. As many of the characters are supernatural, doubling the spacing between *Seed of Destruction* and *Conqueror Worm* so that Hellboy leaves in 2007, spends twelve years at sea, and returns to England in 2019 is a simple option that lets you fast forward so that the events of the B.P.R.D. series are only just beginning and Hellboy is about to meet with his destiny.

1960s-1980s

At the time of writing, Hellboy has not dwelled greatly on the events of the 60s, 70s, and 80s, so there is very little canon to guide us. For those looking to strictly follow canon, this makes it an area of reasonable uncertainty. We know that Abe Sapien is found in November 1978. We know that Liz Sherman destroyed a city block in 1973 and became a ward of the B.P.R.D. a year later. We also know that Hellboy had an on again off again relationship with the archaeologist Anastasia Bransfield in the 80s.

For GMs willing to put aside canon, there is a plethora of books, movies, and TV shows all dating to this period, some of which feature the occult in plain view. Come on people, 1980s, mad science, ghosts. Don't make us buy a licence.

Either way GMs, looking to make a go of Hellboy in the late 20th century should find that it isn't much harder than setting it in the 50s or the 90s.

Classic Hellboy allows the GM to use all the tropes of the Hellboy series without worrying about the campaign breaking events of the later series.

2000s The New Millennium

The new millennium covers the period where Hellboy wanders the world with no agenda. It is a more fabled part of the Hellboy story and ideal for GMs who want a more mythical feel to their game. During this time, Hellboy encounters creatures from all over the world, few of which have good feelings about his presence. This could easily be run in similar fashion as a globetrotting variation to a Mexico-style campaign. Agents could be sent to find Hellboy or ordered to maintain a quick, but discrete, distance in case he's needed for a global threat. Finding him will be key, as many locations he visits are outside of the normal world, and no doubt the agents will stumble onto their own problems along the way.

The new millennium also covers the initial Plague of Frogs story arc of B.P.R.D., so GMs wanting an overarching threat will find this an interesting period to use. Occult threats dominate over mad science, though agents will find as the decade goes on, more and more resources — both mundane and truly unusual — will be made available. Following a Plague of Frogs-esque campaign allows for a traditional mission-orientated campaign with more repeat NPCs both in the field and at home base. Depending on your GM style, you might find this quite advantageous.

GMs wanting to run a game here should read...

- The Hellboy & B.P.R.D. graphic novels, stopping at *Hell on Earth*.

2010 Ragnarok

Hell on Earth is the final arc of Hellboy. In this series, Mignola "sticks the landing" like few other authors in the medium have done. Like the distant past, it is not recommended for a regular *Hellboy: The RPG* game session. Hell on Earth is pretty much a literal description of the events, and if you are going to run this timeline, you should start it as a new millennium game and reveal the apocalypse as an in-game event. Ragna Rok is a dramatic departure from the investigative game of *Hellboy: The RPG* as the B.P.R.D. agents become fulltime monster hunters — and not all of the monsters are as small as giants!

GMs wanting to run a game here should have already seen the words, "A new world, a new race of man." If not, keep reading!

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Mike Mignola, John Arcudi, Jason Shawn Alexander, Pat Brosseau, Laurence Campbell, Richard Corben, Guy Davis, Duncan Fegredo, Max Fiumara, Gary Gianni, Christopher Golden, Stephen Green, Bjarne Hansen, James Harren, Matt Hollingsworth, Alex Maleev, Shawn Martinbrough, Christopher Mitten, Karl Moline, Patric Reynolds, Paolo Rivera, Chris Roberson, Clem Robins, Peter Snejbjerg, Ben Stenbeck, Dave Stewart, Herb Trimpe.

1880 1890 1900 1910 1920 1930 1940 1950

MIKE MIGNOLA

HELLBOY

Beginning with the publication of *Hellboy: Seed of Destruction* #1 in 1994, the world encapsulating Hellboy, Liz Sherman, Abe Sapien, and the Bureau for Paranormal Research and Defense has expanded to more than seventy volumes of unique stories. From ancient dragons to sea witches, demons in Hell and countless mythical monsters, Hellboy's adventures have grown for twenty-five years and counting.

DARK HORSE COMICS

RISE OF THE BLACK FLAME

1923 Raimund Djerraf becomes the first Black Flame

CRIMSON LOTUS

RASPUTIN
THE VOICE OF THE DRAGON

1916 Grigori Yefimovich **Rasputin** is poisoned, beaten, stabbed, and shot by Prince Felix. Presumed dead, he is thrown into the frozen Neva River. While beneath the ice, Rasputin hears the voice of the Dragon, the **Ogdru Jahad**

1937 Rasputin, aided by Ilsa Haupstein among others, starts work on what will become Project Ragna Rok

WITCHFINDER

1882 Grey, aided by members of the Heliopic Brotherhood of Ra, foils a plot by the Romanian vampire Vladimir Giurescu

1879 Edward Grey is knighted by Queen Victoria, becomes the official occult investigator for the Crown

LOBSTER JOHNSON

1932 Rumors circulate about a vigilante known as "**The Lobster**" after a criminal is found dead with a claw mark branded on his forehead

1944 An alien sent to kill Hellboy instead chooses to pardon him, recognizing the humanity in the demon boy

1944 Off the coast of Scotland, Rasputin attempts to summon the Ogdru Jahad, the dragons who will bring about the end of the world. Instead, the ritual conjures a demon child with a stone hand: **Hellboy**. Professor Trevor Bruttenholm adopts him and the Bureau for Paranormal Research and Defense (B.P.R.D.) is formed

Hellboy: The Complete Short Stories Volume 1

B.P.R.D.

1946-1948

Vampire

HELLBOY AND THE B.P.R.D.

1952–

1952 Hellboy is granted "Honorary Human Status" by the United Nations, and begins work as a B.P.R.D. field agent

1956 Th... bureau ... leader, t... possess... and trap...

SLEDGEHAMMER 44

1880 1890 1900 1910 1920 1930 1940 1950

1960 1970 1980 1990 2000 2010 2020

THE VISITOR: HOW & WHY HE STAYED

KOSHCHEI THE DEATHLESS

1994 Professor Bruttenholm is killed by a frog-like monster. Hellboy, Liz, and Abe discover Rasputin and kill him before he can free the Ogdru Jahad. B.P.R.D. Agent **Kate Corrigan** goes on her first field mission

1996 Roderick Zinco encounters the ghost of Rasputin and plans to revive Project Ragna Rok. Hellboy, **Liz Sherman**, and B.P.R.D. agents encounter a homunculus, which would become field agent **Roger**

2001 Hellboy learns of the device implanted in Roger and quits the B.P.R.D. in protest

2002 Hellboy is taken to the bottom of the sea to the Bog Roosh. Rescued by a mermaid, he saves the souls of drowned sailors from Davy Jones' Locker

2005 Hellboy washes up on an island off the coast of Portugal. He is visited by Hecate who gives him a message that they will be together at the end of the world

2011 Hellboy defeats the Blood Queen Nimue, but not before she is able to kill him and drag him to Hell with her

Hellboy: The Complete Short Stories Volume 2

Hellboy Omnibus Vol. 1: Seed of Destruction

Vol. 2: Strange Places

Vol. 3: The Wild Hunt

Vol. 4: Hellboy in Hell

HELLBOY

2002 Johann Kraus becomes a field agent of the B.P.R.D. Liz Sherman quits the B.P.R.D. and travels to a hidden monastery in the hope of learning to control her fire powers

2004 B.P.R.D. agents discover an entire town that has transformed into frog creatures. The bureau relocates to a new base in the Rockies under new field team commander **Captain Benjamin Daimio**

2005 Scientist and Zinco Corp leader Landis Pope assumes the mantle of the **Black Flame**

2010 Abe and the B.P.R.D. agents are captured by the King of Fear and brought before the still living Black Flame. They defeat him, but in doing so destruction is unleashed worldwide

2016 The Ogdru Jahad arrives on Earth and levels B.P.R.D. HQ, killing Panya and **Kate Corrigan**

2017 Abe Sapien rejoins the B.P.R.D. Hellboy returns to Earth and joins the B.P.R.D. in their pursuit of a mysterious cult leader

B.P.R.D.

B.P.R.D.: Plague of Frogs

B.P.R.D.: Hell on Earth

B.P.R.D.: The Devil You Know

Abe Sapien: The Drowning and Other Stories

ABE SAPIEN

1979 After being saved from experimentation by Hellboy, **Abe Sapien** begins working as an unofficial field agent for the B.P.R.D.

Abe Sapien: Dark and Terrible

2013 Abe Sapien begins wandering cross-country in search of answers about his history

FRANKENSTEIN Underground

1960 1970 1980 1990 2000 2010 2020

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NAME:

DEPARTMENT:

DRIVE:

ORIGIN

LIFE BEFORE

RECRUITMENT

ROLE / LEVEL

SPECIALISATION

MILESTONES

HELLBOY THE ROLEPLAYING GAME

PROFICIENCY

PASSIVE PERCEPTION

INGENUITY

PASSIVE INVESTIGATION

AC

DR

INITIATIVE

SPEED

FOCUS CHECK

HIT POINT MAXIMUM

TEMPORARY HIT POINTS

HIT DICE

USED **TOTAL**

DEATH SAVES

SUCCESSES

FAILURES

STRENGTH

- SAVING THROWS
- ATHLETICS

DEXTERITY

- SAVING THROWS
- ACROBATICS
- STEADY HANDS
- STEALTH

CONSTITUTION

- SAVING THROWS

INTELLIGENCE

- SAVING THROWS
- BUREAUCRACY
- HISTORY
- OCCULT
- RELIGION
- SCIENCE
- TECHNOLOGY

WISDOM

- SAVING THROWS
- ANIMAL HANDLING
- INTUITION
- INVESTIGATION
- MEDICINE
- PERCEPTION
- SURVIVAL

CHARISMA

- SAVING THROWS
- INTIMIDATION
- PERSUASION

ORIGIN FEATURES

INJURY LEVELS

	LEVEL	EFFECT
☐	Minor	-1 to skill checks. This does not stack.
☐	Moderate	Do not add ability modifiers to ability checks or attack rolls.
☐	Serious	Do not add ability modifiers to saving throws
☐	Severe	Disadvantage on ability checks, attack rolls, and saving throws.
☐	Critical	Your speed is halved. You cannot dash.

WEAPONS AND EQUIPMENT

WEAPON	ATK BONUS	RANGE	DAMAGE/TYPE
		AMMO	
WEAPON	ATK BONUS	RANGE	DAMAGE/TYPE
		AMMO	
WEAPON	ATK BONUS	RANGE	DAMAGE/TYPE
		AMMO	

SIZE TAC VEST

B.P.R.D. ROLE FEATURES

WEAPON PROFICIENCIES

- ☐ FIREARMS: PISTOLS
- ☐ FIREARMS: ADVANCED
- ☐ BASIC WEAPONS
- ☐ SPECIALISED

NAME:

DEPARTMENT:

DRIVE:

AGE

HEIGHT

WEIGHT

EYES

COMPLEXION

HAIR

AGENT'S SECURITY PHOTO

AGENT'S CLEARANCE LEVEL

AGENT'S BACKGROUND AND C.V.

BACKUP AGENTS

NAME WOUNDS

DIRECT BOON

INDIRECT BOON

NAME WOUNDS

DIRECT BOON

INDIRECT BOON

NAME WOUNDS

DIRECT BOON

INDIRECT BOON

NAME WOUNDS

DIRECT BOON

INDIRECT BOON

ADDITIONAL EQUIPMENT

SIZE TAC VEST

MAX INVENTORY

PSYCHIC POWERS/ECTOPLASM

MANIFEST DC

ATTACK BONUS

SAVE DC

RITUALS KNOWN

ATTACK BONUS

SAVE DC

RITUAL LEVEL PAGE REF.