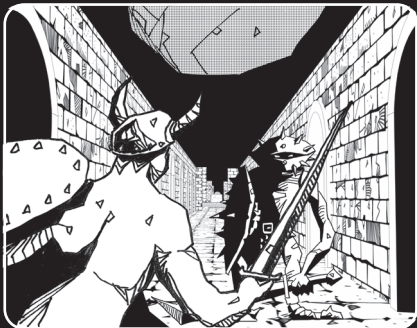


CORE SYSTEM

Cold Cases

By Tears of Envy



A lightweight OSR RPG system for use in any setting including fantasy and sci-fi. Contains rules for creating PCs, a full skills system, an armoury and a bestiary to get you going! For 2 or more players ages 12+. RPG experience recommended. One regular deck of playing cards required per player.



GAME

Cold Cases CORE SYSTEM



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GAME

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DO NOT PRINT THIS SHEET

INSTRUCTIONS

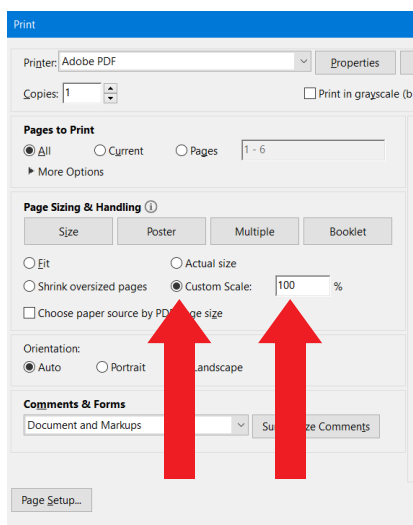
These cards and the J-card are intended to be printed and fit into a standard audio tape case. This sheet explains how to print your cards and J-card, and how to prepare the tape case into which they fit.

PRINTING AND PREPARING YOUR CARDS

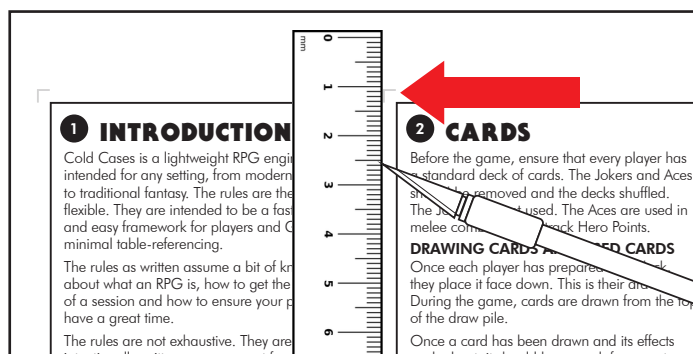
All the cards you need are contained in a single file. The cards are arranged on pages in a way that aids printing and cutting.

You should print your cards using a laser printer if possible, as laser ink does not smudge. The cards are designed to be printed in black and white.

When printing your cards, ensure the PDF print settings are set to 100% scale. This ensures the cards will come out at the right size. Each card should be 64x100mm. This setting will almost certainly need to be tweaked as it tends to default to 'fit to page'. The layout of the cards is designed to fit both A4 and Letter-sized paper.



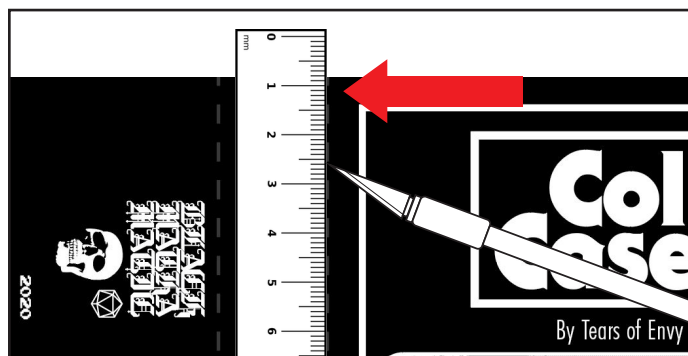
Once you have printed your cards use a steel ruler and sharp blade to cut them up. Follow the light grey guide marks.



PRINTING YOUR J-CARD

The J-card fits inside a regular audio tape case to form its 'cover'. Like the cards, you should print this at 100% scale.

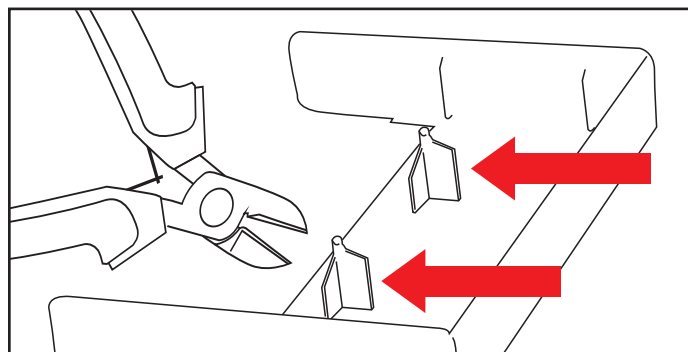
Once printed, gently score down the faint dotted lines with a sharp blade to ensure the J-card bends at the correct points to fit the tape case.



HOW TO PREPARE YOUR AUDIO TAPE CASE

Any regular tape case will do, although it's best to use one with a black back. These tend to be made of softer, less brittle plastic, which makes the next step easier.

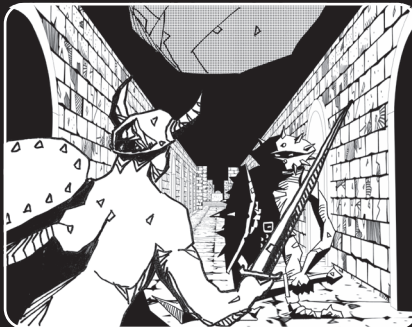
You will need to remove the two pins designed to hold a tape in position within the case. To do this, prise the back of the case free of the clear front and use a sharp pair of clippers to gently snip off these pins. Take care and wear eye protection when doing this, as they can spring off if you apply pressure too quickly. It is best to remove each pin in several snips so you can get closer to the base with the clippers after having removed the bulk of the plastic.



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Cold Cases CORE SYSTEM



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1 INTRODUCTION

Cold Cases is a lightweight RPG engine intended for any setting, from modern to sci-fi to traditional fantasy. The rules are therefore flexible. They are intended to be a fast, fun and easy framework for players and GMs, with minimal table-referencing.

The rules as written assume a bit of knowledge about what an RPG is, how to get the best out of a session and how to ensure your players have a great time.

The rules are not exhaustive. They are intentionally written as a compact framework, and players and GMs are invited to use their common sense to resolve any problematic situations that arise.

THE 'DRAWER'

Occasionally these rules make reference to 'the drawer'. This refers to the person drawing a card from their deck.



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2 CARDS

Before the game, ensure that every player has a standard deck of cards. The Jokers and Aces should be removed and the decks shuffled. The Jokers are not used. The Aces are used in melee combat and to track Hero Points.

DRAWING CARDS AND USED CARDS

Once each player has prepared their deck, they place it face down. This is their draw pile. During the game, cards are drawn from the top of the draw pile.

Once a card has been drawn and its effects worked out, it should be moved, face up, to a discard pile. Once there are no more cards in the draw pile, the discard pile is shuffled, placed face down and becomes the new draw pile.

Cards cannot be exchanged between players. If they wish to, players can show any cards they have drawn to their companions.

CARD VALUES

2-10 count as those numbers
Jack counts as 11
Queen counts as 12
King counts as 13

Aces are not used for draws – they are used in melee combat, which is detailed on Card 10.

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3 BUFFS

The suit of the card(s) a player draws is important because it provides buffs.

Every characteristic is tied to a suit (see Card 6). Any time a player or GM is taking a characteristic test and the drawer draws a card of the suit tied to that characteristic, then the drawer can choose to add or subtract 4 from the value of the card they drew.

For example: Amy is trying to outrun a threat. Her speed is 8, and she is trying to draw 8 or less than this to pass the test. She draws the 10 of diamonds. This would normally mean she fails, but Speed is tied to the diamonds suit. She chooses to deduct 4 from the value of the card, meaning it's now 6. As a result, Amy passes the test because the final value of 6 is less than her Speed of 8.

Those rare instances when cards do not give buffs are clearly marked.

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4 HERO POINTS

To give players a fighting chance, they have access to Hero Points.

Using a Hero Point allows players to:

- Ignore the effect of a card they've just drawn, discard it and draw another. However, they must accept the result of the new card.
- Halve the amount of Damage they take.
- Do anything else the GM deems appropriate.

ACE CARDS

Each player starts an adventure with four Hero Points. Every time they use one, they must discard one Ace card of their choice, which they place face down so it's not visible to the GM. They no longer have access to this Ace card as a Combat Stance (see Card 11).

Using a Hero Point, therefore, reduces a player's options in combat. It's heartily recommended the GM exploits this to make melee combat increasingly hard for players who use lots of Hero Points. The more you cheat fate, the harsher the consequences!

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5 FAIL-FORWARDS

If a player fails a test, the least-fun thing for them is just to be told, "No, you don't manage to do that thing you attempted."

Failures should be fun and not dead ends. For example, if the PCs are searching a room for booby traps but they fail the test to do this, the outcome could be that they find the trap but disturb a nest of scorpions!

It's up to the GM when to deploy a fail-forward.

Also, don't confuse fail-forwards with 'never taking any Damage'. This isn't about ensuring that PCs are immortal.



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6 CHARACTERISTICS

There are four characteristics for every PC and NPC. Each is measured and defined by points. Each is also tied to a suit.

Char.	Description	Suit
Speed (Sp)	This represents how fast you move and how quick your reactions are.	♦
Action (A)	This value defines your physical prowess – how good you are at, for example, fighting or holding doors closed.	♠
Stamina [cap] (St)	This defines your vitality and endurance. This number may go up or down and the starting number is a cap. Once it hits 0, the character sinks into unconsciousness (see Card 18).	♥
Perception (P)	This characteristic is a measure of a character's mental prowess and fortitude.	♣

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7 CREATING A PC

STEP 1 - ASSIGN POINTS

For an 'even' character, the player gets 32 points which they distribute as they please into their PC's characteristics. It is recommended that Stamina is at least 6.

For a randomised character, the player draws five cards, discards one card of their choice then assign the values of the remaining cards to their characteristics in any way they choose.

STEP 2 - CHOOSE A RACE (OPTIONAL)

Race	Modifiers / Attributes (See Card 20)
Human	None
Elf	+2 Sp (so total = 34), Unlikeable
Dwarf	-2 Sp (so total = 30), Night vision
Ogre	+2 S (so total = 34), Clumsy

STEP 3 - CHOOSE SKILLS

Players start with four Skill Tier unlocks (see Card 21), two of which need to be used for a Skill set which most relates to their character. Hence they will start with one of their Skills at Tier 2.

STEP 4 - CHOOSE KIT

Players can choose a reasonable amount of weapons and armour as agreed with the GM.

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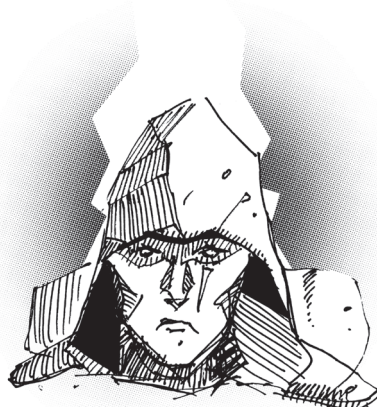
8 LEVELLING UP

LEVELLING UP

PCs level up at the GM's discretion. PCs gain:

- Skill Tier unlocks (see Card 21)
- New Skills (starting at Tier 1)
- Characteristic increases

The GM should find opportunities to reward players based on good role playing and them achieving goals which relate to their character.



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9 TESTS

Throughout the game, players will need to take tests. The process of testing is referred to as a 'draw'. In these rules, draws are highlighted in **bold text**.

The GM will decide what kind of test is necessary, what characteristic should be tested, and therefore what suit might give buffs to the player(s) taking the test.

UNOPPOSED DRAWS

This typically happens when a player wants to do something which doesn't involve any other NPC or PC. The GM will decide which characteristic the player is testing against. The player draws a card and passes the test if the value is under or equal to their characteristic, once any buffs or modifiers have been applied. Hence, it is better if the values of PCs' characteristics are high!

OPPOSED DRAWS

This typically happens in some kind of test or conflict where two PCs, or a PC and an NPC, are vying to do something. In opposed tests, each character draws a card, adds their characteristic (determined by the rules, or the GM) and any buffs. Whoever has the highest value wins.

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10 MELEE COMBAT 1

Each combat consists of rounds, where every participant gets to perform one Combat Action, which are then resolved simultaneously as follows:

1. Each player (or the GM) chooses an Ace card and puts it face-down in front of them. This is their Combat Stance.
2. Both participants perform an **opposed Action VS Action draw**. This is NOT buffed in the normal way. This is the Combat Draw.
3. If your Combat Stance beats your opponent's, you get a +4 buff. See Card 11 for a diagram.
4. Apply any modifiers.
5. Whoever has the highest result wins, and the loser deducts a number of Stamina points equal to the difference between the result, applying weapon and armour modifiers*. This reduction of Stamina is known as Damage.

* When wounding an opponent, the Damage is at least the weapon's minimum value (regardless of armour) and up to the maximum value.

The players divide the melee between them. For two-on-one combats (or similar), the more numerous side nominates one champion to fight, and each supporting companion adds +4 to their Combat Draw (the supporters do not fight).

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11 MELEE COMBAT 2

Once all combat taking place in that round is over, it's up to the GM to determine who won that round. This is at the GM's discretion, but can be done by comparing which side inflicted the most Damage.

MORALE

If the NPC(s) lost, perform an **unopposed Perception draw** on the NPC with the highest Perception. If they fail, they Retreat with all their companions.

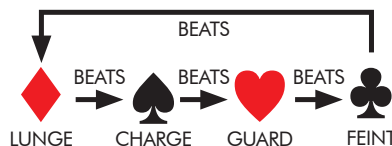
If the PC(s) lost, there are no effects.

RETREATING FROM COMBAT

The GM can let PCs or NPCs pull out of combat, perhaps with tests or penalties, as they see fit.

COMBAT STANCE DIAGRAM

This diagram shows which suits beat which in the Combat stance. The names of the stances are tied to the theme of the card suits. This diagram is repeated on the blank PC card as an aide memoire. Note that there is only a buff if the combatants choose suits next to one another in this diagram (i.e. diamonds only beat spades, not spades and hearts and clubs). If the two suits are not adjacent, there is no buff.



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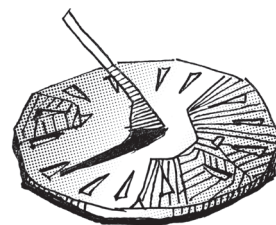
12 TIME & MOVEMENT

A single round/combat round lasts for about 4-5 seconds.

Roughly speaking, a PC or NPC can move up to a number of feet per round equal to twice their Speed characteristic. This is important to know when you have folk trying to stay out of combat to shoot, who are at risk of being engaged by their target.

Most tests to do with movement, running or evading should be done with an **unopposed Speed draw**.

In rare cases of endurance movement, like cross-country running, an **unopposed Stamina draw** should be used.



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13 SHOOTING

It takes one round to aim and fire, and one round to reload.

SHOOTING AT EVASIVE TARGETS

If the target is trying to avoid harm, shooting is resolved with an **opposed shooter's Action VS the target's Speed draw**. Proceed to 'Shooting results' below.

SHOOTING AT UNAWARE TARGETS

If the target is not sentient or not aware they're being shot at, shooting is resolved with an **unopposed Action draw**. Proceed to 'Shooting results' below.

SHOOTING RESULTS

If a PC who is shooting loses or fails, the shot goes wide and there are no repercussions for the target. If the shooter wins, the shot hits and the target's Stamina is reduced by the amount the shooter won the draw by. This counts as a Combat Draw resulting in Damage.

COVER AND OBSCURED TARGETS

Hiding behind cover reduces the chances of being hit. This should be applied at the GM's discretion but, as a guide, the shooter suffers a debuff of something like +/-4.

14 SEARCHING

Any fool can glance at an area or room to 'search' it, but a really good search requires thoroughness and time. The following framework applies when PCs know what they're looking for.

A search requires a successful **unopposed Perception draw**.

For a 10ft square area, the following modifiers apply when searching according to how long the PC spends on the search and how well hidden an item is:

	1 min	5 mins	10 mins
Casually hidden	0	+4	+8
Well hidden	-4	0	+4
Professionally hidden	-8	-4	0

If a PC doesn't know what they're looking for and is simply 'searching', then it's up to the GM to impose any further penalties.

15 SNEAKING, STEALING & EVADING

ANONYMOUS SUBTERFUGE

This covers cases in which no one individual PC or NPC could be said to raise the alarm on whatever the PC is doing. A good example of this is a PC dressed as a guard in an ill-fitting (and patently stolen) uniform attempting to pass unchecked through a crowd.

In such cases, the PC takes an **unopposed Perception draw**.

OBSERVED SUBTERFUGE

This form of the test covers cases where a specific individual might notice the PC doing whatever they're doing, like a guard who might see the PC sneaking through an open door.

In such cases, the PC takes an **opposed Perception VS Perception draw** against the individual. If the PC wins, then they are successful.

In both cases, the GM can choose to add buffs or debuffs.

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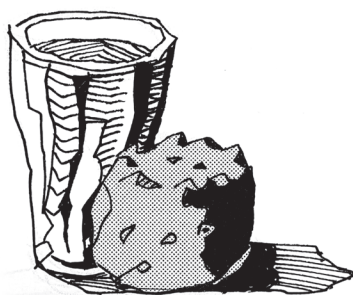
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16 SOCIAL INTERACTIONS

This covers things like bargaining, convincing and generally trying to influence people.

In such cases, the PC takes an **opposed Perception VS Perception draw** against the individual.

The People Skills (Card 28) provides opportunities for PCs to enhance their abilities on the social front, with Skills like Charm.



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17 HEALTH & HEALING

Health is measured by Stamina. The Stamina value on a PC's sheet is a cap. Their Stamina will vary throughout sessions as they take Damage and heal, but their Stamina can't go above this cap.

Every time a PC's Stamina goes from 3 or more to less than 3, they suffer an injury. If their Stamina moves, say, from 2 to 1, there is no effect.

INJURY TABLE

To determine injury, the player makes a draw. This is a rare type of draw in which the player doesn't get buffs.

2-4	Cuts and bruises - Action halved for a day
5-8	Torn muscles - Action and Speed halved for a day
9-11	Concussion - All characteristics halved for four days
12-13	Bone fracture - Action and Speed halved for ten days

The injuries and their penalties persist no matter how much Stamina might be gained in the meantime.

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18 UNCONSCIOUSNESS & DYING

Aside from the injuries listed on Card 17, if a PC hits 0 Stamina, they fall unconscious, meaning they can't do anything. They must receive medical attention within a day or they will die. The only thing which will bring a PC out of unconsciousness is prolonged medical attention (see Getting Better on Card 19).

COMING OUT OF UNCONSCIOUSNESS

Only the health-restoring entries on Card 19 marked with an asterisk can bring an unconscious PC above 0 Stamina. If these are administered, the PC gains the other health benefits too (i.e. their Stamina rising).



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19 GETTING BETTER

PCs regain Stamina in a variety of ways. The GM ought to be mindful of providing opportunities like these to facilitate a great game. Note that the individual items stack, but the increases can't take a PC above their Stamina Cap.

Stamina increase	Treatment or rest
+2	- Three hours' rest and some food - A good night's sleep - Basic medical attention over the course of half a day
+4	- A day of rest with food - Expert medical attention over the course of a day*
+8	Two days of rest with hot food
Full recovery	- Four days' rest with food - Four days of constant expert medical attention* - A week of constant but basic medical attention and care*

* This treatment can bring an unconscious PC above 0 Stamina. If it is administered, the PC gains the other health benefits too (i.e. their Stamina rising).

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20 ATTRIBUTES

Attributes are traits that folk are born with, or which are innate results of equipment. Attributes require no training or learning.

Players should embrace them and see them as role-play opportunities, and the GM should feel free to add any buffs or debuffs accordingly.

Attribute	Effects
Clumsy	A walking disaster. Can't add support buffs in melee combat (see Card 10).
Ethereal	Can pass through solid materials but can still be harmed by conventional weapons.
Impeded	You find things like running, swimming and climbing very difficult (+/-4 penalty).
Night vision	Can see up to 50ft in complete darkness.
Noisy	People hear you coming a mile off.
Unlikeable	No one warms to you. Does not have access to People Skills or Entertainment Skills.

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21 SKILLS AND HOW THEY WORK

The PC chooses which Skills they want to use and when. Unless noted otherwise, the individual Skills from a single Skill set can't be used simultaneously, and the buffs gained from the different Tiers don't stack. However, the GM should be flexible on this point.

THINKING Laterally

Players and GMs are encouraged to think laterally about what benefits each Skill could provide. Some Skills have very rules-y buffs, while the benefits of others will come out in good role playing.

ADVANCING

Usually players will start with one of their skills at Tier 2 and the rest at Tier 1. The GM will determine when and how players can level up. Those who advance continue to have access to any lower-Tier Skills they had previously.

SUPERNORMAL POWERS

These include things like 'magic' and 'psychics'. Supernormal powers are treated like regular Skills. The number of times a PC can use such powers in any given period of time is listed in the relevant Skill Tier entry. These do not stack.

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22 MELEE COMBAT SKILLS

Tier 1

- **Blades** - +1 Damage if using any blade
- +/-1 buff to tests relating to melee

Tier 2

- **Might** - You are able to extricate yourself from combat easily - you can choose to leave a melee with no penalties, nor is the enemy allowed any free hits
- +/-2 buff to tests relating to melee

Tier 3

- **Dirty tricks** - Draw 2 cards in Combat Draws for attacks only: choose one to use
- +/-3 buff to tests relating to melee



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23 SHARPSHOOTER COMBAT SKILLS

Tier 1

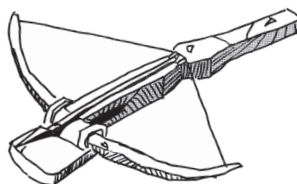
- **Eagle eye** - Ignores all penalties to hit at longer ranges
- +/-1 buff to tests relating to shooting

Tier 2

- **Double tap** - For every shot, draw two cards and pick the highest. This Skill stacks with Eagle eye
- +/-2 buff to tests relating to shooting

Tier 3

- **Sniper elite** - You can shoot up to three times the Range of your weapon. This Skill stacks with Eagle eye and Double tap
- +/-3 buff to tests relating to shooting



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24 HEALING SKILLS

Tier 1

- **First aid** - The duration of Cuts and Bruises on those who receive medical attention from you is reduced to 1 hour.
- You can administer basic medical attention to one person, which takes 1 hour.

Tier 2

- **Emergency care** - Confers -2 bonus to a PC making an injury draw.
- You can administer basic medical attention to one person, which takes 2 hours.

Tier 3

- **Field surgery** - Halves all healing times listed on Card 19.
- You can administer expert medical attention to one person, which takes half a day.



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25 CLASSIC FANTASY MAGICSKILLS

Each Spell counts as a Supernormal Power.

Tier 1

- **Illuminate** - Lights up an area 25 feet around the caster for an hour.
- You can cast 1 Classic Fantasy spell a day.

Tier 2

- **Shield** - Creates a bubble of protection 10 feet around the caster for an hour. Those within it count as having Armour 12.
- You can cast 2 Classic Fantasy spells a day.

Tier 3

- **Lightning**
Range: 1 mile
Dam Min/Max: 4/20
Other: Auto-hit
- You can cast 3 Classic Fantasy spells a day.



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26 BLACK MAGIC SKILLS

Each Spell counts as a Supernormal Power.

Tier 1

- **Black hex** - Applied to a single object which counts as Serious Poisonous if touched by another, for a week thereafter.
- You can cast 1 Black Magic spell a day.

Tier 2

- **Talk to the dead** - 10mins prep, must be in contact with a part of the deceased. For 10mins thereafter you can talk to him/her/it.
- You can cast 2 Black Magic spells a day.

Tier 3

- **Golem** - 1hr prep with 150kg of mud and the heart of a beast larger than a dog. You create a servant bound to you. Sp6 A8 St20 P4 with hands that count as a Baseball Bat. The Golem dissolves after 48hrs.
- You can cast 3 Black Magic spells a day.

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27 MYSTIC SKILLS

Each Spell counts as a Supernormal Power.

Tier 1

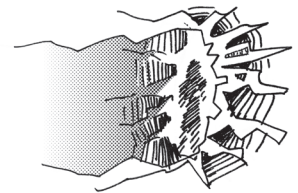
- **Psychometry** - By touching an object you learn things about its owner.
- You can cast 1 Mystic spell a day.

Tier 2

- **Telepathy** - For an hour, you can silently talk to anyone you choose within a mile. They cannot answer.
- You can cast 2 Mystic spells a day.

Tier 3

- **Portal** - For 2 minutes you open a 6ft circular portal to anywhere you can see, through which anything can pass.
- You can cast 3 Mystic spells a day.



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28 PEOPLE SKILLS

Tier 1

- **Charm** - You have an easy way with people.
- +/-1 buff to tests relating to people Skills.

Tier 2

- **Oratory** - You're able to argue and explain.
- +/-2 buff to tests relating to people Skills.

Tier 3

- **Convincing liar** - Butter would not melt in your mouth. You evil swine.
- +/-3 buff to tests relating to people Skills.



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29 ENTERTAINMENT SKILLS

Tier 1

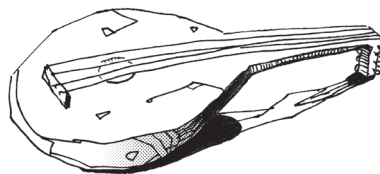
- **Wit** - You have a witticism for every situation.
- +/-1 buff to tests relating to Entertainment Skills.

Tier 2

- **Musician** - People love the way you play.
- +/-2 buff to tests relating to Entertainment Skills.

Tier 3

- **Folk dancing** - You know a wide range of local styles.
- +/-3 buff to tests relating to Entertainment Skills.



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30 SURVIVAL AND WILDERNESS SKILLS

Tier 1

- **Stealth** - You can move silently, even on noisy ground.
- +/-1 buff to tests relating to Survival and Wilderness Skills.

Tier 2

- **Lightning reactions** - Your time in the field has taught you the value of speed: +2 to your Sp in melee combat.
- +/-2 buff to tests relating to Survival and Wilderness Skills.

Tier 3

- **Animal bond** - Spending 1 day in the presence of with an animal, you bond with it and can influence its behaviour.
- +/-3 buff to tests relating to Survival and Wilderness Skills.



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31 ACADEMIC SKILLS

Tier 1

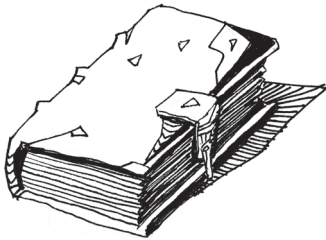
- **Mathematics** - Including complex problem-solving.
- +/-1 buff to tests relating to Academic Skills.

Tier 2

- **Archaeology** - Including curation and display, and organising digs in remote areas.
- +/-2 buff to tests relating to Academic Skills.

Tier 3

- **Paleoresurrection** - You are a foremost expert in reviving long-dead species.
- +/-3 buff to tests relating to Academic Skills.



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32 ROGUE SKILLS

Tier 1

- **Disguise** - With the barest materials you can radically change your appearance.
- +/-1 buff to tests relating to Rogue Skills.

Tier 2

- **Safe-breaking** - Your Skills extend to explosives and the ability to crack complex locks.
- +/-2 buff to tests relating to Rogue Skills.

Tier 3

- **Escapology** - No cuffs or chains can hold you!
- +/-3 buff to tests relating to Rogue Skills.



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33 PHYSICAL SKILLS

Tier 1

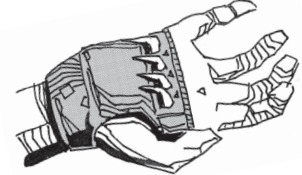
- **Acrobatics** - Your grace and flexibility are a boon.
- +/-1 buff to tests relating to Physical Skills.

Tier 2

- **Lasso master**
Range: 20ft
Dam Min/Max: 2/8
Other: You can use a lasso to swing and tether yourself
- +/-2 buff to tests relating to Physical Skills.

Tier 3

- **Shuko claws** - Donning these claws, you can traverse any surface into which they will bite, at any angle.
- +/-3 buff to tests relating to Physical Skills.

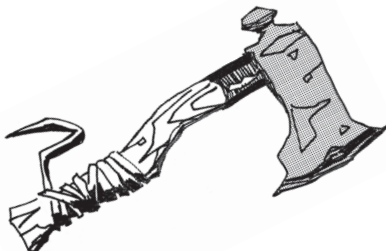


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34 MELEE WEAPONS

Weapon	Dam Min/Max
Bare knuckles	0/4
Claws	2/8
Bite	2/10
Sword	3/14
Dagger	0/6
Baseball bat	3/10
War axe	4/20
Spear	3/15

* When wounding an opponent, the Damage is at least the minimum value (regardless of armour) and up to the maximum value.



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35 RANGED WEAPONS

Weapon	Range (ft)	Dam Min/Max*	Other
Longbow	120	3/15	-2 to hit at 60+ ft
Crossbow	80	4/20	-2 to hit at 40+ ft
Modern revolver pistol	40	5/25	-2 to hit at 20+ ft, shoots twice per combat round, cylinder holds 6 shots
Black powder pistol	40	3/18	-2 to hit at 15+ ft
Flamethrower	25	4/22	Auto-hit. Four shots per cannister
Cxaxukluth atom carbine	80	5/20 10/10	Player must choose mode before shooting

* When wounding an opponent, the Damage is at least the minimum value (regardless of armour) and up to the maximum value.

AUTO-HIT WEAPONS

Some weapons, like flamethrowers, are tremendously effective regardless of accuracy. The shooter gets a +8 to their Combat Draw.

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36 ARMOUR

Armour reduces Damage by the amount listed, but not below a weapon's Dam Min value. These modifiers stack, so wearing both leather armour and a steel helmet will confer the benefits (and penalties) of both.

Type	Mod	Notes / Attributes
Leather	4	
Leather and padding	6	
Chainmail	5	Impeded
Steel plate	6	Impeded, Noisy
Steel helmet	4	
Modern stab vest	5	
Modern body armour	12	Impeded
Gas mask	None	Stops gas and smoke
Blessed armour	6	-12 against supernatural attacks
Wyrd cloak	None	-6 against supernatural attacks
Space suit	4	Impeded

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37 POISON AND FIRE

POISON

Poisons break down into three categories but GMs should feel free to invent their own:

Type	Examples	Effects
Irritating	Insect stings, tear gas, etc.	-2 Stamina, Action halved for a day
Serious	Sleeping gas, toxic waste, etc.	-4 Stamina, all characteristics halved for two days
Deadly	Hemlock, polonium-210, ricin, etc.	-4 Stamina per hour until unconscious

FIRE

If the GM is vindictive, they can mimic the effects of burning, where the Damage suffered is per round until the poor victim (aka 'the fuel') is put out.



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38 TRAPS

TYPES OF TRAP

The GM should use the framework of weapons to form interesting and amusingly deadly traps. Poison arrows will clearly act like a bow and have the effects of poison.

SEARCHING FOR TRAPS

If a PC decides to search for hidden traps, they are found just like any other item which is hidden - by a successful **unopposed Perception draw**.

If PCs enter an area with hidden traps but for whatever reason they don't search for them, a GM can opt to give the PCs an opportunity to spot them with a successful **unopposed Perception draw**.

A particularly creative thing to do if the GM knows who set the trap is to do an **opposed Perception VS Perception draw**, between the off-screen trap-setter and the PCs!

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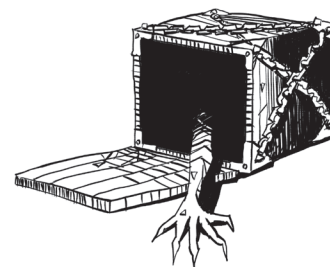
39 BESTIARY

The following cards contain a range of NPCs for your players to face. More will be added with forthcoming settings.

RATING

Each Bestiary Card shows a number in the lower-right corner. This is the NPC's Rating. It is simply the sum of all its stats. This gives a guide as to how powerful the creature is.

Each PC starts with 32 points spread across their stats, so entry-level PCs should not be pitted against creatures with a Rating well above 32. Of course, PCs tend not to operate alone, so a larger party can probably take on a larger creature. The Rating is, therefore, a rough guide for GMs.



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WOLF

Sp 11 A 7 St 6 P 2

Weapons and gear: Claws

Other: None



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ZOMBIE

Sp 3 A 4 St 8 P 1

Weapons and gear: Bite

Other: A successful Bite counts as Deadly poisonous and if it kills the victim, they turn into a Zombie.



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GOBLIN

Sp 7 A 5 St 5 P 6

Weapons and gear: GM determines

Other: None



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VAMPIRE

Sp 11 A 10 St 15 P 15

Weapons and gear: Bite + GM determines

Other:

- Can turn into a Wolf at will.
- Ethereal
- A successful Bite counts as Deadly poisonous and if it kills the victim, they turn into a Vampire.



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DRAGON

Sp 10 A 20 St 25 P 10

Weapons and gear:

- Claws
- Fire breath: Range: 40ft, Dam Min/Max: 3/15
Other: Auto-hit

Other:

- Can fly great distances.
- Really big!



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DEMON

Sp 15 A 10 St 20 P 15

Weapons and gear:

- Claws
- Demonic flames: Range: 15ft, Dam Min/Max: 3/15, Other: Auto-hit
- Blessed Armour

Other: Ethereal



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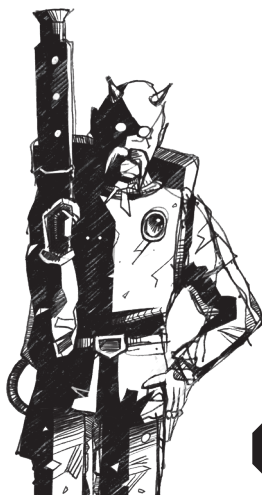
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YUGGOTHIAN MERCENARY

Sp 8 A 12 St 8 P 10

Weapons and gear: GM determines

Other: Has infra-red vision



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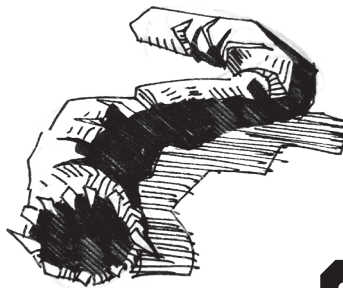
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FRACTAL WORM

Sp 4 A 10 St 10 P 1

Weapons and gear: Bite

Other: On a successful Bite attack, the Worm bends space and drags the victim back to its lair, in a pocket dimension that can only be reached by entering a trance induced by consuming the flesh of another member of the Worm's hive-family.

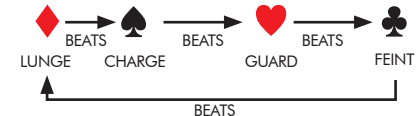


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PCNAME

Sp A St P



Weapons and gear:

Skills:

Other:

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