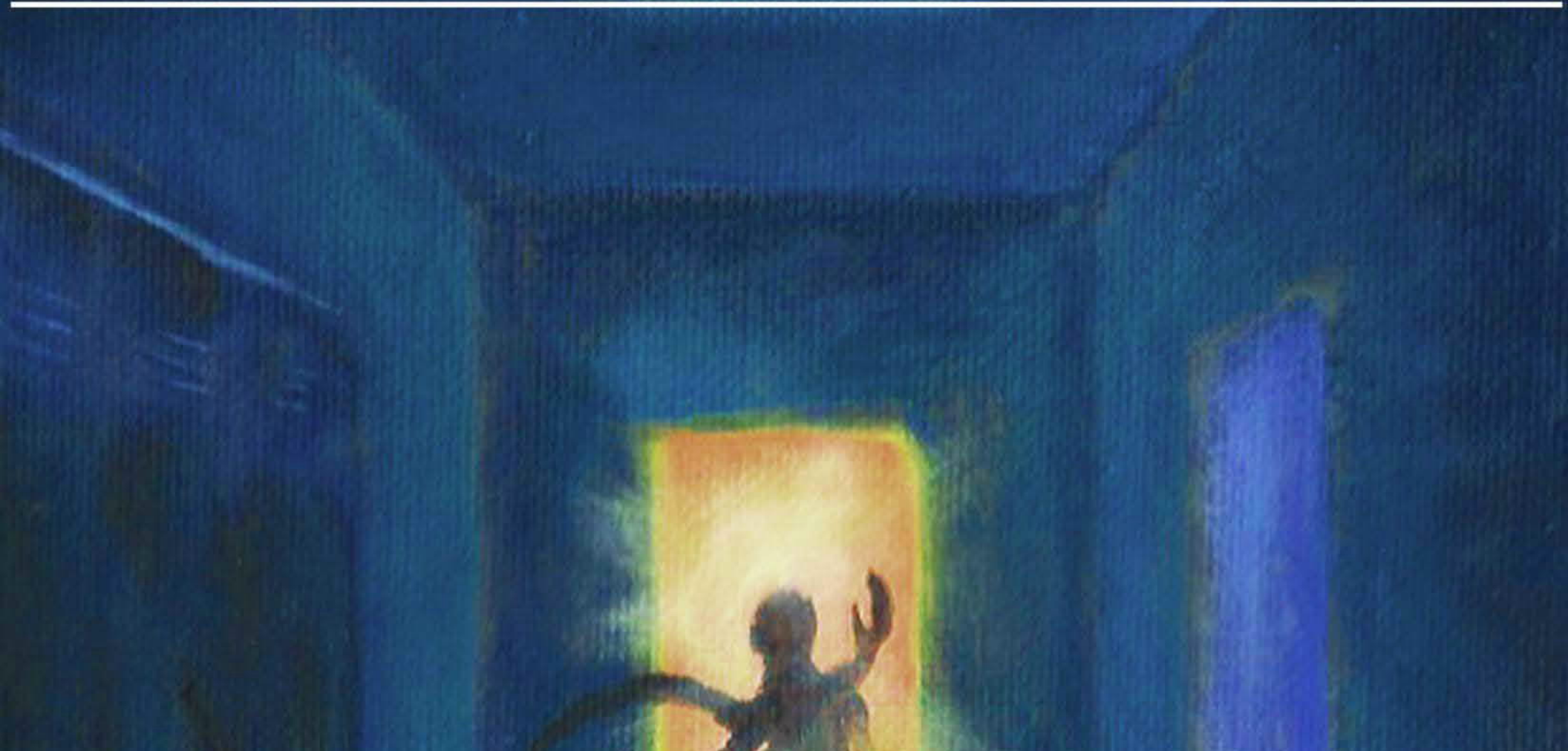


DARK PLACES & DEMOGORGONS

THE ROLEPLAYING GAME



SURVIVE THIS!!

DARK PLACES & DEMOGORGONS

IT'S THE 1980S AND THERE ARE STRANGE THINGS HAPPENING EVERYWHERE!

THE ROLEPLAYING GAME



DARK PLACES & DEMOGORGONS

VAMPIRE SOURCEBOOK

BRANDT ♦ BLOAT





THE POPE LICK MONSTER

THE BASICS

ATTRIBUTES: 3d6

ABILITY SCORE	-	MODIFIER
3	-	-3
4-5	-	-2
6-8	-	-1
9-12	-	0
13-15	-	+1
16-17	-	+2
18	-	+3

SURVIVAL POINTS: Can re-roll a failed roll once. Can spend as many Survival Points as are available. Only regains 1 Survival Point per session.

HIT POINTS: 2d6+CON MOD (Minimum of 5). 1d6 each level up.

AGE: 13+1d4

SAVING THROWS: 4d4+CON MOD. Gain 2 points at Level Up.

OUT OF ACTION
1 – KO'd Just knocked out.
2 – Concussed Disadvantage on all tests for the next hour.
3 – Cracked Bones STR, DEX and CON are temporary -2 for the next day.
4 – Crippled STR or DEX is permanently reduced by 2.
5 – Disfigured CHA reduced to 4, permanently.
6 – Dead Not alive anymore.

1D6	FAILED COURAGE/TERROR EFFECT
1	You run away at full speed and are terrified for 30 seconds.
2	You are partially stunned. You take 2 steps back and lose your action.
3	You urinate in your pants. Lose your action, you are at -1 to all rolls & AC for the encounter.
4	You faint for 1 minute.
5	You attempt to find a place to hide and cower for the next 30 seconds.
6	You loudly scream like a little kid for the next 30 seconds. Lose all actions.

SKILLS: 4 Skills at Level 1 +2 Skills for INT MOD. Only gets 1 Fighting Skill.

SKILL	CORRESPONDING ATTRIBUTE
Art & Music	INT
Basic Athletics	STR or DEX
Brawling	STR or DEX
Computer Skill	INT
Cooking	WIS
Dancing	DEX
Driving	DEX
First Aid	WIS
Electronics	INT
Hunting & Fishing	DEX
Intimidation	STR
Investigation	WIS
Knowledge (General)	INT
Language	INT
Martial Arts	STR or DEX
Mathematics	INT
Mechanics	INT
Paranormal	INT
Persuasion	CHA
Ranged Weapons	DEX
Science	INT
Video Games	DEX
Wrestling	STR

AC: 10+DEX MOD + AC Bonus from Armor

ARMOR	AC BONUS	WEIGHT	AVAILABILITY
Leather Jacket	+1	10 LBS	Common
Leather Pants	+1	15 LBS	Common
Football Pads	+2	12 LBS	Semi-Common
Combat Boots	+1	8 LBS	Common
Bulletproof Vest	+3	20 LBS	Rare
Tactical Survival Gear	+4	35 LBS	Rare
Garbage Can Lid	+1	4 LBS	Common
Motorcycle Helmet	+1	2 LBS	Common

SIMPLE WEAPONS	DAMAGE	ROF	RANGE	AMMO	WEIGHT	COST
Bow	1D6	2	60	20	10	250
Axe	1D6+1	1	4	--	6	50
Brass Knuckles	1D6	1	--	--	1	10
Baseball Bat	1d6	1	--	--	3	10
Crossbow	1d6+1	1 or 2	80	20	15	400
Knife	1d6-1	1	4	--	1	50
Nightstick	1d6	1	--	--	3	25
Pepper Spray	Stun	1	--	3	1	20
Spear	1d6	1	10	--	5	75
Staff	1d6	1	--	--	5	30
Sword/ LG Knife	1d6+1	1	--	--	3	150
Whip	1d6-1	1	4	--	2	15
Screwdriver	1d6-1	1	--	--	1	4
Shuriken	1d6-2	2	30		1	7

EQUIPMENT	VALUE	USAGE	NOTES
Backpack	5		Carry +2
Lantern	10		
Gas Can (Full)	2	D6	
Fresh Rations (Trail Mix)	5	D4	
50' Rope	1		
Small Sack	1		
Large Sack	2		
Lighter	3		
Torches (6)	1	D6	
Canteen	1	D6	
Long Stick	1		
Quiver of Arrow/Bolts	10	D8	
Flashlight	5	D6	

USAGE DIE: All items unless otherwise noted below starts with a d10 Usage Dice. If the roll is 1-3 then the usage die is downgraded to the next lower die in the following chain:

d20 > d12 > d10 > d8 > d6 > d4

When you roll a 1-2 on a d4 the item is expended and the character has no more of it left.

FIREARMS	DAMAGE	ROF	RANGE	AMMO	WEIGHT	COST
Revolver	2d6+1	1	50	6	2	500
Semi-Auto Pistol	2d6	2	75	10	3	600
Submachine Gun*	2d6+1	2	60	20	4	900
Semi-Auto Rifle	3d6+2	2	150	10	5	800
Shotgun	4d6+3	1	30	5	6	500
Automatic Rifle*	3d6+2	2	150	30	7	2000
Sniper Rifle	4d6	1	500	15	10	3000
Flamethrower**	2d6/turn	1	30	10	13	400
EXPLOSIVES	DAMAGE	ROF	RANGE	AMMO	WEIGHT	COST
Fragmentation***	6d6	1	25	--	1	50
Flash-Bang**	Stun+1d6	1	25	--	1	25
Smoke	Smoke	1	25	--	1	25
Incendiary**	6d6	1	25	--	1	40
Plastic Explosives***	3d6/charge	1	--	10	1	200

XP AND LEVELING UP:

Maximum XP per session:

Session Survival: 1 XP per player

Encounter: 3 XP per player

Exceptional Roleplaying: 1 XP per player

Discretionary: 2 XP per player

Hero: 1 XP for 1 player

LEVEL	XP
1	0
2	5
3	14
4	26
5	41

LEVEL	HOURS
1	0
2	4
3	10
4	20
5	35

DIFFICULTY CHECKS: d20

EASY 10

MEDIUM 15

DIFFICULT 20

NEAR IMPOSSIBLE 25

PSIONIC ACTIVATION CHART

1	Fizzle. Lose 1 HP.
2	Success. Lose 1 HP.
3	Success. Add +4 to your psionic attack.
4	Fizzle. You are stunned for 1d4 rounds. You cannot attack and are at -2 to Armor Class and all rolls for that duration.
5	Success. No negative effect.
6	Fizzle. Everyone else within 60' loses 1 HP.
7	Success. However, the effect of the ability is halved (rounded up).
8	Success. Lose 1 HP. Attack cannot miss if possible.
9	Success. Fries all electrical circuits within 60'.
10	Success. Double the effect of the ability. Lose 1 HP.
11	Fizzle. No negative effects.
12	Fizzle. -1 to all saves for 1d6 minutes.
13	Success. Double the effect of the ability but after you pass out for 1d4 rounds.
14	Success. In addition to the success, everyone else within 60' takes 1 HP of damage.
15	Fizzle. Your ability is successful but targets a different target than intended, anyone within 60'.
16	Fizzle. You are knocked back 20' taking 1 HP of damage.
17	Success. Your target is knocked back 20' taking another 1 HP of damage.
18	Fizzle. Lose 1 HP. You phase to the "other side" for 1d4 rounds.
19	Success. The effects of the ability effects everyone else within 60'.
20	Success. Lose 1 HP. Double the effect of the ability. Your next Psionic Power Activation roll does not require a roll and is at +4