GHOSTLIKE CRIME

#01

A ROLE-PLAYING GAME ZINE
OF MODERN WEIRDNESS

INSIDE YOU'LL FIND:
PARANORMAL PERILS!
CRYPTID TERRORS!
NEW CLASSES!
& MORE!

Compatible With
DCC RPG

ABIOLOGY GAMES

$10

AG#046

COMPATIBLE WITH DCC RPG

GHOSTLIKE CRIME #01

AN RPG ZINE OF MAGICAL REALISM, THE PARANORMAL, AND CRYPTID TERRORS IN A MODERN DAY DYSTOPIA

BY

KANE CATHAIN

WITH ARTWORK BY
CARLY ONOFRIO (FRONT COVER, PGs 14 & 49)
PEET SKETCHES (PGs 15, 20, & 38)
MICHAEL BUKOWSKI (PGs 43 & 46)

Special thanks to: Jim Robinson, Lauren McEwen, Dan Kobza, Jen McCleary, Leslie Weitz, Keegan Fink, David Corrie, Alexis Smith, Justin Gray, Ryann Casey, Sal Giorgi & Denis Carey for playtesting. Matthias Weeks and Mike Evans for encouragement and support. And most importantly, **all the Kickstarter backers who made this possible!**

COMPATIBLE WITH DCC RPG

This product is based on the Dungeon Crawl Classics Role Playing Game published by Goodman Games. This product is published under license. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, visit www.goodman-games.com or contact info@goodman-games.com.

CONTENTS

WHAT IS GHOSTLIKE CRIME? — 5

CREATING A CHARACTER — 7

OCCUPATIONS — 8

CLASSES — 13

THE SCRAPPER — 15

THE PARATECHNOLOGIST — 21

TEAM CONCEPTS — 31

EQUIPMENT — 32

ADVENTURE: A HELLISH COMMUTE — 34

ADVENTURE: CATHODE CASUALTY — 39

ADVENTURE: UNSTOPPABLE KILLING MACHINE — 44

MONSTERS, ETC. — 47

WHAT IS GHOSTLIKE CRIME?

Ghostlike Crime is an alternate setting for and extension of the Dungeon Crawl Classics Role Playing Game (DCC RPG) by Goodman Games. The core rulebook for DCC RPG is necessary to get use out of this zine.

WHAT'S DIFFERENT FROM DCC RPG?

Besides the setting, there are only a few differences from core DCC RPG in the mechanics of how Ghostlike Crime runs. Characters are created as normal, but only the warrior, the thief, and the hafling carry over as playable classes. New classes will be introduced to fill in the back line. Though spells from DCC carry over for the most part there are no patrons to be found. Other thematic tweaks to familiar concepts of DCC are implied, but these are intended to operate with minimal system bloat.

THE WORLD OF GHOSTLIKE CRIME

Terrible things creep in the shadows and cryptid terrors stalk humanity. The Cabals of the Corporatocracy have hoarded the magic of the world for themselves to inflate their power and control.

While magic exists in this parallel reality, open practitioners are unheard of. Catching the ire of the Cabals is an ever present threat even amongst the immediate dangers of cryptids, ghosts, and dimensional anomalies. Magic cannot be trusted and its manipulation has repercussions. While the wealthy and powerful keep themselves protected from these consequences, the rest of the population becomes exposed to the dangerous things crossing over into our world.

There exists those that will fight these incursions, adventurers who will face the unknown, revolutionaries that will challenge the powers that be - join them now!

The world of Ghostlike Crime is a twilight zone-ish version of our own modern existence. It's a dystopian vision of our current society cranked up to eleven. The insanity of the daily news cycle features an added dose of a myriad of monsters threatening the masses. Judges should feel free to run the game as grim or gonzo as they like.

CABALS OF CORPORATOCRACY

Behind an obscured set of corporate conglomerates there are clandestine structures whose upper echelons form secret societies only whispered of. They war with each other and manipulate the masses through nefarious magical means. They are of the shadow - unseen and covering all that sits below them.

THE POWERS THAT BE

The “middle managers” and institutions that serve the Cabals. They crave power and sacrifice anything to get it. Uncaring and self serving, The Powers That Be rule over the masses with nepotistic abandon. They are the snake eating it’s tail - they consume each other in a cycle that perpetuates systemic oppression.

THE MONSTERS

They are born from careless applications of magic. They creep out of the toxic wake of environmental destruction. They rip through the seams where the veil is thin. They come from outer space. They have been in the shadows since before man. Whatever their origin, these monsters are a part of everyday survival in Ghostlike Crime.

THE MASSES

The general population. Kept in place by the restrictive powers that be. The masses strive for freedom and safety from the horrors that walk among them. They are the spark - from their ranks come the heroes.

THE (ANTI)HEROES

The adventurers are monster hunters and defenders of humanity from paranormal threats. Not a part of any government program or the like, but an autonomous group that works together against that which would destroy the masses. They are the nail that sticks up - heroes that fight back.

NO PATRONS, NO MASTERS

There’s no need for a pantheon or setting bloat in Ghostlike Crime. The universe is uncaring and chaotic enough on its own.

CREATING A CHARACTER

The beloved 0-level character funnel is a good start for a campaign, but you also have the option of creating an upper level character. Should you choose the funnel method, have each player create 3-4 characters by following the steps below.

For 0-level characters

1. Roll **ABILITY SCORES** as normal with your preferred method *(see DCC RPG core)*
2. Roll 1d4 for starting **HIT POINTS**
3. Roll or choose **OCCUPATION** (see table 1-1)
4. Choose an **ALIGNMENT** *(see DCC RPG core)*
5. Roll for random **STARTING WEAPON** (see table 1-2)
6. Roll for **LUCKY TRINKET** (see table 1-3)

Characters who are not created for a funnel adventure will have implied competence and experience determined by the class that they select. Create them at 1st level from the steps below:

For upper level characters

1. Roll **ABILITY SCORES** as normal with your preferred method *(see DCC RPG core)*
2. Roll or choose **OCCUPATION** (see table 1-1)
3. Choose a **CLASS**
4. Roll **HIT POINTS** as directed by class
5. Choose an **ALIGNMENT** *(see DCC RPG core)*
6. Roll for **LUCKY TRINKET** (see table 1-3)
7. Determine **ARTIFACTS/DEVICES/SPECIAL EQUIPMENT** based on class
8. Purchase **GEAR** (see tables 3-1 to 3-3)
9. Roll or choose a **TEAM CONCEPT** (see page 31)

When a character survives the funnel, they become 1st level. The player can then freely choose their class (as opposed to being determined by their starting occupation). Otherwise, leveling a character up works the same as in DCC core.

OCCUPATIONS

Unless you're lucky and your career is useful in a dystopia, you're going to need to rely on skills or intensive hobbies you've picked up along the way. For this reason life skills are mixed in with the occupations listed below. Occupations/Life Skills are useful in any case you can convince the judge that it applies.

Typically making a roll for a skill check is done with a d10 + appropriate attribute. If the skill falls under your Occupation/Life Skills the player will roll d20 + appropriate attribute.

Trade Goods are considered to be easily accessible to your character in normal circumstances. They can be used to allow/enhance rolls or even used as a weapon. Discuss with your Judge to see what actions they will allow.

TABLE 1-1: OCCUPATIONS/LIFE SKILLS (D66)

Roll	Occupation	Trade Goods
11	Survivalist	Survival Kit, Backpack
12	Scientist (choose area)	Scientific field kit (appropriate to area)
13	Pub Regular	Beer Stein, Darts
14	Bike Courier	U-lock, Helmet, Bike
15	Park Ranger	Local maps, Satellite GPS
16	Sports Champion (choose which sport)	Uniform, Appropriate Footwear
21	Black-market Sales	Jacket with lots of pockets on the inside, selection of cheap watches
22	Half-pint	Roll on table 2-1
23	Military Defector (choose which branch)	Uniform, Shades
24	Squatter	Sleeping bag, Tool belt
25	Animal Control	Leash, Snare Traps
26	Heavy Machinery Operator	Wrenches, Hard hat
31	Biker	Motorcycle, Back patch
32	Skater	Skateboard, Curb wax

33	Trucker	CB Radio, Tire Iron, Leased Truck
34	Naturalist (choose what topic)	Sample collecting kit
35	Social Worker	Clipboard, Empathy
36	Teacher (choose subject)	Books, Ruler
41	Farmer	Seeds, Chicken
42	Skilled Trade (choose trade)	Toolbox with tools of the trade (ask Judge for allowed contents)
43	Enforcer	Duct tape, Pliers
44	Street Tough	Spray Paint, Ski Mask
45	Cab Driver	Cab, Checkered hat
46	Paramedic	First Aid Kit, Defibrillator (1d4 charges)
51	Landscaper	Shovel, Shears
52	Artist (choose medium)	Art Supplies (as per medium)
53	Reporter	Camera, Notepad
54	Half-pint	Roll on table 2-1
55	Activist (choose cause)	Protest Sign, Bandanna
56	Pool Shark	Pool Cue, Chalk
61	Con Artist	Nice Suit, Bad checks
62	Mail Carrier	Delivery truck, Mailbag
63	Chef (choose cuisine)	Knives, Spices
64	Outdoors enthusiast	Tent, Cook Stove, Backpack
65	Scrapbooker	Scissors, Glue
66	Loiterer	Smokes, Hoodie

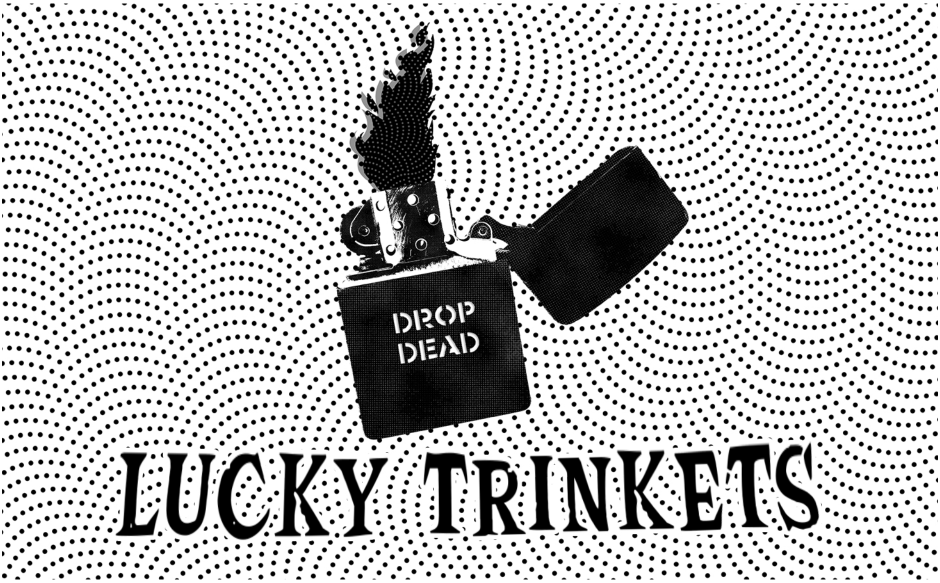
SHARP END OF THE STICK

Characters starting at level zero will not necessarily have weapons associated with their occupation. Instead, they will have to find something to defend themselves with. The judge may have mercy on them and assume that the inherent danger of the world of Ghostlike Crime necessitates that even the most conflict averse person carries some form of weapon. In the latter case, roll on the table below:

TABLE 1-2: 0-LEVEL WEAPONS (D20)

Roll	Weapon (Category)*
1	Kitchen Knife (improvised blade)
2	Sturdy fountain pen (improvised blade)
3	Box Cutter (improvised blade)
4	Letter opener (small blade)
5	Jagged metal with a duct tape handle (small blade)
6	Ornate folding knife (small blade)
7	Survival Knife (small blade)
8	Switchblade (small blade)
9	Stiletto Knife (small blade)
10	Machete (large blade)
11	Wooden Baseball bat (club)
12	Aluminum Baseball bat (club)
13	Table Leg (club)
14	Hockey Stick (club)
15	Tire Knocker (club)
16	Cast Iron Skillet (heavy club)
17	1d6 Shuriken (thrown blade)
18	1d6 Throwing Knives (thrown blade)
19	Brass Knuckles
20	Slingshot

*Cross reference with table 3-1, 3-2, and 3-3 for weapon details based on the category.



LUCKY TRINKETS

Lucky Trinkets modify rolls based on the character's Luck score modifiers whether they are positive or negative. The trinket can never be lost. If for some reason one becomes separated from their lucky trinket - it will find its way back to them. This works even for negative luck scores. It's either a good luck charm or a cursed item that they cannot get rid of. The item cannot be given away as it's attuned to the person it originally belongs to. Perhaps, however, the character can undertake an elaborate quest to break a bond with an unwanted trinket.

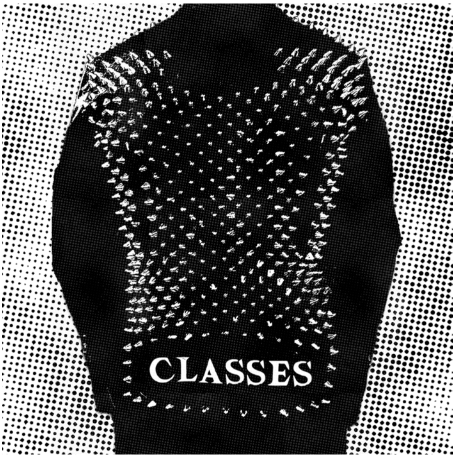
TABLE 1-3: LUCKY TRINKETS (D30)

Roll	Lucky Trinket
1	Action figure: All attack rolls
2	Fingerless Gloves: Melee attack rolls
3	Sunglasses: Missile fire attack rolls
4	Roll of Quarters: Unarmed attack rolls
5	Fuzzy Dice: Attack rolls while in a vehicle
6	Studded Jean Jacket: Damage rolls
7	Pink ski mask: Melee damage rolls
8	Trucker Hat: Missile fire damage rolls
9	Bandanna: Attack and damage rolls for 0-level starting weapon

10	Engraved Zippo lighter: Skill checks (including thief skills)
11	Monocle: Find/disable traps
12	Neodymium magnets: Find secret doors
13	Metal band patch: Scrap Artifact Spell checks
14	Egg timer: Scrap artifact damage
15	Geiger counter: Weird Science device checks
16	Duct Tape: Healing device checks*
17	Tamagotchi: Saving throws
18	Doc Martens: Savings throws to escape traps
19	Engraved flask: Saving throws against poison
20	Mouse trap: Reflex saving throws
21	Oversized belt buckle: Fortitude saving throws
22	Earplugs: Willpower saving throws
23	Costume jewelry: Armor Class
24	Headband: Initiative
25	Thermos: Hit points (applies at each level)
26	Leather bracelets: Critical hit tables**
27	Fishing lures: Corruption rolls
28	Autographed baseball: Fumbles**
29	Harmonica: Number of languages
30	Checker patterned shoelaces: Speed (each +1/-1 = +5'/-5' speed)

* If character is able to use a healing device, this modifier applies to all healing the character performs. If not, this modifier applies to all healing received from any source.

** Luck is normally applied to critical hits and fumbles. If a character has this lucky trinket the modifiers for crits and fumbles are doubled.



CLASSES NEW & OLD

The Warrior, The Thief and The Halfling classes are carried over from DCC RPG with a few tweaks to make them work in the modern world. The other classes found in DCC RPG aren't accounted for here. The Scrapper and The Paratechnologist are new classes for Ghostlike Crime.

WARRIOR

Follow the standard rules for Warriors in DCC RPG plus the following. The warrior has skill in all modern weapon types. There are no explicit militant orders for warriors in Ghostlike Crime, but the player should assign a general code of conduct for their character to follow. Be it a form of modern chivalry, a propensity for brute force to get things done, or whatever suits their personality. Some form of motivation makes them live the life of a warrior.

THIEF

Apply the features of DCC RPG, but change the skill of Forge Documents to Hacking. Cast from Scroll also becomes Cast from Scrap Artifact (see Scrapper class). Thieves will fit comfortably in the world of Ghostlike Crime. The society in which this alternate reality modern age resides is not unlike the serfdoms of medieval fantasy. Thieves do what they need to get by. Either by themselves or in organized guilds they will often help out the have-nots by plying their trades against the haves.

HALFLING

The Halfling will now be known as the **Half-Pint**, a kid adventurer and still the rolling ball of death we adore. All features of the halfling from DCC RPG apply to the half pint, with the following additions:

Special feature. Half-pints cannot die, but they can be defeated and disheartened. "Recovering the Body" becomes "**Where's the half-pint?**".

Make a Luck check when the half-pint reaches zero hit points:

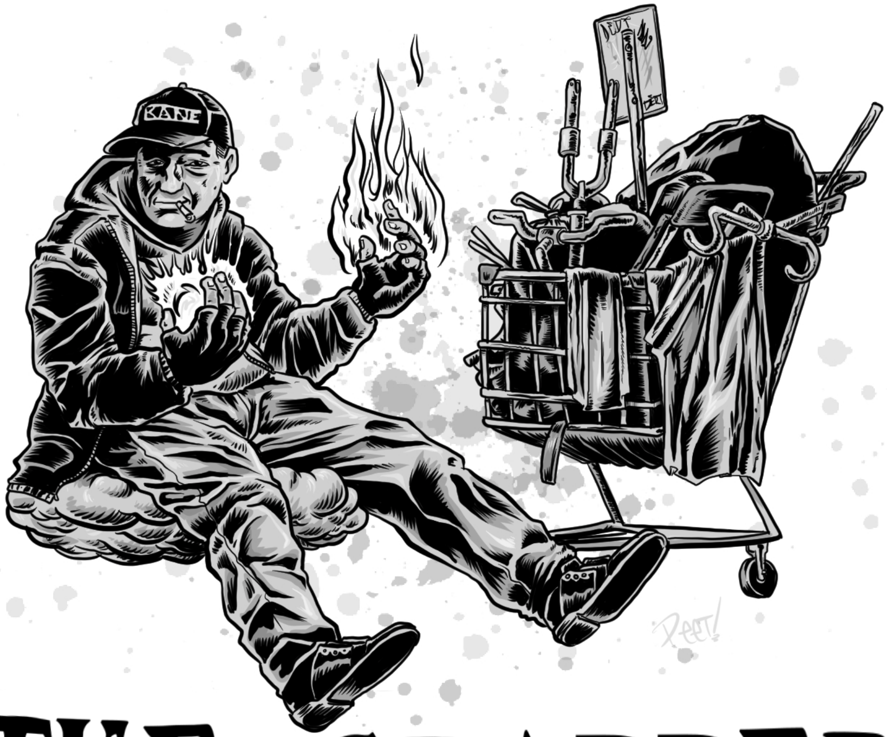
On a failed "Where's the Half-Pint?" roll: the half-pint is nowhere to be seen. They have survived, but no one knows where they went. Perhaps they had to go home, hid really well, or went back to school. Whatever the reason, they disappear in the middle of the action and no longer participate in the adventure. A quest can be undertaken by the remaining adventurers to return the half-pint to the party.

On a successful Where's the Half-Pint? roll: the half-pint is found immediately. They recover 1 hit point, but suffer a permanent -1 to a random attribute.

Half-Pint Occupations. Half-pints have separate 0-level occupations from the other adventurers. Roll on table 2-1 instead of the standard occupation table.

TABLE 2-1 HALF-PINT OCCUPATIONS (D10)

Roll	Occupation	Item
1	Adventure Scout	Multitool, Camp stove
2	Little League (choose sport)	Protective gear (+1 AC, stackable with other armor)
3	Junior Detective	Binoculars,
4	Tinkerer	Mismatched set of tools
5	Skate Rat	Skateboard, Curb wax
6	Urban Explorer	Headlamp, Spray paint
7	Treehouse Architect	Hammer, Nails, Saw (counts as a small blade)
8	Wilderness Explorer	Compass, Maps
9	Straight A Student	Internet pass code to research papers
10	Prankster	Superglue, Trick gum



THE SCRAPPER

The Scrappers' Cant is a secret language, a second sight that glimpses hidden knowledge. Inanimate objects absorb and hold energies of events that surround them. Imbued with these energies the objects become magical artifacts. The scrappers, gifted with a special comprehension, see the auras that emanate from "Scrap Artifacts". They work to keep these secret magics from falling into the wrong hands.

Only when relinquished freely or in ignorance from their current owner can the magics contained in a scrap artifact be harnessed by a new owner. Those without the Scrappers' attunement to such things often discard them along with the regular detritus of their lives. The scrappers stalk the curb sides to reclaim them.

Hit points: A Scrapper gains 1d6 hit points at each level.

Weapon training: A Scrapper is trained in improvised blades, small blades, large blades, brass knuckles, clubs, thrown blades, bows, and handguns.

Magic: Scrappers cast spells through imbued objects referred to as Scrap Artifacts. Scrap Artifacts are physical items that hold magic powers which can be drawn out by a Scrapper. If this object is taken, broken, or no longer possessed by the Scrapper the spell can no longer be cast by the Scrapper. When a spell roll results in a "lost" result, the Scrap Artifact has lost its power which will be regained after 12 hours.

Scrappers cast spells by making a check using **Action Dice + Personality Modifier + Caster Level**.

The resonance coming from these items is powerful and can take a toll on the human body. Corruption plays out as directed in DCC wizards' spells. There is also a limit to how many items can be wielded at one time. See table 2-2 to see how many scrap artifacts they can have in their possession.

All spells/effects that deal with patron magic and mercurial magic should be ignored. Scrappers can spellburn (as in DCC RPG), but consider the sacrifice as tribute to the Scrap Artifact itself.

Any DCC wizard spell is open for use by a scrapper. See table 2-3 for a list of 1st level artifacts. Feel free to create your own artifacts that represent higher level wizard spells.

Some scrap artifacts have developed a form of sentience as a result of the magics they have soaked up. Roll on table 2-4 to see what personality the item exhibits and what the scrapper must do to harness its powers.

Caster level: Caster level (CL for short) is a measurement of a scrapper's power in channeling a spells energy. A scrapper's caster level is his level as a scrapper. For example, a 2nd-level scrapper has a caster level of 2.

Luck: A scrapper's Luck modifier applies to rolls for corruption. Scrappers also choose one of their scrap artifacts to apply their Luck modifier to when making spell checks.

Enhanced Senses: Scrappers are considered to be trained in the skill of finding hidden magical items and get a **+2 +Caster Level** bonus on any Intelligence based rolls to do so.

TABLE 2-2: THE SCRAPPER

PC Level	Attack Bonus	Crit Die/ Table	Action Dice	Scrap Artifacts	Spell Level	Ref Save	Fort Save	Will Save
1	+1	1d6/II	1d20	3	1	+1	+1	+1
2	+1	1d8/II	1d20	4	1	+1	+1	+1
3	+2	1d8/II	1d20	5	2	+1	+1	+2
4	+2	1d10/II	1d20	6	2	+2	+2	+2
5	+3	1d10/II	1d20+1d14	7	3	+2	+2	+3
6	+3	1d12/II	1d20+1d16	8	3	+2	+2	+4
7	+4	1d12/II	1d20+1d20	9	4	+3	+3	+4

8	+4	1d14/II	1d20+1d20	10	4	+3	+3	+5
9	+5	1d14/II	1d20+1d20	12	5	+3	+3	+5
10	+5	1d16/II	1d20+1d20 +1d14	14	5	+4	+4	+6

Level	**Scrapper Titles**
1	Trash Picker
2	Dumpster Diver
3	Recycler
4	Reclaimer
5	Arcane Archaeologist

TABLE 2-3: SCRAP ARTIFACTS (1ST LEVEL)

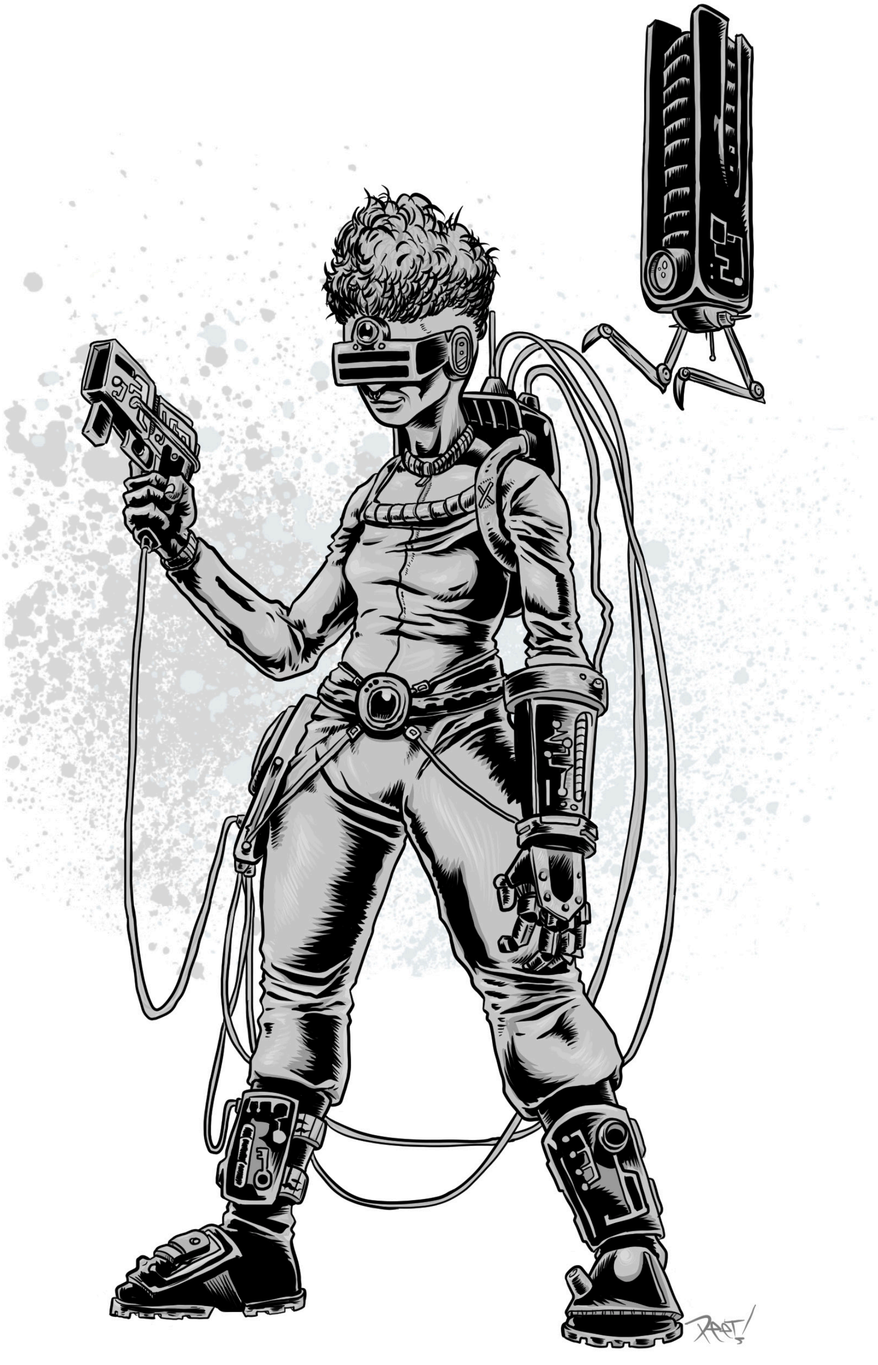
	Item	Spell
1	**Tin Whistle:** no sound is heard while playing but the animal summoned will appear in the distance running to join you.	Animal Summoning
2	**Handkerchief:** wave it around or tie it up into specific patterns and it will produce the rolled result	Cantrip
3	**Necklace set with fake diamonds:** run your fingers along it while holding the targets attention.	Charm Person
4	**Fingerless Gloves:** Strap them on and roll for manifestation and result.	Chill Touch
5	**Dusty Bellows:** Squeeze the bellows and roll for manifestation and result to see what comes out.	Choking Cloud
6	**Mini Disco Ball:** turn it on (batteries not included) and roll for result.	Color Spray
7	**Ski Mask:** Pull it down over your face and roll for result.	Ekim's Mystical Mask
8	**Magnifying Glass:** look through it and roll for manifestation and result.	Enlarge

9	**Duck call:** Blow on it and it produces both obnoxious noise and a single feather that will attach itself to the target. Roll for result.	Feather Fall
10	**Red Nail Polish:** swipe it along a nail and point with that finger. Roll for manifestation and result.	Flaming Hands
11	**Yo-yo:** send it down the string and perform a trick. Roll for result.	Force Manipulation
12	**Gaudy Ring:** slide it over a finger that fits. Roll for manifestation and result.	Magic Missile
13	**Garbage Can Lid:** grip it tight and hold it between you and the danger. Roll for manifestation and result.	Magic Shield
14	**Duct Tape:** a seemingly endless roll that sticks to any surface. Roll for result.	Mending
15	**Glasses:** broken in half, but taped back together. Roll for manifestation and result.	Read Magic
16	**Extension Cord:** the heads have been severed and the ends are frayed, but it does the job. Roll for result.	Ropework
17	**Pinwheel:** powered by the invisible winds of magic, it spins endlessly. Roll for result	Sleep
18	**Paint Brush:** swipe across your hands and feet. Roll for result.	Spider Climb
19	**Landline Phone:** speak into it and roll for result	Ventriloquism
20	**Sidewalk Chalk:** mark an x on either side of the portal. Roll for manifestation and result.	Ward Portal

TABLE 2-4: ARTIFACT PERSONALITIES (D20)

Roll*	Personality	Activation Parameters
1	Artistic	Needs to be wielded with a calligraphy like flourish in the air
2	Technical	Provides specific instruction on how to be activated. Such as a specific angle it needs to be held, a sequence of numbers pushed, or mathematical problems solved, etc as determined by the nature of the item itself.
3	Thirsty	Needs to be doused with water in order to be activated
4	Mean Spirited	Needs the user to be demeaned in order to work. Will audibly criticize the wielder.
5	Profane	Wielder must yell profanity while activating this item
6	Power Word	Wielder must shout a particular word or phase to activate this item
7	Masochist	Must be hit with something or against something before it will activate
8	Lazy	Needs constant motivation or cajoling or it will go dormant
9	Low Self-Esteem	Will not work until it receives positive encouragement from the user.
10	Argumentative	Will not work until it is properly argued with
11-20	None	None

*On an odd roll the item communicates audibly. On an even roll the item communicates telepathically.



THE PARATECHNOLOGIST

Paratechnologists see science as the highest power in the universe. They are among the few humans who can see past the limitations of commonly accepted bounds of physics and the like. Seeing "magic" as an observable phenomenon yet to be explained by modern science they experiment to harness these unknown forces. Weird science isn't an exact science. It takes a unique brain to even begin to practice it. Paratechnologists find themselves shunned by the more mundane scientific community.

Weird science devices are the result of the paratechnologists labors. In basements and secret warehouses volatile elements are stitched together with experimental technologies.

Hit points: A Paratechnologist gains 1d6 hit points at each level.

Weapon training: A Paratechnologist is trained in improvised blades, small blades, large blades, brass knuckles, clubs, thrown blades, bows, and handguns.

Weird Science: The paratechnologist casts weird science through devices they create. The technology that they create often defies the laws of physics by harnessing energies not rooted in typical understandings of science. The source of these energies may come from realms of the supernatural, the chaotic matter of other dimensions, or even alien technology.

Paratechnologists have access to all Weird Science devices, but can only have the max number of devices in working order at any one time (see Table 2-5). These can only be swapped out between adventures or after a period of time as determined by the judge.

Paratechnologists use their devices by making a Weird Science Check by rolling: **Action Dice + Intelligence Modifier + Caster Level**.

Jury-rig: Paratechnologists also have the ability to jury-rig their devices. If the results of casting weird science read "Broken" or "Destroyed" the item is no longer usable, however a jury-rig roll can fix them back into working order.

A jury-rig roll is made with **Action Dice + Intelligence Modifier + Luck Modifier.**

Destroyed devices require a DC 15 jury-rig roll. On a success it can be rebuilt in 1d6+2 hours. On a failure it takes 1d8 days to rebuild.

Broken devices require a DC 10 jury-rig roll. On a success it can be repaired in 1d30 minutes. On a failure it can be repaired in 1d6+2 hours.

However, for both Destroyed and Broken items the Judge can additionally require the PC to obtain specific parts or equipment to complete the repair, therefore adding time (or a quest) to find those parts. This will most likely be invoked when resources are difficult to come by (e.g., there's likely not a lot of circuit boards in the middle of the desert).

Caster level: Caster level (CL for short) is a measurement of a paratechnologist's aptitude in operating their weird science devices. A paratechnologist's caster level is his level as a paratechnologist. For example, a 2nd-level paratechnologist has a caster level of 2.

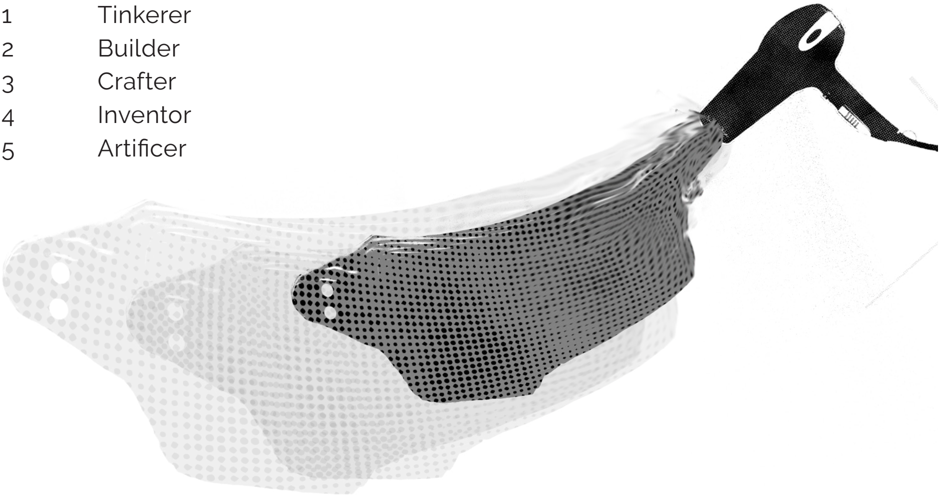
Luck: A paratechnologist generally believes in the quantifiable aspects of existence and therefore gives little credence to the concept of luck. As such, the paratechnologist creates their own luck in the name of exploring the limits of unexplained phenomenon. When they expend luck, they roll a d4 for each point of luck spent and add that to their roll.

TABLE 2-5: THE PARATECHNOLOGIST

PC Level	Attack Bonus	Crit Die/ Fumble	Action Dice	Max Devices	Ref Save	Fort Save	Will Save
1	+0	1d8/III	1d20	3	+1	+1	+1
2	+1	1d8/III	1d20	4	+1	+1	+1
3	+2	1d10/III	1d20	4	+1	+1	+2
4	+2	1d10/III	1d20	5	+2	+2	+2
5	+3	1d12/III	1d20+1d14	5	+2	+2	+3
6	+4	1d12/III	1d20+1d16	5	+2	+2	+4
7	+5	1d14/III	1d20+1d20	6	+3	+3	+4
8	+5	1d14/III	1d20+1d20	6	+3	+3	+5
9	+6	1d16/III	1d20+1d20	7	+3	+3	+5
10	+7	1d16/III	1d20+1d20 +1d14	8	+4	+4	+6

Paratechnologist Titles

1	Tinkerer
2	Builder
3	Crafter
4	Inventor
5	Artificer



WEIRD SCIENCE DEVICES

HEALING AUTOMATED LOCUS 9000

This small robot can take on many forms, as unique as their individual creators. For example: RXpin, a talking teddy bear with an exposed metal skeleton who administers care by climbing onto human patients and jabbing them with needles.

While their form is varied, their purpose is not - roll to see how effective the healing protocol turns out to be.

Weird Science Check	HD of healing*	Physical Symptoms
1-9	Failure**	
10-13	1 die	Broken Limbs/ Bleeding Lacerations
14-18	2 dice	Poison/Internal Bleeding
19-22	3 dice	Disease/Paralysis
23+	4 dice	Coma

* Die type to be determined by HD of the class. The number of dice cannot exceed the character's level.

Any failure on this check will cause a -1d penalty to all subsequent rolls. This penalty is cumulative with each failure. A successful **jury-rig roll equal to that of a broken device will remove all levels of this penalty.

ECTO-FLARE

The light of this flare reveals any invisible entities in the lighted area.

1	Failure. Destroyed
2-5	Failure. Broken
6-11	Illuminates 10' radius for 1d4 rounds. Any unseen entities will be revealed
12-16	Illuminates 20' radius for 1d6 rounds. Any unseen entities will be revealed. Any creature using natural or unnatural disguise will have their true visage exposed.
17-22	Illuminates 30' radius for 1d8 rounds. Any unseen entities will be revealed. Any creature using natural or unnatural disguise will have their true visage exposed. Paranormal beings within the radius will take 1d6 damage per round.

23 +	Illuminates 40’ radius for 1d10 rounds. Any unseen entities will be revealed. Any creature using natural or unnatural disguise will have their true visage exposed. Paranormal beings within the radius will take 1d6 damage per round. Enemies will be blinded until they pass a DC 15 Con save.

FORENSICS FIELD KIT

A portable set of chemicals, lenses, and machinery for analyzing forensic samples. A paratechnologist who makes an effort to collect the proper materials and/or takes extra time (as determined by the Judge) can add +4 to their roll.

1	Failure. Destroyed.
2-6	Failure. Broken.
7-13	Success. User can find the origin of the material, determining if it is: terrestrial, extra terrestrial, ghostly, or extra-dimensional. Supplies are used up in the process and it will take 1d6 days to gather materials to replenish.
14-18	Success. User can find the origin of the material, determining if it is: terrestrial, extra terrestrial, ghostly, or extra-dimensional. The age of the material will also be revealed with this analysis. Comparison with other samples can provide a 50% accuracy of determining a match. Supplies are used up in the process and it will take 1d6 hours to gather materials to replenish.
19+	Success. User can find the origin of the material, determining if it is: terrestrial, extra terrestrial, ghostly, or extra-dimensional. The age of the material will also be revealed with this analysis. Comparison with other samples can provide a 99% accuracy of determining a match. Supplies are not used up and Forensics Field Kit can be used again.

SONIC REDUCER

A megaphone outfitted with a tangle of wires and modified audio crystals. This device emits different frequencies that cause disruptions in the brain of its target.

1	Failure. Destroyed

2-7	Failure. Broken
8-11	Failure.
12-15	The target must make a DC 10 Fort Save or be paralyzed for 1d4 rounds*.
16-19	The target must make a DC 10 Fort Save or be paralyzed for 1d6 rounds*. Target also takes 1d4 +CL damage.
20-23	The target must make a DC 15 Fort Save or be paralyzed for 1d6 rounds*. Target also takes 1d6 +CL damage.
24+	The target must make a DC 15 Fort Save or be paralyzed for 1d8 rounds*. Target also takes 1d8 +CL damage.

*A paralyzed target can make a new save each round and remove paralysis on a success

ELECTRO-TETHER

A braided metal cable set into an oversized TV remote. The cable crackles with energy when activated and it can be wielded like a whip by the paratechnologist. It operates as a melee weapon that does 1d6 damage with a 5' range. When a target is hit with the electro-tether while it is turned on the caster must make a Weird Science check and apply the results below.

1-2	Failure. Destroyed
3-7	Failure. Broken
8-13	Failure
14-16	An enemy of up to 2HD must make a Will save or be forced to obey single word commands from the caster for 1d6 rounds.
17-20	An enemy of up to 4HD must make a Will save or be forced to obey single word commands from the caster for 1d6 + CL rounds.
21-24	An enemy of up to 6HD must make a Will save or be forced to obey single word commands from the caster for 2d6 +CL rounds.
25+	An enemy of up to 8HD must make a Will save or be forced to obey single word commands from the caster for 2d6 + CL rounds.

LIGHT EMITTING DISRUPTORS

A pair of goggles adorned with a bank of lights that respond to the brainwaves of a target looking into them. The chaotic blinking pattern induces a hypnotic state.

1-5	Failure. Destroyed
6-12	Failure. Broken
13-16	The target receives a Will save. On a failure, it will be hypnotized until it is no longer looking at the lights. Physical harm breaks this hypnosis.
17-20	The target receives a Will save. On a failure, it will be hypnotized for 1d6 + CL rounds. Physical harm will break this hypnosis.
21-24	The target receives a Will save. On a failure, it will be hypnotized for 2d6 + CL rounds. Physical harm will break this hypnosis.
25-29	The target receives a Will save. On a failure, it will be hypnotized for 2d6 + CL rounds. Physical harm will break this hypnosis. Once hypnosis is achieved the caster can remove all memory of the last 1d6 minutes from the target.
30+	The target receives a Will save. On a failure, it will be hypnotized for 2d6 + CL rounds. Physical harm will break this hypnosis. Once hypnosis is achieved the caster can remove all memory of the last 1d6 hours from the target.

A hypnotized target will be unable to take any action during their turn.

MAGNETIC BRIEFCASE

A seemingly ordinary briefcase that when opened reveals a device with a dizzying array of knobs and blinking lights. The paratechnologist can fine tune this device to create a swirling cloud of magnetic chaos.

1-5	Failure. Destroyed
6-12	Failure. Broken
13-16	1d6 metal objects of up to 1 pound are caught in the magnetic field of the device. If the object is being held by a sentient being the target receives a Ref save. Once per round an object manipulated by the device can be used as a weapon. If used this way, the caster makes a ranged attack causing 1d6 damage on a hit.

17-20	1d6 metal objects of up to 10 pounds are caught in the magnetic field of the device. If the object is being held by a sentient being the target receives a Ref save. Once per round an object manipulated by the device can be used as a weapon. If used this way, the caster makes a ranged attack causing 1d8 damage on a hit.
21-24	1d8 metal objects of up to 25 pounds are caught in the magnetic field of the device. If the object is being held by a sentient being the target receives a Ref save. Once per round an object manipulated by the device can be used as a weapon. If used this way, the caster makes a ranged attack causing 1d10 damage on a hit.
25-29	1d10 metal objects of up to 50 pounds are caught in the magnetic field of the device. If the object is being held by a sentient being the target receives a Ref save. Once per round an object manipulated by the device can be used as a weapon. If used this way, the caster makes a ranged attack causing 1d12 damage on a hit.
30+	1d12 metal objects of up to 80 pounds are caught in the magnetic field of the device. If the object is being held by a sentient being the target receives a Ref save. Once per round an object manipulated by the device can be used as a weapon. If used this way, the caster makes a ranged attack causing 1d16 damage on a hit.

KILL SWITCH

A box with a big red button.

1-3	Failure. Destroyed.
4-6	Failure. Broken.
7-11	Failure.
12-14	Electrical devices (including other weird science devices) within 10 yards will stop working for 1d12 + CL rounds.
15-17	Electrical devices (including other weird science devices) within 20 yards will stop working for 1d12 + CL minutes.
18-21	Electrical devices (including other weird science devices) within 40 yards will stop working for 1d20 + CL minutes.

22-25	Electrical devices (including other weird science devices) within 80 yards will stop working for 1d4 + CL hours.
26+	Electrical devices (including other weird science devices) within 160 yards will stop working for 1d12 + CL hours.

X-RAY SPEX

Thick framed glasses with swirling pattern over the eyes.

1-3	Failure. Destroyed.
4-6	Failure. Broken.
7-11	Failure.
12-14	Caster can see through any material up to 1 inch thick.
15-17	Caster can see through any material up to CL inches thick.
18-21	Caster can see through any material up to 1d6 + CL inches thick.
22-25	Caster can see through any material up to CL feet thick.
26+	Caster can see through any material up to 1d6 + CL feet thick.

FORCE FIELD

A backpack sagging with the burden of quietly humming electrical equipment. When activated the device whirs into activity sprouting various metal antennae that produce a blue glow.

1	Failure. Destroyed.
2-4	Failure. Broken.
5-8	Failure.
9-12	Add +1 to caster's AC for 1d4 rounds.
13-16	Add +CL to caster's AC for 1d6 rounds.
17-21	Add +CL to caster's AC for 1d6 + CL rounds.

22-25	Add +CL to caster's AC for 1d10 + CL minutes.
26+	Add +CL to caster's AC for 1d12 + CL minutes.

FASHIONABLE PLASMA BALL

Various forms of fashion accessories that the paratechnologist can wear themselves or give to others. Whether they are earrings that spark and glow or a necklace that throws tiny bits of lightning - these fashionable plasma balls will help get the job done.

1-3	Failure. Destroyed.
4-6	Failure. Broken.
7-11	Failure.
12-14	Add +1 to any single roll the target makes within the next 1d10+CL minutes
15-17	Add +CL to any single roll the target makes within the next 1d10+-CL minutes
18-21	Move one die type up the chain and add +CL to the total for 1d3 rolls made within the next 1d10+CL minutes
22-25	Move one die type up the chain for and add +CL to the total for 1d6 rolls made within the next 1d10+CL minutes
26+	Move one die type up the chain and add +CL to the total for 1d6 rolls made within the next 1d8+CL hours

STATIC DISCHARGE DEVICE

This device can build up and store static electricity. This static charge can be imbued into any weapon that the paratechnologist touches the device to.

1-4	Failure. Destroyed.
6-9	Failure. Broken.
10-12	Failure.

13-15	The weapon is able to cause damage to targets normally immune to mundane weapons (even those of an incorporeal nature). Any damage done with this weapon is increased by +1. The effect lasts for 1d6 minutes.
16-20	The weapon is able to cause damage to targets normally immune to mundane weapons (even those of an incorporeal nature). Any damage done with this weapon is increased by +2. The effect lasts for 1d6 hours.
21+	The weapon is able to cause damage to targets normally immune to mundane weapons (even those of an incorporeal nature). Any damage done with this weapon is increased by +4. The effect lasts for 1d6 days.

SOUL SUCKER

A hairdryer connected to a series of tubes that lead to a mini keg. Inside of all this is a technology that will reverse the air flow and pull the target towards a localized vacuum. Breaking connection or switching targets will require a new roll.

1-3	Failure. Destroyed.
4-6	Failure. Broken.
7-11	Failure.
12-14	The targets movement will be reduced by 10 + (2 x CL) feet and takes 1d4 damage each round.
15-17	The targets movement will be reduced by 20 + (2 x CL) feet and takes 1d6 damage each round.
18-21	The targets movement will be reduced by 30 + (2 x CL) feet and takes 1d8 damage each round.
22-25	The targets movement will be reduced by 40 + (2 x CL) feet and takes 1d8 damage each round.
26+	The targets movement will be reduced by 50 + (2 x CL) feet and takes 1d10 damage each round.

Any imposition of a negative movement trait will pull the target back towards the device. The soul sucker is effective on any kind of being presently known, including the incorporeal.

TEAM CONCEPTS

The characters of Ghostlike Crime have their own personalities, histories, and motivations, but they work together as a team in order to survive the dangers that surround them. Roll to randomly determine your team concept, choose what best fits the style of the group, or create your own:

1. **THE ALPHA TEAM.** Convicted of crimes that they didn't commit, these adventurers are on the run from the powers that be. Helping the downtrodden along the way, they spark small revolutions in their wake.

2. **THE MONSTER HUNTERS.** These adventurers have dedicated their lives to hunting monsters and it's personal. Perhaps it's fierce defense of the defenseless, revenge for the death of a loved one, or any number of reasons driving them to confront what preys on humanity.

3. **THE REVOLUTIONARIES.** They know that governments act as pawns to the Cabals of the Corporatocracy. They know that the masses have been enslaved against their will. They know that this can only be ended with a revolution.

4. **THE IMBUED.** Where magic is suppressed, it goes underground. The Imbued see magic as an important part of the natural order belonging to everyone. Those who suppress it are subverting that order and must be dealt with.

5. **THE SCIENTIFIC METHOD.** Militarized scientists who fight against that which is used to placate the masses. The fruitless distraction of religion and the elitist cloistering of knowledge are to be systematically eradicated. They believe that paranormal threats can be combated by scientific inventions and rational thought.

6. **THE CHILDREN OF THE STARS.** They believe that humanity was created by aliens and ascribe any twists of fate to their whim. Cyphers uncovered throughout history tell of their return to earth and The Children of the Stars will make sure that we are ready.

7. **THE MALCONTENT.** Bitter at the powers that be. Done with business as usual. Ready to subvert anything and everything with long term goals or live fast, die young actions.

8. **THE FREAKS.** They don't fit into society. They are outliers just by being. Where difference is silenced, they are the voice and the haven.

9. **THE FLAME.** The Mothman is seen before major tragedies strike. The Flame shows up where the Mothman appears and tries to stop the ensuing tragedies.

10. **THE GUTTERSNIPES.** Born and bred in the streets, the Guttersnipes know them intimately. To them, no alley is a dead end and rumors find their way easily to a Guttersnipe's ears.

EQUIPMENT

Currency in Ghostlike Crime is measured in gold, the same as that of DCC RPG. Relative costs should be maintained between fantasy and modern equivalents (i.e. a typical sedan costs 75gp, the same as a regular horse).

Starting funds for characters starting at higher levels should follow this formula: **Level 1 = 5d12 gold; Level 2+ = 5d12+(250 x character level) gold.**

TABLE 3-1: MELEE WEAPONS

Category	Damage	Cost	Special
Improvised Blade (shank, shard of glass)	1d4	Free	1d8 dmg when back-stabbing
Small Blade (knife, switchblade)	1d6	5gp	1d10 dmg when back-stabbing
Large Blade (machete)	1d8	10gp	
2-handed Blade (katana, bastard sword)	1d10	15gp	
Brass knuckles	1d6	3gp	1d10 dmg when back-stabbing
Club (baseball bat, table leg)	1d6	5gp	
Heavy Club (crowbar, fire poker)	1d8	10gp	

2-handed Club (sledge-hammer)	1d10	15gp	

TABLE 3-2: RANGED WEAPONS

Category	Range	Damage*	Cost
Bow/Slingshot	40/80/120	1d4	5gp
Handgun	50/100/150	1d6	15gp
Shotgun	20/40/60	1d8	20gp
Rifle	70/140/210	1d10	15gp

*All damage for ranged weapons should be rolled twice and keep the higher result.

If a character uses the same ranged weapon two rounds in a row it's out of ammo until a full round is spent reloading.

Fumbles while making ranged attack rolls also result in the weapon being out of ammunition.

TABLE 3-3: ARMOR

Category	AC Bonus	Cost	Check Penalty/Fumble Die
Light Armor	+1	5gp	-0/d8
Medium Armor	+2	20gp	-1/d8
Heavy Armor	+3	45gp	-2/d12
X-Treme Armor	+4	80gp	-4/d12/-5' speed
Shield	+1*	15gp	-1/d8
Helmet	+1*	15gp	-1/d8

*Can be stacked with other armor. AC bonus and check penalty will be stacked as well. Use the highest fumble die for any armor combination.

A HELLISH COMMUTE

GENCY
8805
◊CCA
8805
8805

0-LEVEL FUNNEL

This adventure is set to be a meat grinder for 12 to 16 0-level characters. Each player should run 3-4 of these hapless characters at a time.

The characters aren't heroes. They're office drones, keyboard pounders, electricians. They just want to untangle themselves from the throngs crammed in this subway car and get to work. Something is about to go terribly wrong, even more wrong than whatever foul mess makes their shoes stick to the floor. Soon their commute will be embroiled in panic, pain, and unsanitary underground passages. Not everyone will survive this already unpleasant ride. But those that do will become heroes to the masses.*

ENCOUNTER 1: CRASH

At the start of this adventure the characters find themselves together in the hellscape that is their morning commute. Those that have a better view than the armpit of the passenger next to them will catch a glimpse of a large shape outside the window. It turns out to be a giant three eyed alligator. These kinds of sightings are not uncommon in underground tunnels filled with aberrant creatures. What *is* strange is the sheer size of this monster and how quickly it's outpacing the subway car. The characters occupy the last car of the train. The alligator speeds past them just before everything goes literally off the rails.

"A thud and a crunch. The car in front of yours bucks as the one before it stops dead. The ceiling cracks and collapses from the impact. You're trapped in the last car as it's being crushed like an aluminum can."

Finding the emergency window lever amidst the ensuing chaos requires a DC 12 Int Check.

The brute force approach can also be taken by breaking the window or prying open the doors with a successful DC 15 Str Check.

Should any characters fail to escape the train car have them make a DC 15 Reflex save. On a failure they will take 1d6 damage.

**Actually becoming a hero to the masses not guaranteed.*

ENCOUNTER 2: THIRD RAIL

If the PCs think to look before leaping, a DC 10 Int check will reveal a third rail live and sparking with electricity.

In the mad rush to get away from the crumpling train car a DC 12 Ref save is required to not land on the rail. Failing that save invokes a +4 Atk causing 1d8 dmg if it hits. Clever players may try and use the rail as a weapon at other points in the adventure by throwing enemies onto it. Monsters get the same attack and damage against them.

When the dust settles, the PCs quickly realize that they are stuck in the tunnel. With the way forward collapsed and impassible, a platform about 10 blocks back the way they came provides the nearest exit.

ENCOUNTER 3: UNDULATING MASS

"Slick black pollution covers the tunnel. A fetid pulsating sack hangs from the wall in front of you. It bulges and undulates in your direction. When light passes over it you can see agitated squirming below the surface."

The characters can pass unhindered if they move silently in complete darkness. Otherwise the sack bursts and four translucent arm-sized worms crawl out to attack.

Pollution Worms(x4): Init+2; Atk acidic slime. +2 melee (1d4); AC 12; HD 2d8; hp 8 each; MV 30'; Act 1d20; SP Acid, Worm Food; SV Fort +2, Ref +2, Will +0; AL C.

• Acid: DC 10 Fort save or the character takes an additional 1 damage after a successful attack.

• Worm Food: The worms will crawl into the corpse of any fallen PCs and start eating them from the inside out. This will restore 1d6 hp to the worm each round it's inside the corpse.

Sacks of pollution worms can be found all over the tunnels. Feel free to place them throughout the journey and at the most inopportune times.

ENCOUNTER 4: C.H.U.Ms

PCs not careful or quiet in their travels will attract the attention of the Cannibalistic Homicidal Underground Molepeople. For random encounters roll a d6: on a 5-6 the CHUMs have gathered enough courage to ambush the PCs. Give hints of their presence before and after an encounter with them (eye's reflecting in the darkness, glimpses of white flesh darting behind a corner, etc.).

CHUMs (d6+2): Init +2; Atk sharp nails +0 melee (1d6); AC 12; HD 1d8; hp 4 each; MV 35'; Act 1d20; SP Skittish; SV Fort +0; Ref +3; Will -1; AL C

• Skittish: They are cowardly and can be scared off easily, though they are likely to attack again if they gather more of their numbers.

An Int check (DC 10) figures out that they hate bright light and will likely flee to the shadows. A Personality check (DC 10) to intimidate them sends them scattering.

ENCOUNTER 5: THE STATION

"A faint flashing red light cuts through the darkness. The platform is just ahead of the next curve. The filthy tile and urine soaked corners of the station have never been such a welcome sight. Though the row of Cop Bots standing in front of the exit do not look welcoming at all."

The station might seem like a salvation for the PCs, but it's definitely not.

Cop Bots have been dispatched to all exits of the tunnel after the crash. Their orders are damage control. Damage control in this case equates to liquidation of survivors who might possibly be able to sue the transit company. The ones stationed here command the PCs to enter the quarantine before they are able to leave. The quarantine booth fits three people at a time. Anyone who complies gets incinerated unless they pass a DC 20 Fort save. If any character tries to make a run for it - the only other way to the exit is through the revolving corral. It's arms immediately spin rapidly turning it into a blender (DC 22 Ref save to not get chopped up). It's clear that the Cop Bots are not there to save them, but rather to eliminate any potential witnesses to negligence on the part of CTC (City Transport Company).

1d3 cop bots will give chase if PCs don't comply and/or flee back into the tunnels.

Cop Bots (x12): Init +2; Atk baton +2 melee (1d6) or handgun +1 missile fire (1d6); AC 15; HD 1d8+1; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will -1; AL C.

Cop Bots are cyborgs whose human logic and empathy have been removed and replaced with absolute adherence to the often arbitrary laws of the land. They cannot be reasoned with or trusted.

This is not meant to be a survivable confrontation, when faced with overwhelming odds - the characters will quickly learn the lesson that a hasty retreat is the best option. If needed, remind the players that there are other platforms and other exits out of the tunnels. They will just have to keep going further down the dangerous path to find them.

ENCOUNTER 6: OL' BOGGY

Along the service walk next to the track the characters spot a rusty metal door with a sign reading "Maintenance". It's old and rusted, but will open with a small bit of force.

"As you open the door you're hit with a stench like that of a roadkill skunk left out in the rain. There's 6 inches of standing water on the floor and moss covers everything. Hanging from the ceiling in alternating rows are rotting green streamers and glass bottles tied to strings. On the opposite side of the room an exit sign glows red. Also glowing red is a set of large eyes that are attached to a large, hairy creature whose hard stare turns to a grin as it says hello"

This is Boggy. Boggy has been down in the maintenance room for three decades. It has no desire to return topside, but loves company that's not a CHUM. It will greet the PCs in a friendly manner and offer odd bits of hospitality (a sit on a moss covered couch, a home brewed drink, etc.).

The exit across the room is marked with a sign reading "To Station 44b". Boggy will stand between it and the PCs until favor is gained (see below).

How this encounter turns out will be determined by how the characters interact with Boggy. There are various ways to gain and lose favor with it. At +3 favor Boggy considers the PCs friends and lets them go on their way. At -3 favor Boggy will do anything it can to keep the PCs there, including attacking if they try to leave.

Boggy offers them a terrible smelling drink. Consuming it does nothing particularly harmful, but it tastes awful. The character must make a DC 12 Fort save or spit it out. Spitting it out causes

-1 favor. Two successful swallows causes +1 favor.

Additional ways to gain or lose favor:

- Asking to leave causes -2 favor.
- Entertaining Boggy in some way (measured by a DC 10 Personality check) will cause +1 favor.
- Any insult will cause -1 favor.
- Any convincing flattery (DC 11 Personality check) of Boggy will cause +1 favor.
- Asking personal questions of Boggy will cause -1 favor.
- Small talk as if this were a normal situation will cause +1 favor.

Boggy: Init +1; Atk club covered in fish hooks +5 melee (1d6); AC 14; HD 4d8; MV 30'; Act 1d20; SP Confounding Aura; SV Fort +4, Ref+0, Will +2; AL L.

• Confounding Aura: anyone within 30' of Boggy, must make a DC 13 Will save or they will be unable to attack him. Each round the character can make the save attempt again. Once successful, no more saves are required.

Should casualties have mounted heavily before this encounter, use this opportunity to replace characters. A few individuals who were lost in the tunnels in the past came across Boggy and were never able to gain favor enough to leave. They have been captive to his malevolent hospitality... until now.

ENCOUNTER 7: GRAND PIANO STATION

Either through Boggy's lair or by traveling further down the tracks, the PCs arrive at Station 44b. This station was built in the 1930s and then quickly abandoned as engineering faults made it structurally unsound.

"Tile mosaics cover the large open space of this station. They are beautiful though covered in dust and grime. In the center of the vaulted ceilinged room sits a grand piano that starts playing music."

Seated at the keys is the ghostly form of a young woman dressed in fashion of the 1930s (DC 8 Int check to realize this). As she plays - other ghosts crawl from beneath the piano and start to dance. The dancers move about the room in a tightly choreographed waltz of such grace only achieved by gliding through the air as ghosts do. The dance progresses and quickly spreads throughout the entire room.

The PCs are clearly expected to join the dance. Should they take on a ghost partner they will be engaged in the macabre dance (see below).

The PCs may try to politely decline the offer to dance with a DC 14 Personality check.

Another way to avoid engaging in the macabre dance is to take on another human partner amongst the PCs. But this will require a display good dancing technique (DC 12 Agility test) lest the ghosts try and cut in to show how it's done properly.

Should any of the characters try to run through the room to the exit, they will need to make a DC 16 Agility check every 10' to dodge ghost dancers. On a failure 1d4+1 ghosts will attack them with Drain Life.

Ghosts(x32): Init +2; Atk +3 special (see below); AC 10; HD 2d12; MV fly 40'; Act 1d20; SP Un-dead traits, Immune to nonmagical weapons, Macabre Dance, Drain Life; SV Fort +2, Ref +4, Will +6; AL C.

*Macabre Dance: The dance will impose a DC 12 fortitude save or lose 1 point of a physical ability (Strength, Agility, or Stamina - player chooses which points are lost). The save must be taken each round and each failure is another 1 ability point lost. Their life essence is flowing out of them.

*Drain Life: The ghosts will pass through the target, draining 1d4 points of a physical ability as they do so.

The ghostly dilemma is common knowledge. Ghosts stick around in our plane of existence because something of their mortal life was left incomplete, be it vengeance unserved or sorrow unresolved. For our dancing spirits, it's that the waltz was never properly completed. Its clear through the music that one note is missing from the song. One of the keys on the piano is broken. A DC 12 Int check is required to detect which one. A successful DC 12 Agility check will fix it.

When the piano is fixed the song finishes and the ghosts disappear. The sheet music left behind is a Scrap Artifact that can be used to cast Runic Alphabet (as per The Scrapper's casting ability).

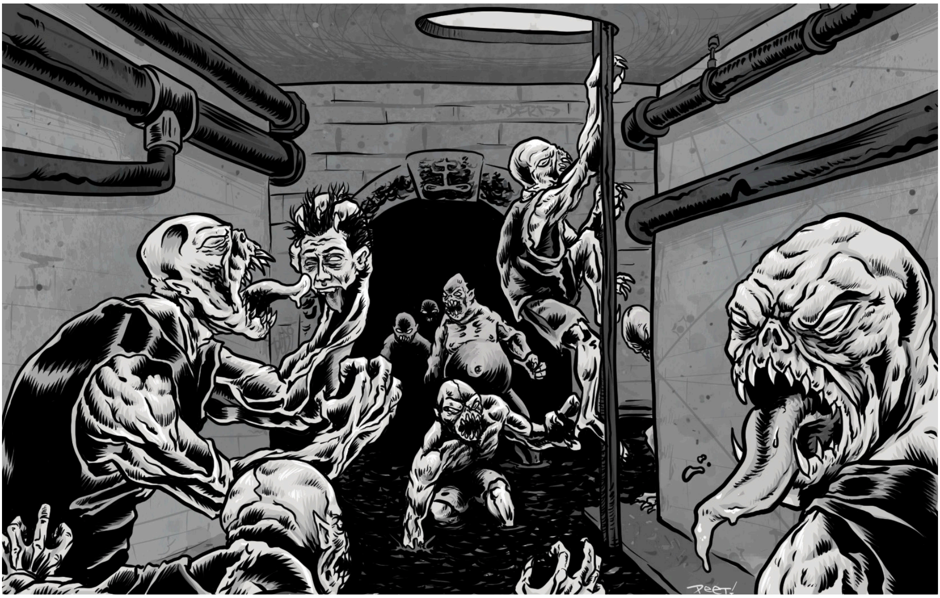
ENCOUNTER 8: THE SINK HOLE

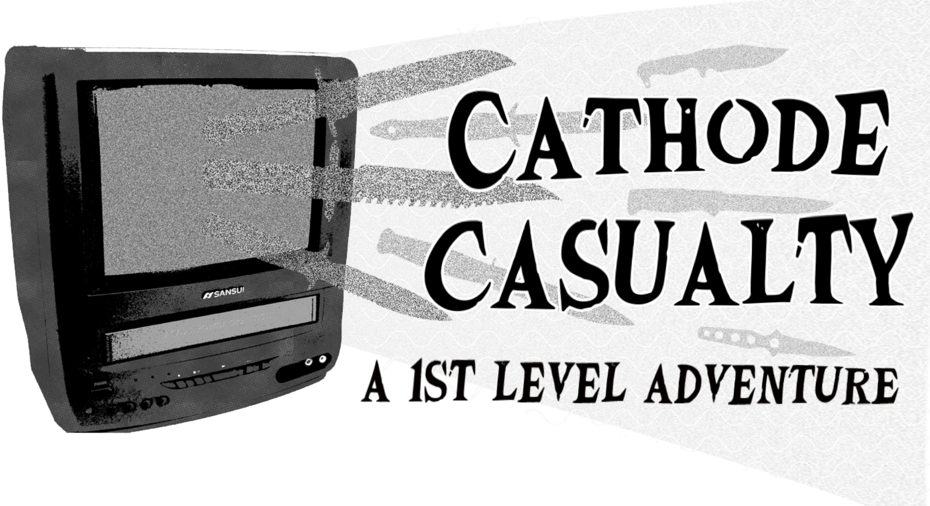
Beyond station 44b the exit has been bricked up. However, the crumbling infrastructure of the city provides some hope for our adventurers. A giant sink hole from the street above lets in the light of the day!

But, a gathering of CHUMs have been stalking the PCs and have chosen this moment to attack.

Beneath the sinkhole is a mountain of trash and debris. Climbing up will be a series of Agility checks and Ref saves (Ref if someone above them fails an Agility check) while CHUMs attack and grab at their ankles.

Any who survive the mad scramble back up to the surface gain the reward of living another day to re-evaluate their life choices. Oh, and reach level 1.





CATHODE CASUALTY

A 1ST LEVEL ADVENTURE

This adventure is designed for 4-6 level 1 players. It should be able to be completed in 1 or 2 four hour sessions.

The Pigeonrot Scrappers Guild has put out a contract for the retrieval of a scrap artifact that was stolen from them. The Opensores Scrappers Guild took a TV/VCR scrap artifact. While the Pigeonrots were never able to determine any particular use for it they figure there must have been some reason the Opensores would go to the trouble of stealing it. It is also rumored that the Opensores have been committing acts that violate the code of scrappers everywhere - they are selling scrap artifacts to Corporations.

ENCOUNTER 1: THE PIGEONROT SCRAP YARD

The Pigeonrot Scrappers Guild has a scrap yard on the south side of town as their base of operations. It's well secured with a large barbed wire fence around it and a guarded gate. The clubhouse in the yard is a ramshackle construction made entirely of doors. Inside is a three foot tall birdcage that houses undead pigeons. They live on via magic possessed by the cage, which constantly rattles in a ringing melody.

The contact at the guild is Goldie Wright, a respected scrapper in the scene. She offers the PCs either a favor paid off, a favor owed, or 300 gold as payment. Having a favor owed by the guild is probably the most valuable option here, but the PCs can try to negotiate for more gold (350 is the max she'll do).

Goldie can direct the PCs to the Opensores hideout across town. She advises against a head on attack. While she suggests a more calculated approach, she doesn't have any qualms should any of the offending guild fall in battle.

ENCOUNTER 2: THE OPENSORES

The Opensores' hideout sits in an industrial section on the fringe of the city. It's a storage facility easily identified by the signature Opensore graffiti depicting wounds busting stitches and bleeding neon colors.

The facility is surrounded by a fence and contains 20 free standing units and a management office. A single guard sits in a rusty chair just behind the gate.

Roll a d20 to determine which unit the TV/VCR is in.

The PCs will have to find their way into the correct storage unit by stealth, breaking them all open one by one, or going through the surprisingly well kept records in the office (a thief can hack the computer to get access codes and contents of each unit with a DC 15 Hacking skill check).

What's in the storage unit?

1. 1d6 Thugs working on motorcycles
2. Filled floor to ceiling with lamps of all shapes and sizes.
3. 1d6 Thugs playing pool
4. Wall to wall stolen bikes in neat rows
5. Empty, but for a single couch with a corpse rotting into the cushions.
6. Haphazardly strewn blankets covering boxes filled with cheap electronics. Disturbing these blankets puts a toxic mold into the air (DC 13 Fort save or take 1d6 damage). Electronics found here can give a paratechnologist a +5 to a single Jury-rig roll.
7. 1d16 50 gallon drums with government approval seals on the sides. Any PC foolish enough to open these must make a DC 17 Fort save or take 1d6+2 damage on a failure or half of that on a success. The only thing inside are bones floating in a yellowish liquid.
8. 1d4 Thugs painting with a twist
9. 1d30 5 gallons jugs of used motor oil
10. 1d6 Thugs having an arm wrestling contest.

Each storage unit has a keypad to get in, but can be forced open with a DC 15 Strength check. Forcing it open makes noise and sets off alarms unless they are disabled beforehand (DC 12 Disarm Traps check). With a DC 10 Agility check the power can be cut on a unit. If the power goes out, the lights will go off and alert any Opensores that may be inside that unit.

Opensore Thug: Init +0; Atk Trash Knife +2 melee (1d6) or Handgun +2 ranged (1d6); AC 13; HD 1d8; hp 4; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL N.

The Opensores wear a uniform of bright orange jumpsuits covered in patches. All of them carry knives made from scrap metal with shredded bicycle tubes for grips. Every third thug will also have a handgun.

ENCOUNTER 3: EYES ON THE PRIZE

The light of TV static bathes the storage unit. The light emanates from the artifact they are looking for (even if the power has been cut). Three Opensores members sit on the couch in front of it. They are dead. A successful DC 12 Int check will reveal cause of death as a heart attack.

The Characters can grab the TV/VCR and head out of the storage lot without further incident.

BUT… That's not what's going on. Don't reveal this to the players yet, but as soon as they saw the light of the TV - they went unconscious. What follows happens in a dream state.

They can go back to Goldie, get paid, and have a great time expecting some kind of retribution from the Opensores since everything seemed to go off so well. A milk run is never just a milk run, right?

ENCOUNTER 4: THE DREAM-

STATE

While in the dreamstate nothing changes for the characters as far as abilities or skills. They are not acting in the physical realm, but their conceptions of themselves is still intact.

The PCs can take whatever course of action they like whether it be laying low in their own hideout or heading straight to the Pigeonrot scrapyard. At whatever point they start to relax or strategize - stage an ambush by Dreamstate Opensores on motorcycles (as many as there are players).

Dreamstate Opensores: Init +1; Atk Club +2 melee (1d6) or Scrap Javelin +2 ranged (1d6); AC 14; HD 1d12; hp 6; MV 30'; Act 1d20; SV Fort +1, Ref +2, Will +3; AL C.

The combat should start with just hints of the surreal state they find themselves in. Have motorcycles jump 20ft in the air and burst through solid walls like they were cardboard. Escalate the weirdness as the fight goes on: wounds bleed TV static, eyes glowing like headlights, etc. Have characters notice pyramid stacks of Sugar Snakes™ cereal appearing in the background as if they were a display in a grocery store. These boxes should keep multiplying and appearing in random places.

Even more disconcerting is the fact that among their current opponents in this combat are Opensores who the PCs are sure were dead - either on the couch or from another previous confrontation. When this realization hits them, start amping up the dreamstate unreality to them. Limbs on the thugs start growing and twisting at odd angles and their mouths drool neon glowing slime.

The characters start to notice that there's crunching under their feet and find a carpet made of cereal, which they will begin sinking into like a ball pit. A takes a DC 13 Agility check to get out of the cereal pit.

Combat will end when all of the Dreamstate Opensores are dead or if the TV is smashed to pieces.

ENCOUNTER 5: KILL YOUR TELEVISION

At the conclusion of encounter #4, the PCs slowly awaken. They find themselves on the floor of the storage unit where they first laid eyes on the TV. It's no longer on and it's safe for them to grab. The PCs themselves are far from being safe however. Any wounds they received in the dreamstate appear on them in the real world. Opensores should start emerging from the other storage units in enough numbers to make for a tough fight or a reason to make a run for it.

In the ensuing scenes, the TV will get broken. Be it in the ensuing melee leaving the storage yard, by PCs deeming it to be dangerous, by Goldie as soon as she receives it, or by random accident.

The broken TV bleeds a fluid made of static. The blood roils and shakes until it grows into 13 python sized snakes. The snake forms will glitch and shake like a TV losing reception.

Static Snakes(x13): Init +3; Atk bite +4 melee (1d3); AC 13; HD 2d6; hp 6; MV 50' or climb 40' or swim 40'; Act 1d20; SP static disruptor (10' radius; DC 12 Fort save for any human in the radius or they will be immobilized for 1 round); SV Fort +3, Ref +6, Will +1; AL C.

The snakes will flee in random directions, but will fight anyone who tries to hinder them. They spread throughout the city causing havoc along the way. They'll invade a local attraction sending tourists running for their lives. They'll make a mess of the local library. Have them sow other similar bouts of chaos throughout the city and seed despair in the PCs of having any chance of corralling them all.

The static snakes are all actually heading to the same destination - an old broadcast tower. Once a few of them reach the station they will coalesce into a single giant snake and climb the radio tower. Once this takes place, a broadcast will begin.

The broadcast effects everyone in a 30 mile radius. The signal beams from the tower and directly into the brains of anyone in range. This drives them into a frenzy to get Sugar Snakes™ cereal, riots will break out amongst the citizenry trying to get them from poorly stocked bodegas and grocery stores. The characters are not immune to this and must make a DC 10 Will save or lose 1 Personality each half hour they don't get Sugar Snakes. Any PCs not previously effected must all make a new save every half hour and suffer the same consequences if they fail.

ENCOUNTER 6: EXPERIMENTAL BROADCAST STATION

The characters should be able to find the broadcast station by: triangulating the trajectory of the escaped static snakes (DC 12 Intelligence check); following one of the static snakes all the way there; or through emergency alerts/social media live videos on their phones.

The station was a failed experiment by the Kid Power Xtreme company run in secret by the Nadir Cabal. It had used the broadcast to introduce cereal brands to kids via backdoor signals to TV sets. The project was shut down after a few ugly incidents, likewise causing riots, in the 90s.

The scrap artifact TV/VCR was magically receiving this signal from the past. Pulling this tainted signal into the current reality has caused all the present calamity.

The giant static snake that has now coiled itself around the tower is 3ft thick and 90ft long. It has 3 heads that all hiss radio frequency interference in unison. It's body flashes disjointed scenes from the Sugar Snakes™ commercials it's broadcasting.

Giant Static Snake: Init +2; Atk bite +3 melee (1d6); AC 15; HD 4d12; hp 36 (12hp for each of it's 3 heads); MV 30'; Act 3d20 (one action for each head); SP Brainbomb Signal, Single Minded; SV Fort +4, Ref +4, Will +0; AL C.

Brainbomb Signal: targets within 30' must make a DC 8 Will save or lose 1d6 personality.

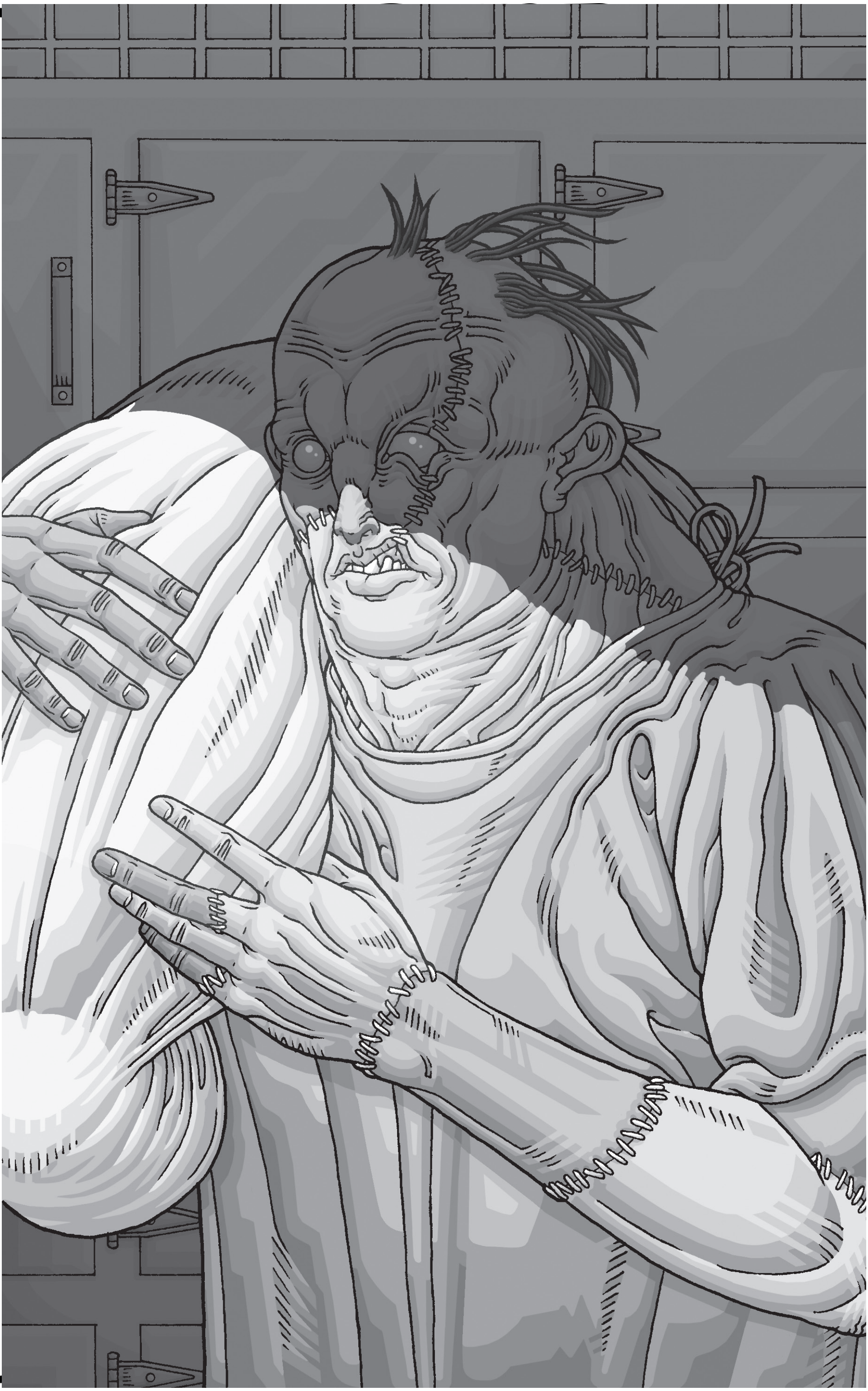
Single Minded: Any effect that requires a Will save is ignored by this creature.

Methods other than direct attack can be helpful in defeating the giant static snake.

Gaining access to the central power for the station can provide the means for a character to overload the electricity going to the tower. A successful DC 15 Int check will cause 1d16 damage to anything in contact with the tower. This can only be used once.

Destroying the tower itself will cause 1d16+3 damage to the snake - who will stay coiled around it even after it falls. It takes a total of 11hp of damage against AC 5 to bring the tower down.

Once the giant static snake is defeated, the broadcast will end and any previous personality loss will be regained after a full nights sleep.



THE UNSTOPPABLE KILLING MACHINE

This adventure is in a non-traditional format to better serve the monster hunting side of Ghostlike Crime. It's not bound by scripted events or maps that need following. Instead it's based around a particular monster and a chain of events the characters will come in contact with.

WHAT'S HAPPENING?

A hulking brute of a monster has been racking up a body count among the local populace. The authorities haven't been much help, only managing to scratch their heads over the apparent randomness of the victims and the diverse methods of the killings.

THE VICTIMS SO FAR:

Roman Richardson was working late at his construction site and found dead in the morning, jackhammered in half.

Flora Rios returned to her chemical engineering lab to retrieve her glasses that she had left earlier. She was found the next day having been forced to drink a poisonous cocktail.

Shane Gibbs was found dismembered by a table saw in his own woodshop.

William Newton had a hotdog skewer run through his neck at his campsite in the nearby forest.

Alex Mendez was found electrocuted in a tangle of cables at the power plant.

THE TRUTH OF THE MATTER:

Behind the scenes, the monster is the creation of Gerald Horner, a local for-profit mortician. Making more and more money from bodies coming in, Horner's greed is outstripping his sense. He created the monster, who he calls "Gerty", to generate more corpses for which he provides his services. He's covered his tracks well enough to keep himself off the suspect list, but people are starting to panic as their neighbors are turning up dead.

WHAT WILL HAPPEN:

Gerty will kill again. In a convoluted fashion not unlike an 80s slasher.

The characters may kill her in a confrontation, but she will come back - rebuilt by the mortician. Each time Horner rebuilds Gerty he needs to use some of the parts from one of her kills. He will keep rebuilding her, from scratch if necessary.

The PCs should be given a couple of chances to fight different iterations of Gerty. Enough to make her a constant threat.

RUMORS AND INFORMATION:

None of the victims are connected. (true)

The methods of killing were all carried out by something readily available in the immediate environment. (true)

A local tow truck operator, Lewis Bluth, was seen near the location and around the time of the last killing. (true, but unrelated)

Only Bigfoot could have done this. (false)

The monster can't be out in the daylight (false, killings did happen at night, but only for covering tracks)

CLUES FOR THE PCS:

A witness who saw the monster fleeing a recent scene describes a 7 foot tall person lumbering away into a dark alley. The witness couldn't make out details and was too scared to follow.

The coroner will have good/accurate records of the victims and their deaths and will suggest a visit to the morgue if the characters want to double check the work.

At the morgue, Gerald Horner will be nervous when first interviewed but he won't slip up or expose himself.

Going out on patrols, listening in on police scanners, or leaving someone out for bait are all viable tactics for intercepting Gerty. The players will certainly come up with even more creative ways.

After at least one PC confrontation with Gerty, if the PCs visit the morgue Horner will assume they have figured him out (even if they haven't) and have Gerty attack them as soon as he can lead them into the basement.

The fingerprints of a later generation Gerty will match those of a previous victim.

Gerty can be followed by the PCs after a kill. She will go back to the morgue.

HOW TO STOP IT:

Gerty must be destroyed and Gerald Horner must be exposed, killed, or arrested before he can rebuild her again.

GERTY THE UKM!

Gerty is created from the unstable genius of Gerald Horner. With a mix of weird science, illicit magics, and dozens of human body parts. He built her to follow his instruction so she has no real cognition of her own and is driven only to kill and return to Horner. Her nearly 7ft tall frame is a mess of patchwork skin over a mass of wire and alchemical fluid. She is very difficult to take down, but if she is - Horner will rebuild her in three days time.

Gerty I: The Patchwork: Init +2; Atk slam +5 melee (1d6+6) or any weapon +5 melee (1d8+6); AC 15; HD 4d8+6; MV 30'; Act 2d20; SP mindless; SV Fort +4, Ref +3, Will +1; AL C.

Gerty II: Back Again: Init +3; Atk slam +6 melee (1d6+6) or any weapon +6 melee (1d8+6); AC 16; HD 4d8+6; MV 30'; Act 2d20; SP mindless, boundless strength; SV Fort +4, Ref +3, Will +1; AL C.

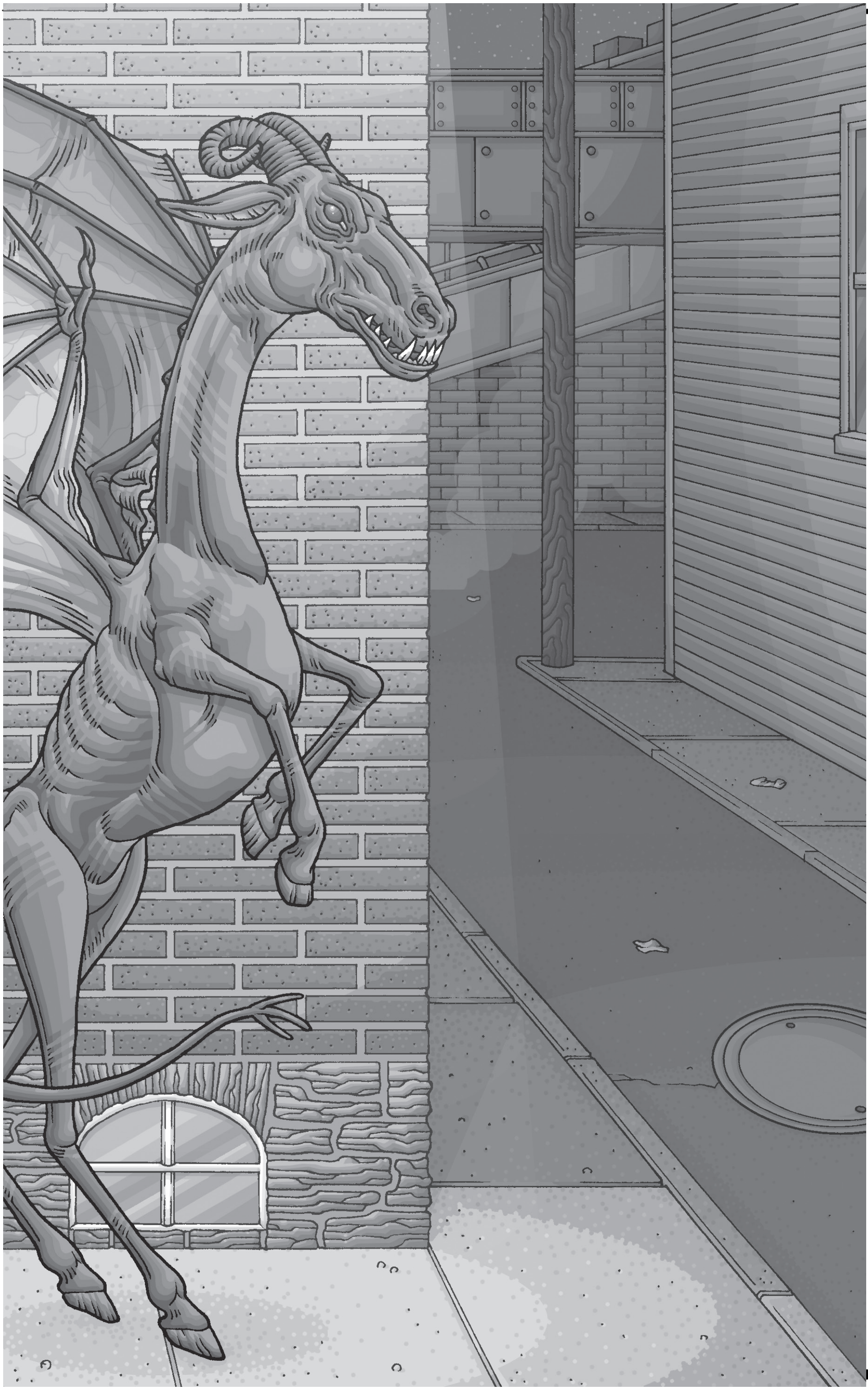
Gerty III: Vengeance: Init +4; Atk slam +6 melee (1d6+6) or any weapon +6 melee (1d8+6); AC 16; HD 4d10+6; MV 40'; Act 2d20; SP mindless, boundless strength, re-wired; SV Fort +4, Ref +6, Will +1; AL C.

Additional Gerty's will be the same as III, just increase HD up the dice chain.

Mindless: Gerty will immediately ignore the effects of any failed Will save after one round. She can never fail the same roll again.

Boundless Strength: Gerty will immediately ignore the effects of any failed Fort save after one round. All damage received from physical attacks is halved.

Re-wired: Gerty will reattach any of her body parts that have been severed. Once during her initiative round she regains 1d6 hp.



MONSTERS, ANOMALIES, & ILL-ADVISED CREATIONS

ALICANTO

The alicanto is a large nocturnal bird that flies through the night sky giving off a beautiful luminescence. The birds' wings of silver or gold indicate what elements they prefer to feed on. Alicantos break into jewelry shops stealing gold rings, silver necklaces, or whatever else they can swallow. Any would be thief desiring of their spoils who follows them or tries to capture them will be immediately attacked. A favored tactic of the alicanto is to lure its victim onto higher ground and push them off. More aggressive alicantos haul enemies into the sky with their great claws before dropping them to their death. One way of capturing the bird is to trick it into eating too much gold or silver, weighing it down so much it can't fly.

Alicanto: Init +2; Atk claws +3 melee (1d4); AC 13; HD 5d8; MV 30', fly 40'; Act 2d20; SP Carried Away (DC 13 Ref); SV Fort +2, Ref +6, Will +1; AL N.

Carried Away: the target PC must make a DC 13 Reflex save or be carried off into the sky by the alicanto. Flying movement rate for the alicanto with a human sized prey is reduced to 15'.

ATMOSPHERIC JELLYFISH

Atmospheric Jellyfish swim through our airspace hiding in a camouflage of clouds or thick fog. These aliens are occasionally driven by unknown motivations to descend near earth. With translucent bodies that move silently in barely perceptible pulsing motions they often remain unseen until it's too late.

Atmospheric Jellyfish: Init +3; Atk stinging tentacles +2 melee (1 plus venom); AC 11; HD 4d8; MV fly 20'; Act special; SP Venom, Hydrostatic skeleton ; SV Fort +10, Ref +0, Will +3; AL C.

Venom: When an atmospheric jellyfish attacks it will envelop all targets within 25' x 25' space. Anyone caught within this area will suffer 1 damage per turn. After taking one damage this way the target must then make a DC 8 Fort save or take an additional 1d4 damage from the venom. The venom also causes painful red welts all over the body.

Hydrostatic Skeleton: As the jellyfish floats through the air without much solid substance to hit - it takes half damage from non-area attacks.

BUNYIP

The bunyip is a difficult one to pin down, both physically and in description. They take on many shapes, but all of them are roughly the size of a 50lb dog and made of a jumble of disparate animal parts. They may have the legs of a wolf and the head of a turtle or the fur of a cat and the mouth of an alligator or any number of strange combinations that nature never intended. They run the hidden parts of the streets, sewers, and basements and show a cunning about them when it comes to survival in harsh conditions. Having thoroughly displaced the rats from these areas they are a common menace to the populations of Ghostlike Crime.

Bunyip: Init +2; Atk bite or claw +2 melee (1d4); AC 12; HD 1d6; MV 30'; Act 1d20; SV Fort +3, Ref +3, Will +0; AL C.

CHUPACABRA

The chupacabra is a humanoid standing roughly 4ft tall with scaly reptile-like skin. It commonly has a ridge of foot long sharp spines that run along its back. The creature is the bane of anyone trying to safely raise livestock of any kind. They often operate unseen, leaving animal corpses drained of their blood. It is unknown where the chupacabra comes from as a nest or home has never been found or traced back to these mysterious cryptids.

Chupacabra: Init +2; Atk bite +2 melee (1d6); AC 15; HD 3d8+2; MV 30'; Act 2d20; SP Infravision 120', Blink; SV Fort +4, Ref +4, Will +1; AL N.

Blink: The chupacabra can blink into and out of the field of vision of anyone looking for it. When an attack is made against the chupacabra it can use an action to force the attacker to make a DC 8 Will save or lose their next turn.

JERSEY DEVIL

Originally located in the pine barrens of New Jersey, sightings of the Jersey Devil have spread far and wide. Its twisted upright horse-like body has both a pronged tail and horns of a goat. Large bat-like wings protrude from its back allowing it to take to the skies. Glowing red eyes set above sharp teeth complete this terrifying visage. While the Jersey Devil does not seem to hunt humanity, accidentally coming across one quickly becomes deadly.

Jersey Devil: Init +2; Atk hooves +5 melee (dmg 1d12); AC 16; MV 30' or fly 30'; Act 2d20; SP Horrifying Confrontation ; SV Fort +3, Ref +4, Will Immune; AL C.

Horrifying Confrontation: Any who see the Jersey Devil must make a DC 13 Will save or be unable to act or move. During their turn any character who failed this roll may make the check again as their action. On a successful save no further saves are required.

LONE PINE MTN DEVIL

Said to be the west coast equivalent to the Jersey Devil (see above), the Lone Pine Mountain Devil has as many similarities as it does differences. The bat-like wings, red eyes, and relative size are a commonality between them. However, the body of the Lone Pine Mountain Devil is that of a feathered reptile standing upright on taloned feet. Disposition also marks a key difference. According to reports, the west coast cousin does indeed hunt and attack humans. Some say it's for the meat, while others say it's to protect its chosen habitat.

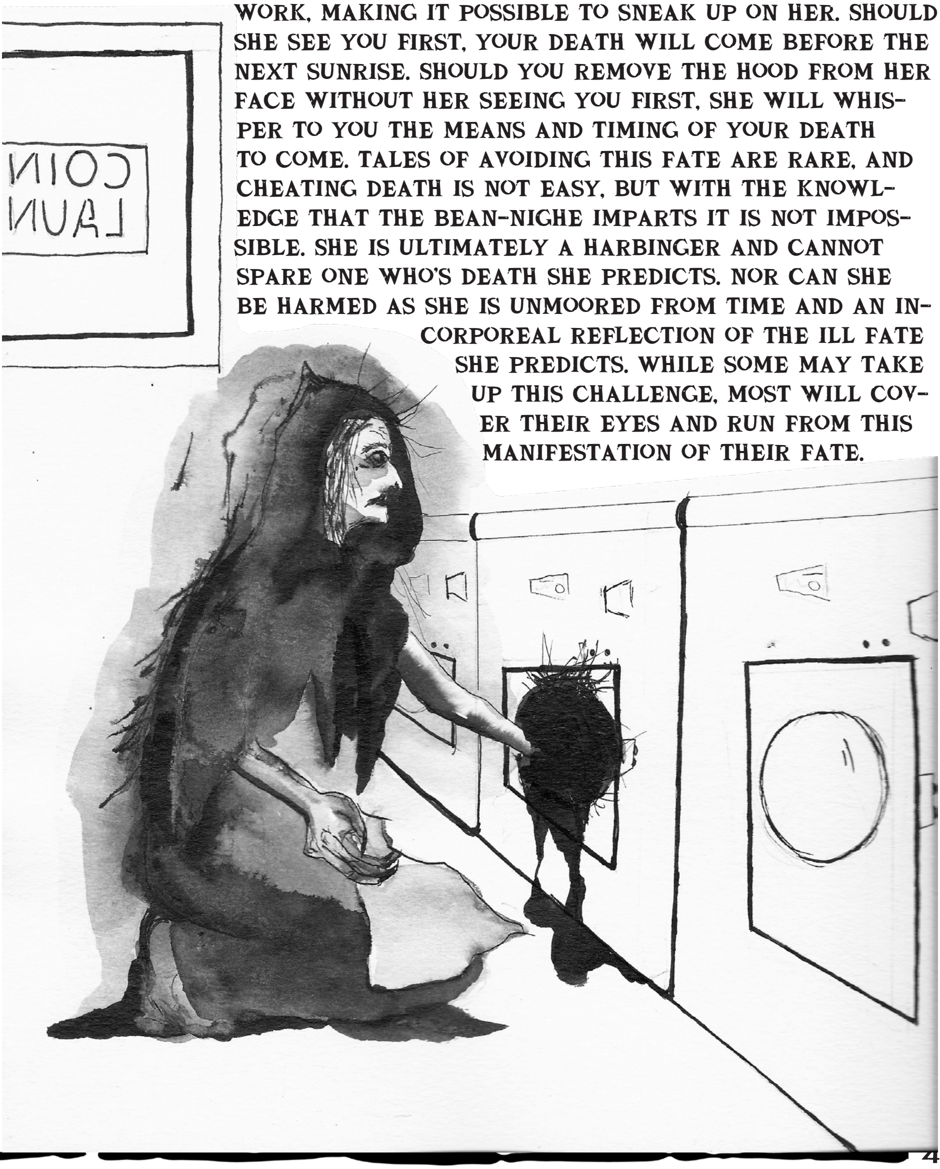
Lone Pine Mountain Devil: Init +2; Atk claws +5 melee (dmg 1d12); AC 16; MV 30' or fly 30'; Act 2d20; SP Rending Claws; SV Fort +4, Ref +3, Will Immune; AL C.

Rending Claws: Wounds inflicted by these claws will cause more bleeding than normal. The target of a successful attack must make a DC 11 Fort save or take an additional 1d6 damage. During their turn any character who failed this roll may make the check again as their action. On a successful save no further saves are required.

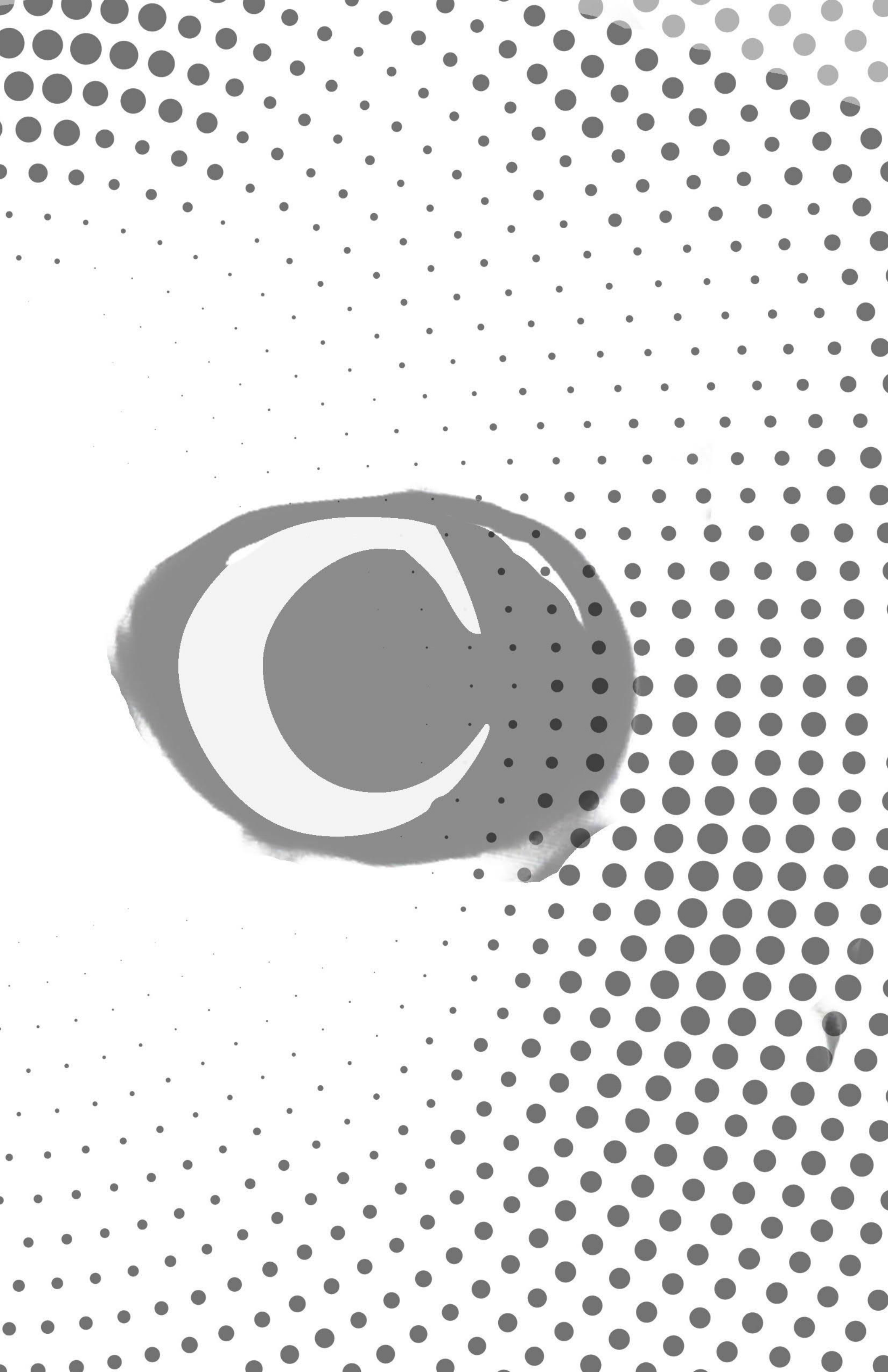
WATCH OUT FOR THE...

BEAN-NIGHE

THE GHOSTLY FORM OF THE WASHERWOMAN HAS BEEN SEEN IN LAUNDROMATS ALL OVER. SHE WASHES BLOODY CLOTHES IN UNPAID-FOR MACHINES AS SHE SINGS A MOURNFUL SONG. IT'S BEEN SAID THAT SEEING HER WASHING YOUR CLOTHES IS AN OMEN OF DEATH. SHE IS OFTEN QUITE ABSORBED IN HER WORK, MAKING IT POSSIBLE TO SNEAK UP ON HER. SHOULD SHE SEE YOU FIRST, YOUR DEATH WILL COME BEFORE THE NEXT SUNRISE. SHOULD YOU REMOVE THE HOOD FROM HER FACE WITHOUT HER SEEING YOU FIRST, SHE WILL WHISPER TO YOU THE MEANS AND TIMING OF YOUR DEATH TO COME. TALES OF AVOIDING THIS FATE ARE RARE, AND CHEATING DEATH IS NOT EASY, BUT WITH THE KNOWLEDGE THAT THE BEAN-NIGHE IMPARTS IT IS NOT IMPOSSIBLE. SHE IS ULTIMATELY A HARBINGER AND CANNOT SPARE ONE WHO'S DEATH SHE PREDICTS. NOR CAN SHE BE HARMED AS SHE IS UNMOORED FROM TIME AND AN INCORPOREAL REFLECTION OF THE ILL FATE SHE PREDICTS. WHILE SOME MAY TAKE UP THIS CHALLENGE, MOST WILL COVER THEIR EYES AND RUN FROM THIS MANIFESTATION OF THEIR FATE.



G



OPEN GAME LICENSE Version 1.0a. The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement. 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License. 3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License. 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content. 5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License. 6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute. 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity. 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content. 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License. 10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute. 11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so. 12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected. 13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License. 14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable. 15 COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.