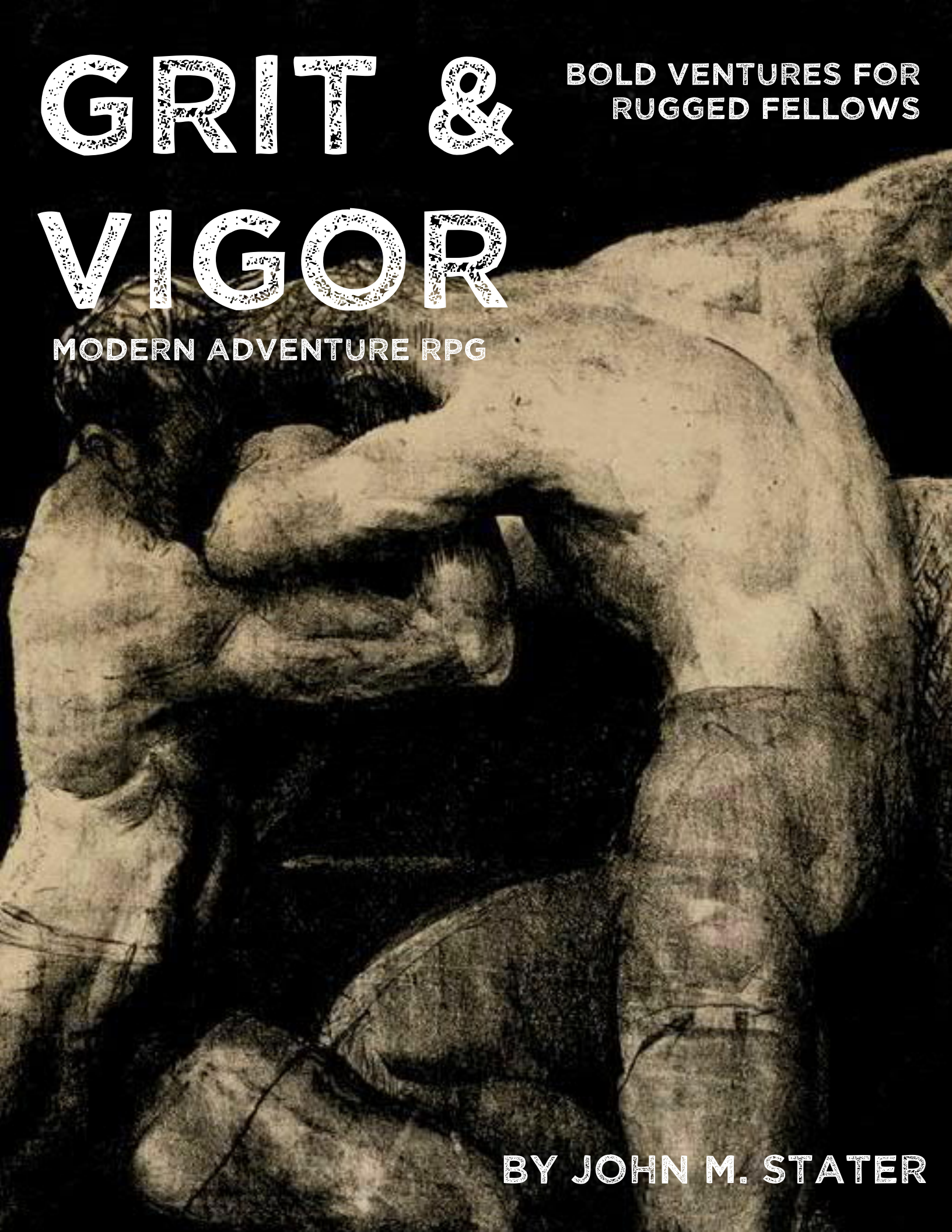




GRIT &

BOLD VENTURES FOR
RUGGED FELLOWS

VIGOR

MODERN ADVENTURE RPG

BY JOHN M. STATER

GRIT & VIGOR

A Manly Adventure Game



By John M Stater

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GETTING STARTED

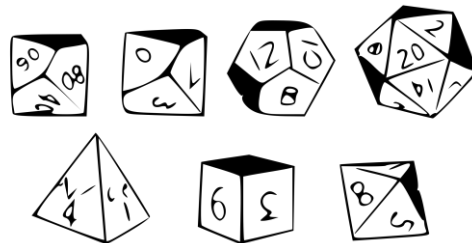
What is GRIT & VIGOR?

Many of us spend our days at a desk, eyes on a computer, moving pixels from one place to another, or we are on a factory floor performing repetitive tasks, or attending classes and hoping we might someday manage to make a living. And yet, we all know there is something more visceral and satisfying to be had out of life, such as adventure, exploration, daring, and globetrotting.

The problem: Most of us don't have the time (or bodies) to jump headlong into that life of adventure. There are bills to pay, children to bring up, and when you're pushing into your thirties and forties (and beyond), the body just doesn't spring back from a beating like it used to. So, we are left to merely dream about a more vigorous, grittier life, like the ones we would like to imagine our forefathers lived.

I humbly present you with a way to make that imagination live – at least in a small way. A game dedicated to the manly virtues of old. Cowboys on the range, detectives skulking through back alleys, rum runners, fighter pilots, piracy and whisky and tobacco and one giant chomp into the juicy flank of a life vigorously lived. With dice!

GRIT & VIGOR is a role playing game set in the modern and post-modern world of action and adventure. It is a "pen and paper" game that requires a group of players to sit around a table with pencils, pieces of paper and dice and interact with one another to make things happen. One of the players is declared the referee, or Venture Master (VM), and has the task of running the game. The other players take on the roles of manly characters – commandos, detectives, spies, etc. – engaging in lives far too reckless and extraordinary to have ever really existed (except they sometimes did).



The Dice

Dice are vital to a game of *GRIT & VIGOR*. The game consists of several people weaving a tale of adventure and exploration. In order to keep the game from being a series of arguments over whether the actions in the game are successful or not, dice are used to determine how the events of the tale unfold.

GRIT & VIGOR uses the six-sided dice most people are familiar with, as well as several other types of dice that generate different ranges of numbers. These dice can be purchased on the internet or in most gaming stores.

4 sided dice are abbreviated "d4"

6 sided dice are abbreviated as "d6"

8 sided dice are abbreviated as "d8"

10 sided dice are abbreviated as "d10"

12 sided dice are abbreviated as "d12"

20 sided dice are abbreviated as "d20"

When the game calls for a dice to be rolled, it uses these abbreviations and precedes them with the number of dice to be rolled. If the game needs you to roll one twenty-sided dice, it asks you to roll "1d20". If the game needs you to roll three six-sided dice, it asks for "3d6".

There are three additional types of "dice" that are sometimes called for in the game. None of these dice actually exists, but other dice can be used to simulate them.

Two sided dice are abbreviated d2. A two sided dice can be simulated by flipping a coin (you must agree in advance which side is "1" and which side is "2"), or rolling a d6 and treating a roll of 1 to 3 as "1" and 4 to 6 as "2".

Three sided dice are abbreviated d3. A three sided dice can be simulated by rolling a d6 and treating a roll of 1 to 2 as "1", a roll of 3 to 4 as "2" and a roll of 5 to 6 as "3".

Percentile dice are abbreviated d100 or d%. To simulate a one hundred sided dice, roll two d10. The first dice counts as the ten's place, the second as the one's place. If the first dice was a "7", for example, and the second dice was a "5", the roll would be considered a "75". If a "0" is rolled for the one's place, it is counted as a "0". If a "0" is rolled for the ten's place, it is considered a "10". A roll of "0" and "0" is "100".

RUGGED INDIVIDUALS

Creating your character ...

For players of *GRIT & VIGOR*, the character they play is their window to the world, the eyes with which they see, the ears with which they hear, the fist with which they punch. While this volume, which patterns itself on the manly adventure literature of the “olden days”, will refer to all characters as males, let it be known far and wide that any woman worth her salt will ignore this nod to another age and treat the character rules as though they apply to people of either sex. The great women of history didn’t ask for permission to kick ass and take names, and neither should their descendants.

Before we get into the rules, we need to define some of the terms that you’re going to encounter.

Venture Master: The referee for the game is referred to as the Venture Master, or the “VM”.

Character: A character is a fictional person that is either controlled by a player (a “player character”, PC) or by the Venture Master (a “non-player character”, NPC).

Ability Score: An ability score reflects a character’s potency in six different measures, three physical and three mental. Determining these ability scores is the first step in creating a character.

Level: Just as an ability score measures how strong or weak a character is, “level” measures a character’s overall skill and determination. Most characters begin at 1st level, but some Venture Masters might choose to start characters at a higher level to facilitate more advanced kinds of play.

Class: A character’s class is their occupation, a collection of skills, special abilities and fighting skill.

Experience Points: As character’s adventure, they gain experience. This experience is measured in Experience Points, or XP. A character’s total number of experience points determines their character level.

Hit Dice: A character earns one Hit Dice (HD) at each level. A HD is a dice rolled to determine a character’s hit points (q.v.). The more skilled a class is at fighting, the larger the dice they roll to determine their hit points.

Hit Points: Hit points (hp) are a measure of one’s ability to survive. When hit points equal 0, a character may be dead.

Attack Bonus: A character’s attack bonus is the number they add to dice rolls when trying to best an opponent in combat.

Armor Class: A character’s Armor Class is a target number that an attacker must overcome with his or her attack roll to inflict damage. Armor Class starts at 10 and increases due to a character’s high dexterity score and armor.

Saving Throws: A saving throw is a dice roll made to escape a catastrophe. To make a saving throw, a player rolls 1d20 and attempts to roll a number equal to or higher than their saving throw value.

Tasks: Tasks are challenges that do not involve combat, although they could take place during combat. A character that is skilled in a task gets better at performing that task as they gain levels. A character with a knack at a task is better at doing it than most, but does not improve over time.

Weapon Proficiency: When a character has proficiency in a weapon, he can use that weapon in combat without suffering a penalty to his attack roll. The non-proficiency penalty for using a weapon differs based on a

character’s training, and thus his class.

Feats: A feat is a special boost to a character’s abilities. Feats are discussed in more detail later, but for now, understand that characters begin the game with one feat, and gain additional feats as they gain character levels.

*“When writing a novel a writer
should create living people;
people not characters. A
character is a caricature.” –
Ernest Hemingway*

Ability Scores

Characters are defined by six ability scores. These scores represent the character's mental and physical faculties and apply a bonus or penalty to the actions they attempt in the course of play.

Typically, a player rolls three six-sided dice (3d6) for each of his character's ability scores. This procedure produces characters that are average in most abilities, with maybe one or two abilities that are above or below average.

Average characters are not acceptable to some players and VMs, so they can alter the ability score procedure as they see fit. Some Venture Masters allow players to roll 4d6 for each ability score, dropping the lowest dice and then adding together the other three dice. Others allow players to roll the scores and then assign them to the ability scores rather than rolling the scores in order. Some use both options. Use the method your VM prefers.

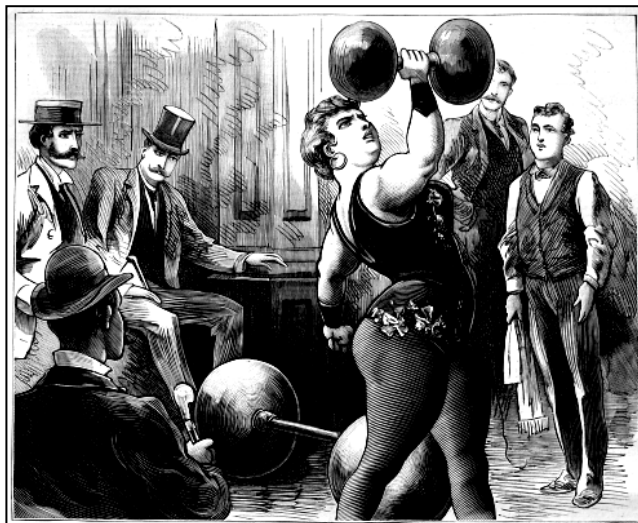
Each ability score has a modifier ranging from -5 to +5. This modifier is the number you apply to dice rolls when your character tries to do something governed by that ability score. A positive modifier is called a bonus, and a negative modifier is called a penalty.

Ability Score	Ability Modifier
1	-5
2	-4
3	-3
4, 5	-2
6, 7, 8	-1
9, 10, 11, 12	0
13, 14, 15	+1
16, 17	+2
18	+3
19	+4
20	+5

Ability scores for non-player characters can be lower than 3 or higher than 18. Ability scores for player characters cannot be lower than 3 or higher than 18.

Strength (Str)

Strength measures muscle power. This ability is especially important for members of the fighter class because it helps them prevail in combat. Strength also limits the amount of weight your character can carry. A character applies his



strength modifier to melee attack rolls, damage rolls when using a melee weapon or a thrown weapon and the following tasks: Athletics, Bend Bars, Break Down Doors, Climb Sheer Surfaces, Jump, Lift Gates and Swim.

Dexterity (Dex)

Dexterity measures hand-eye coordination, agility, reflexes and balance. This ability is an important one for members of the rogue and daredevil classes. A character applies his dexterity modifier to ranged attack rolls, Armor Class (AC), Reflex saving throws (for avoiding explosions, traps, death rays and other attacks that can be escaped by moving quickly) and the following tasks: Acrobatics, Drive Car, Escape Bonds, Hide in Shadows, Move Silently, Open Lock, Pilot Aircraft, Ride Bike, Ride Mount, Shoot Billiards, Ski, Sky Dive, Sleight of Hand, Surf, and Woodworking.

Constitution (Con)

Constitution represents health and stamina. A constitution bonus increases a character's hit points, so it is important for all classes, but especially for members of the fighter and daredevil classes. A character applies his constitution modifier to each roll of a Hit Die (although a penalty cannot drop a result below 1), Fortitude saving throws (for resisting poison, fighting off disease, resisting intoxicants and narcotics and similar threats) and the following tasks: Endure.

Intelligence (Int)

Intelligence determines how well your character learns and reasons. This ability is important for members of the scholar class. Animals have an intelligence score of 1 or 2. Sentient creatures have an intelligence score of at least 3. You apply the intelligence modifier to the number of languages your

character knows at the start of the game (see below), and the following tasks: Appraise Value, Bomb Target, Chemistry, Crack Code, Demolitions, Display Knowledge, Electronics, Forge Document, Gunnery, Mechanics, Practice Vocation, Survive Outdoors, and Treat Injury.

Languages: Characters begin the game knowing how to speak, read, and write a number of languages equal to 1 + their intelligence modifier. Even if they have a negative intelligence modifier, they always speak at least one language, although they may be illiterate.

Wisdom (Wis)

The wisdom score represents common sense, willpower, perception and intuition. While the intelligence score represents one's ability to analyze and remember information, wisdom represents awareness of one's surroundings. You apply a wisdom modifier to Will saving throws (for negating the effect of supernatural powers and avoiding surprise) and the following tasks: Gamble, Listen at Door, Seamanship, Search, Spelunk, and Track.

Charisma (Cha)

Charisma measures one's animal magnetism, leadership ability and physical attractiveness. You apply a charisma modifier to reaction rolls (to determine whether NPCs know of your character and are apt to behave in a friendly manner) and the following tasks: Cant, Communicate, Don Disguise, Etiquette, Gather Intelligence, Handle Animal, Hypnotize, Influence People, Perform, and Ventriloquism.

Characters begin the game with a number of contacts (q.v.) equal to their charisma bonus. A character with a negative charisma modifier starts the game without any contacts, though they may acquire contacts through play.

Character Backgrounds

Characters begin the game with varied histories, and thus different skills and abilities. These skills and abilities are generated for a 1st level character by rolling four times on the following table. Each roll represents an event or happening the shaped the character in his youth.

If a roll results in an event that has already been generated, roll again. If an event does not make sense because of the time period or style of the game being played, ignore the result and roll the dice again.

d%	Youthful Experience
01	Collected trading cards (Appraise Value knack)
02	Won big game at school (Athletics knack)
03	Escaped from jail (Bend Bars knack)
04	Worked as a volunteer fireman (Break Down Doors knack)
05	Ran with a gang of toughs (Cant knack)
06	Received a chemistry set for birthday (Chemistry knack)
07	Climbed the tallest tree in your neighborhood (Climb Sheer Surfaces knack)
08	Grew up in a city with many immigrants (Communicate knack)
09	Invented a cipher for you and your pals (Crack Code knack)
10	Played with firecrackers (Demolitions knack)
11	Burned the midnight oil studying (Display Knowledge knack)
12	Participated in the amateur theatrics (Don Disguise knack)
13	Got first place in the soapbox derby (Drive Car knack)
14	Built your own crystal radio set (Electronics knack)
15	Rowed crew in school (Endure knack)
16	Escaped from kidnappers (Escape Bonds knack)
17	Received a fine home training (Etiquette knack)
18	Forged parents signatures on report card (Forge Documents knack)
19	Played cards with the boys (Gamble knack)
20	Always had an ear cocked for gossip (Gather Intelligence knack)
21	Ran away and joined the circus (Acrobatics knack)
22	Grew up on a farm (Handle Animals knack)
23	Pulled pranks on Halloween or Guy Fawkes Day (Hide in Shadows knack)
24	Ordered a book on hypnosis from the back of a comic magazine (Hypnotize knack)
25	Fleeced the marks at a sideshow (Influence People knack)
26	Jumped over the creek on a dare (Jump knack)
27	Was a nosy little cuss (Listen at Doors knack)
28	Helped out in the garage (Mechanics knack)
29	Sneaked out for beer and girls (Move Silently knack)
30	Learned from an amateur cracksman (Open Locks knack)
31	Spent time in vaudeville or music halls (Perform knack)
32	Befriended pilots at the aerodrome (Pilot Aircraft knack)
33	Had to help support the family (Practice Vocation knack)
34	Raced a bike down Dead Man's Hill (Ride Bike knack)
35	Hunted with the lads – Tally Ho! (Ride Mount knack)
36	Worked summers on a boat (Seamanship knack)
37	Spied on the girls at summer camp (Search knack)

- 38 Spent your afternoons in pool halls (Shoot Billiards knack)
- 39 Wintered in the mountains (Ski knack)
- 40 Jumped off a roof using a blanket for a parachute ... and survived (Sky Dive knack)
- 41 Worked the crowds as a pick pocket (Sleight of Hand knack)
- 42 Explored an abandoned mine (Spelunk knack)
- 43 Summered in California or Hawaii (Surf knack)
- 44 Spent a week on a deserted island (Survive Outdoors knack)
- 45 Raised by the water (Swim knack)
- 46 Got ventriloquist dummy for birthday (Ventriloquism knack)
- 47 Learned to hunt from an old scout (Track knack)
- 48 Took care of little cousins and siblings (Treat Injury knack)
- 49 Helped an older relation in the shop (Woodworking knack)
- 50 Caught frogs in the black of night (Blindfight feat)
- 51 Looked out for the little kids (Bodyguard feat)
- 52 Never said "uncle" (Diehard feat)
- 53 Interested in everything, never took a rest (Dilettante feat)
- 54 Shot at while trespassing (Dodge feat)
- 55 Learned the sweet science (Expertise feat)
- 56 Worked as a prize fighter (Exploit Weakness feat)
- 57 Took up archery (Far Shot feat)
- 58 Stole home base or racked up the runs (Fast feat)
- 59 Lived off the land for weeks (Great Fortitude feat)
- 60 Raised in poverty (Improvise feat)
- 61 Learned to trust your instincts (Intuition feat)
- 62 Stood up to the class bully (Iron Will feat)
- 63 Formed a gang as a kid (Leadership feat)
- 64 Narrowly escaped death (Lightning Reflexes feat)
- 65 Kept your head on swivel (Look Smart feat)
- 66 Studied physics (Modern Archimedes feat)
- 67 Played lots of football (Nip-Up feat)
- 68 Hunted rabbits as a kid (Point Blank Shot feat)
- 69 Felled a bully with one blow (Power Attack feat)
- 70 Had to learn to fight dirty because you were small for your age (Rough & Tumble feat)
- 71 Made many daring escapes after stealing apples (Run feat)
- 72 Always had a big mouth (Taunt feat)
- 73 Scrapped with the fellas (Toughness feat)
- 74 Took fencing lessons from an old master (Two-Weapon Fighting feat)
- 75 Worked on the docks (Workhorse feat)
- 76 Lots of hard labor (+1 to Strength)
- 77 Studied advanced mathematics (+1 to Intelligence)
- 78 Spent time hunting in the wilderness (+1 to Wisdom)
- 79 Was excellent with a slingshot (+1 to Dexterity)
- 80 Always ate your vegetables and drank your milk (+1 to Constitution)
- 81 Had to talk yourself out of many scrapes (+1 to Charisma)
- 82 Raised a stray pup (gain a dog as a free sidekick)
- 83 Lived with a gypsy family (+5% chance of psychic powers; See Appendix A)
- 84 Went abroad for the summer (learn one foreign language)
- 85 Worked hard, lived simply (double normal starting money)
- 86 Escaped from a burning house (+2 save vs. fire)
- 87 Never sick a day in your life (+2 save vs. disease)
- 88 Kept yourself morally straight (+2 save vs. temptation)
- 89 Wrestled with the big kids (no penalty when grappling with creatures up to one size larger)
- 90 Spent the night in a real haunted house (+2 save vs. fear)
- 91 Stood lookout for friends (only surprised on 1 on 1d8)
- 92 Worked as cowpuncher (+2 save vs. being trappled)
- 93 Dove for pearls (hold breath for twice as long as normal)
- 94 Well versed in the classics (+1 reaction with scholars)
- 95 No stranger to the saloon (+2 save vs. alcohol)
- 96 Inherited money (bonus \$100 to start game)
- 97 Studied meditation from a master (+2 save vs. psychic powers and magic spells)
- 98 Trained to run a marathon (+2 save vs. fatigue)
- 99 Born under a lucky star (re-roll one failed roll per adventure)
- 100 Roll again, and take bonus roll



Character Classes

Once a character's ability scores and background have been determined, a class must be chosen for them.

There are four basic classes in the game: Fighter, Scholar, Rogue and Daredevil. Each class is described in more detail below. A class determines a character's fighting ability, their skills and other special abilities. Exceptional individuals can enter a special sub-class of one of the basic classes or follow two basic classes at once. Any character can choose to switch classes at any time during play (see Multi-Classing below).



Advancing in Level

Characters advance in level by adventuring and earning experience points (XP).

When a character gains a new level, roll a Hit Dice and add the results to the character's existing total of hit points. If the character's saving throws or attack bonus improve at this new level, record these improvements on the character sheet. Likewise, record any new special abilities the character might have acquired. At each odd level, a character adds a new feat (chosen by the player) to their repertoire.

The Fighter Class

Fighters are trained to fight, whether up close and personal or at long range. They are rugged characters, used to danger and hardship. Fighters may be motivated by money, a craving for adventure or a desire to best any and every man alive. They are trained to kill, and as they advance in level they become increasingly deadly, especially in melee combat.

Requirements

Fighters must have a Strength score of 9 or higher.

Weapon Proficiency

Fighters begin the game proficient with nine weapons, including military and specialist firearms. A fighter suffers a -1 penalty hit with a weapon with which he is not proficient.

Fighter Abilities

Fighters are skilled at the following tasks: Bend Bars, Break Down Doors, Endure, Jump and Lift Gates.

Fighters enjoy an extra attack against opponents with fewer hit dice than they. A 6th level fighter attacks twice per round in melee combat against opponents of any number of hit dice. A 12th level fighter attacks twice per round against opponents of any number of hit dice, and three times per round against opponents with fewer than half the fighter's hit dice.

At 2nd level, a fighter can take advanced training and become skilled in one of the following tasks: Demolitions, Gunnery, Ride Mount, or Treat Injury. In place of this skill, the fighter can instead choose a bonus combat-oriented feat.

Level	XP	Hit Dice	Attack	Fort	Ref	Will
1	0	1d10	+1	13	14	15
2	2,000	2d10	+2	12	14	15
3	4,000	3d10	+3	12	13	14
4	8,000	4d10	+4	11	13	14
5	16,000	5d10	+5	11	12	13
6	32,000	6d10	+5	10	12	13
7	64,000	7d10	+6	10	12	13
8	120,000	8d10	+7	9	11	12
9	170,000	9d10	+8	9	11	12
10	220,000	10d10	+9	8	11	12
11	270,000	11d10	+10	8	10	11
12	320,000	12d10	+10	7	10	11

Fighter Sub-Classes

While the above information applies to most fighters, some characters can qualify for one of the fighter sub-classes.

Sub-Class	Str	Int	Wis	Dex	Con	Cha
Boxer	13	-	13	13	11	-
Commando	9	-	-	13	-	11
Dragoon	11	-	-	13	-	9
Dreadnought	13	-	-	-	13	-
Duelist	9	11	-	13	-	-
Gunfighter	9	-	11	13	-	-
Man-At-Arms	9	-	-	-	-	-
Ranger	11	-	13	9	9	-
Samurai	9	11	13	11	-	-
Sapper	9	13	11	-	-	-

The Boxer

The boxer class is based on the famous Shaolin boxers of China and other practitioners of the martial arts. Boxers are usually members of monasteries, fighting schools, brotherhoods, or gymnasiums. They must learn to obey their master, though wandering boxers might be wandering because they balked at their master's control.

Boxers have all the abilities of fighters, with the following alterations and additions:

Minimum Ability Scores: Con 11, Str 13, Dex 13, Wis 13

Boxers may not become proficient with firearms, nor may they wear armor.

Boxers are skilled at the following tasks: Acrobatics, Bend Bars, Break Down Doors, Endure, Hide in Shadows, Jump, Lift Gates, Listen at Doors and Move Silently. They do not gain an additional skill at 2nd level.

As a boxer advances in level, he increases the damage dice he rolls when he succeeds at an unarmed attack, his natural (i.e. unarmored) Armor Class and his movement rate.

Level	Unarmed Damage	Armor Class	Movement
1	1d4	10	55'
2	1d6	11	55'
3	1d6	12	60'
4	1d6+1	12	65'
5	2d4	13	65'
6	1d6+2	14	70'
7	2d6	14	75'
8	3d4	15	75'
9	2d6+1	16	80'
10	3d4+1	16	85'
11	4d4	17	85'
12	5d4	18	90'

Boxers have the ability to employ a stunning attack once per fight per level. A boxer must declare that he is making a stunning attack before he rolls his attack dice. If he hits, his opponent must pass a Fortitude saving throw or be stunned for 1d3 rounds. This does not work on plants, constructs, the undead or other creatures without a normal anatomy.

A 2nd level boxer learns to deflect arrows and other small missiles other than bullets with his hands. The boxer can attempt, once per round, to deflect a missile that would otherwise hit him by succeeding at a Reflex save.

A 15th level boxer (if you permit characters of such a high level in your games) can set up vibrations within the body of another creature that can thereafter be fatal if the boxer so desires. He can use this "quivering palm" technique no more than once per week, and he must announce his intent to do so before making his attack roll. Constructs, oozes, plants, undead and incorporeal creatures cannot be affected. If the boxer attacks successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the boxer can try to slay the victim at any later time, as long as the attempt is made within a number of days equal to his boxer level. To make such an attempt, the boxer merely wills the target to die. Unless the target passes a Fortitude saving

Wong Kei-ying (1815-1886)

One of the legendary Ten Tigers of Canton, Wong Kei-ying was a Chinese martial artist and physician. A student of Luk Ah-choi, he became a master of Hung Ga style shaolin kung-fu. In the 1860's he joined the Black Flag Army, a bandit group of ex-soldiers who operated in the area between China and Tonkin, and were known for fighting the invading French.

CN Boxer, LVL 10, HP 77, AC 16, MV 50, ATK +9, SV F5 R7 W10, Str 15 Int 12 Wis 13 Dex 16 Con 15 Cha 12

Special: Two attacks, stunning attack, deflect arrows

Knacks: Treat Injury, Survive Outdoors

Skills: Acrobatics, Bend Bars, Break Down Doors, Hide in Shadows, Lift Gates, Listen at Doors, Move Silently

Feats: Brawler, Flurry of Blows, Grappler, Great Fortitude, Knockout Punch, Puglist, Sockdolager

Weapons: Butterfly swords (1d4+1), unarmed (1d12)

throw, it dies. If the saving throw is successful, the target is no longer in danger from that quivering palm attack.

The Commando

Commandos are highly trained, elite soldiers. The commando sub-class can be used to simulate members of any Special Forces unit. The first Special Forces in the modern era were the Corps of Guides (1846) and Gurkha Scouts (1890s). The British Commandos were formed during the Second World War, and they were followed by such outfits as the Marine Raiders and the Russian Spetsnaz.

Commandos have all the abilities of fighters, with the following alterations and additions:

Minimum Ability Scores: Dex 13, Cha 11, Str 11

Commandos are skilled at the following tasks: Bend Bars, Break Down Doors, Communicate, Demolitions, Endure, Hide in Shadows, Jump, Lift Gates, Move Silently, Ski, Sky Dive and Survive Outdoors. Commandos get the fighter's bonus skill or feat at 2nd level.

Once per day per three levels (i.e. once per day at third level, twice per day at sixth level, etc.), the commando can grant his comrades a +1 bonus to hit for one round per commando level by barking out tactical orders during combat.

The Dragoon

Dragoons were mounted infantry that fought during the 18th century. In the context of *GRIT & VIGOR*, though, a dragoon is any fighter that specializes in mounted warfare. As fast-moving infantry, dragoons were used to man outposts, hold strategic points, and to support traditional cavalry and infantry. In the early days, dragoons carried axes, sabers and matchlock muskets. By the Napoleonic Wars, dragoons had taken on the role of medium cavalry. They persisted in this role into the First World War, but were eventually phased out of military service with the move to fully mechanized warfare.

Dragoons have all the abilities of fighters, with the following alterations and additions:

Minimum Ability Scores: Dex 13, Str 11, Cha 9

Dragoons are skilled at the following tasks: Bend Bars, Break Down Doors, Endure, Handle Animal, Lift Gates, Ride Mount and Jump. They get the fighter's bonus skill or feat at 2nd level.

If they do not already have it, dragoons receive the Mounted Combat feat at 1st level as a bonus feat. If they already have the Mounted Combat feat, they may instead take the Ride-By Attack or Trample feats.

Dragoons are experts at selecting horses. When a dragoon has his pick of a group of horses, there is a 5% chance that the animal he selects is extraordinary. An extraordinary horse improves as his owner improves.

Level	Horse Enhancements
1-2	Learns a new trick at each level
3-5	+2 HD, +1 AC, learns a new trick
6-8	+2 HD, +1 AC, +1 damage, learns a new trick
9-11	+2 HD, +1 AC, learns a new trick
12	+2 HD, +1 AC, +1 damage, learns a new trick

The Dreadnought

Dreadnoughts are the biggest guys in the room, tall and strong and built like brick walls. In film and literature, they are sometimes portrayed as all brawn and no brains, but they might also be played as gentle giants or as men who are surprisingly sophisticated and erudite.

Dreadnoughts have all the abilities of fighters, with the following alterations and additions:

Minimum Ability Scores: Con 13, Str 13

Dreadnoughts are skilled at the following tasks: Bend Bars, Break Down Doors, Endure and Lift Gates. They do not receive a fighter's bonus skill or feat at 2nd level.

Because of their size and strength, dreadnoughts can use large weapons and heavy firearms with one hand rather than two.

The dreadnaught's most effective weapon may be their intimidating size and bad attitude. When presented with humans (and humanoids if you are using supernatural or science-fiction elements in your game) with Hit Dice equal to half the dreadnought's level or less, the dreadnought can force all within sight to pass a Will saving throw against fear or be stunned for 3 rounds + one round per point of the dreadnought's Strength bonus. For every five targets of this intimidation, all targets receive a +1 bonus to their saving throw (i.e. courage in numbers). If the targets are led by a person with more Hit Dice than they, they add that person's Hit Dice to their saving throw as well.

A dreadnought can choose to be steadfast in combat. While steadfast, the dreadnought enjoys a +2 bonus on all saving throws, a +2 bonus to AC, and he is immune to being knocked over or moved in combat. In addition, the dreadnought can

deflect missiles as a boxer does (q.v.). While steadfast, the dreadnought cannot move, but must stand his ground.

The Duelist

Duelists are warriors that fight using fancy swordplay and their cat-like reflexes. Duelists may be swashbuckling rogues or serious and studious masters of the art of fence.

Duelists have all the abilities of fighters, with the following alterations and additions:

Minimum Ability Scores: Dex 13, Int 11, Str 9

Duelists are skilled at the following tasks: Acrobatics, Bend Bars, Break Down Doors, Endure, Jump and Lift Gates. They do not get a fighter's bonus skill or feat at 2nd level.

Duelists specialize in one particular melee weapon. When fighting with their chosen weapon, a duelist scores +1d6 damage on a successful hit. When fighting against a non-duelist opponent using the same weapon, duelists are treated as though they have a tactical advantage against them.

A 6th level duelist gains the ability to riposte in combat. The riposte is an attack that can only be attempted in a round after the duelist's opponent has missed the duelist with one of their own melee attacks, and it only works against living creatures with discernible anatomies. A riposte is handled just like a normal attack, with the duelist scoring +1d6 damage on a successful riposte attack.

The Gunfighter

Gunfighters are those quiet strangers with a steely gaze, standing in the corner of the bar, sipping whiskey or rolling a cigarette, or those loud mouth braggarts who try to goad fools into drawing against them in the street. Whether in the Old West or Film Noir, the gunfighter is a dangerous man with a gun. He may work as a lawman, an outlaw, a professional duelist or a hired mercenary. They are most often portrayed as lonely wanderers with a personal code of justice.

Gunfighters have all the abilities of fighters, with the following alterations and additions:

Minimum Ability Scores: Dex 13, Wis 11, Str 9

Gunfighters are skilled at the following tasks: Bend Bars, Break Down Doors, Endure, Gamble, Lift Gates and Sleight of Hand. They do not gain a fighter's bonus skill or feat at 2nd level.



Gunfighters specialize in one of the following firearms: Pistol, revolver, rifle or sniper rifle. When attacking with their chosen weapon, a gunfighter scores double damage on a successful hit. When being shot at by a non-gunfighter opponent using the same type of firearm, they are treated as though they have a tactical advantage against them.

A gunfighter adds his intelligence bonus (if any) as well as his dexterity bonus to his Armor Class while wielding a firearm. When fighting defensively, a gunfighter enjoys a +4 bonus to Armor Class instead of the normal +2 bonus.

A gunfighter is quick on the draw, gaining a +2 bonus on all initiative rolls when using a firearm.

At 9th level, the gunfighter strikes very true with a shooting iron. Any target he successfully attacks with a firearm must pass a Reflex save or be crippled, stunned or disarmed.

The Man-at-Arms

The man-at-arms is a warrior from a culture that does not have access to modern firearms.

Men-at-arms have all the abilities of fighters, with the following alterations and additions:

Minimum Ability Scores: Str 9

Men-at-arms are skilled at the following tasks: Bend Bars, Break Down Doors, Endure, Jump and Lift Gates. They get a bonus skill or feat at 2nd level, like a normal fighter, but may not choose the Demolitions or Gunnery tasks.

Men-at-arms may not begin the game proficient with firearms, but they may gain proficiency later.

The man-at-arms chooses one weapon with which to specialize. With this weapon, the man-at-arms attacks as though he were a fighter two levels higher.

The Ranger

The first rangers served in the wars between the British colonies of North America and the Native Americans. They were, and are, employed to patrol the frontier and to provide reconnaissance. Rangers are scouts and guides who are used to surviving in the wilderness for extended periods of time. The first ranger force in America was commissioned in 1676 by the Plymouth Colony under the command of Colonel Benjamin Church to fight in King Phillip's War. The early rangers were taught to fight like Native Americans by Native Americans. In 1751, Major Robert Rogers wrote *Robert Rogers'*

Mary "Calamity Jane" Canary (1852-1903)

Calamity Jane was a professional frontier scout and Indian fighter. An acquaintance of Wild Bill Hickok, she later appeared in Buffalo Bill's Wild West Show, alongside Sitting Bull. The truth of her stories is widely challenged, and eventually her career on the stage was ended due to her addiction to alcohol. Calamity Jane ended her life cooking and doing laundry in a brothel. For our purposes, we'll assume there was some truth to her stories about being a frontierswoman.

N Ranger, LVL 6, HP 33, AC 11, MV 40, ATK +5, SV F7 R9 W10, Str 12 Int 10 Wis 15 Dex 13 Con 15 Cha 9

Special: Two attacks per round, surprised on 1d8

Knack: Ride Mount*, Survive Outdoors*

Skills: Bend Bars, Break Down Doors, Hide in Shadows, Lift Gates, Move Silently, Ride Mount, Survive Outdoors, Track

Feats: Great Fortitude, Iron Will, Lightning Bolt, Mounted Combat, Point Blank Shot

Weapons: Marlin Model Golden 39A (1d4), Hopkins & Allen Ranger Revolver (1d6), Bowie Knife (1d4+1)

28 "*Rules for Ranging*", one of the first manuals for asymmetric warfare.

Rangers have all the abilities of fighters, with the following alterations and additions:

Minimum Ability Scores: Wis 13, Str 11, Dex 9

Rangers are skilled at the following tasks: Bend Bars, Break Down Doors, Hide in Shadows, Lift Gates, Move Silently, Ride Mount, Survive Outdoors and Track. They gain a bonus skill or feat at 2nd level like normal fighters.

Rangers can make a Will saving throw to avoid being surprised. People suffer a -2 penalty (see Man Versus: Tasks) when they attempt to track a ranger.

Rangers choose one type of terrain at 1st level. This is where they have taken most of their training and fought most of their battles. In this terrain, they receive a +2 bonus to all task checks related to that terrain, and they enjoy a +1 bonus to Armor Class when fighting in that terrain.

The Samurai

The samurai were the military nobility of Japan. They rose to power in the 8th century. By the 12th century, they had become the upper nobility of Japan, and would remain a powerful force in politics until the rise of the Meiji Emperor in the 1870s. The last gasp of the samurai was during the Satsuma Rebellion in 1877. The tradition remained alive until the Second World War, but with its end the samurai effectively ceased to exist except in fiction and memory.

Samurai followed the Bushidō Code (“Way of the Warrior”). It emphasized personal honor, duty to one’s master, and loyalty unto death. Of course, not every samurai managed to remain with his master. Samurai characters will probably be ronin, wandering swordsmen with no master. They might also be among the rare Western samurai, such as Englishman William Adams, Dutchman Jan Joosten van Lodensteijn, Prussian Edward Schnell and Frenchman Eugene Collache.

Samurai were trained not only to fight, but also to be scholars and to appreciate and employ the traditional arts of Japan. The tea ceremony, ink painting, rock gardens and poetry are as much a part of samurai training as swordsmanship.

The traditional weapons of the samurai, and a badge of his station and honor, are the katana, wakizashi and tanto. They might also be characterized as longsword, short sword and dagger. The combination of katana and wakizashi is known as

a daisho, and only samurai are permitted to wear them.

Samurai were also trained with the longbow, spear, naginata, staves, clubs, chain weapons and, after their introduction by Europeans, muskets and other modern firearms.

Samurai are also known for their armor. Initially, this was lamellar armor, but by the 1500's they wore plate armor.

The samurai has all the abilities of the fighter, with the following alterations and additions:

Minimum Ability Scores: Wis 13, Dex 11, Int 11, Str 9

Samurai are skilled at the following tasks: Bend Bars, Break Down Doors, Display Knowledge, Endure, Etiquette, Jump, Lift Gates, Perform and Ride Mount. They do not gain a fighter's bonus skill or feat at 2nd level.

A first level samurai must be proficient with the katana, wakizashi, longbow and spear.

The samurai must also uphold the seven virtues of courage, rectitude, honesty, loyalty, respect, benevolence, and honor, as well as the associated virtues of filial piety, wisdom and care for the aged. For this reason, true samurais should adhere to the Lawful Good alignment. Ronin might be less honorable, and thus belong to any alignment.

Samurai train in armor and can be considered to be proficient with all forms of armor, even modern armor.



Samurai are trained to be fearless, and thus gain a +2 bonus on all Will saving throws vs. fear and other anxieties. They also enjoy a +2 bonus on saves vs. temptations when those temptations might jeopardize the completion of a mission.

Iaido is the Japanese martial art of drawing a sword from its scabbard, striking an opponent, removing blood from the blade and returning it to the scabbard with a flowing, graceful movement. When a samurai holds a sword, he enjoys a +2 bonus to initiative in melee combat.

Samurai possess amazing willpower and ferocity in combat. Once per day, a samurai can perform a ki strike with a sword. By unleashing his ki, the samurai focuses all of his power into a single, telling blow. If the attack succeeds, the samurai deals double damage (or, if 10th level or higher, triple damage). Thereafter, the samurai is considered to be fatigued.

The Sapper

Sappers may not be flashy fighters, but they are very useful fellows to have around. During the Middle Ages, sappers were experts in undermining a castle's defenses, digging tunnels beneath castle walls, supporting these tunnels with wood posts, and then burning those posts to cause the tunnel and the wall above it to collapse. As warfare modernized, sappers continued to be used as combat engineers, building or undermining defenses, and they were later employed as tunnel rats, delving into the supply tunnels of enemies to hunt them down.

The sapper has all the abilities of the fighter, with the following alterations and additions:

Requirements: Int 13+, Wis 11+, Str 9+

Sappers are skilled at the following tasks: Bend Bars, Break Down Doors, Climb Sheer Surfaces, Demolitions, Display Knowledge (Engineering), Endure, Hide in Shadows, Lift Gates and Spelunk. They receive the fighter's bonus skill or feat at 2nd level.

Sappers have experience at fighting in the dark and in close quarters. They suffer only a -1 penalty to

fight in complete darkness, and no penalty in twilight conditions. In cramped quarters (tunnels, small rooms), they fight as though they were fighters of two levels higher.

The Scholar Class

Scholars are thinkers, not men-of-action, but if you need ancient writings translated or a chemical formula produced, you'll go looking for the nearest scholar.

Scholars are motivated by discovery and learning. They explore to learn, and share their knowledge as authors and professors. They are also handy with tools and they are good at solving puzzles and riddles.

Requirements

Scholars must have an Intelligence score of 9 or higher.

Weapon Proficiency

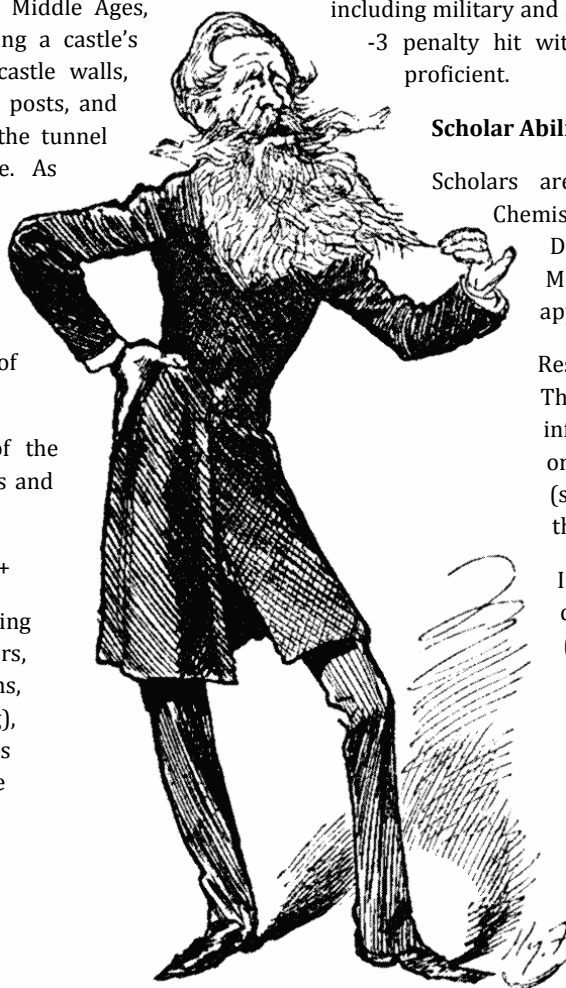
Scholars begin the game proficient with three weapons, not including military and specialist firearms. A scholar suffers a -3 penalty hit with a weapon with which he is not proficient.

Scholar Abilities

Scholars are skilled at the following tasks: Chemistry, Communicate, Crack Codes, Display Knowledge, Electronics, Mechanics, Search and Use Computer (if applicable).

Research is the hallmark of the scholar. They are exceptionally skilled at finding information. Each scholar specializes in one area of the Display Knowledge task (see Man Versus: Tasks). This is called the scholar's "major".

If a scholar is unable to answer a question in their major immediately (i.e. with a Display Knowledge task check), he has a 5 in 6 chance per day spent in research of answering it. If the question is in any different subject area, he has a 3 in 6 chance per day of finding the answer. If the scholar has no access to a library, reduce these chances by one (i.e. 4 in 6 in their major, or 2 in 6 outside their major).



If the scholar does not find the answer in a week, they must gain access to the rare tomes in a specialty library. After one week of research without an answer, the scholar has no other choice but to give up and admit defeat.

Scholars are also masters of improvisation. They can use their knowledge and whatever things are at hand to quickly create devices, objects and chemical formula in a dramatic situation, but these objects have a limited duration.

By combining common objects and making a task check that corresponds to the function desired, scholars can build a tool or device to deal with any situation. The task check suffers a penalty based on the purchase price of the object the scholar is attempting to jury-rig.

Item Price	Penalty	Time to Jury-Rig
\$1-5	-0	1 minute
\$6-25	-1	3 minutes
\$26-100	-2	5 minutes
\$101-250	-3	10 minutes
\$251-500	-4	30 minutes
\$501-1000	-5	1 hour
\$1000-5000	-6	3 hours
\$5001+	-8	8 hours

Electronic devices, special tools, weapons and mechanical devices can be built with jury-rigging. It takes a full minute or more (see above) to jury-rig an object. When the object is put into use, it lasts for a number of hours equal to the scholar's level before it breaks down. The object cannot be repaired.

Scholars can also get maximum performance out of a device. By succeeding at an Electronics or Mechanics task check (whichever is appropriate), they can improve a device's performance at the risk of causing the machine to need repairs later. The task check carries a penalty based on the type of improvement being made, as shown on the table below.

Improvement	Penalty	Chance to Repair
Ranged Weapons	-	-
+1 to damage	-2	25%
+2 to damage	-4	50%
+3 to damage	-6	75%
+10% to range	-2	25%
+50% to range	-6	50%
Electronic Devices		
+1 to task checks	-2	25%

Improvement	Penalty	Chance to Repair
+2 to task checks	-4	50%
+3 to task checks	-6	75%

Vehicles

+1 on initiative checks	-4	25%
+1 to maneuver	-6	50%
+2 to maneuver	-8	75%
+10% to speed	-6	50%

The modifications can be done in one hour. If the task check succeeds, the effect of the improvement lasts for a number of minutes equal to the scholar's level, beginning when the object is first put into use. After the duration of the effect ends, the machine reverts to its previous state and a repair chance roll is made on percentile dice (see table above). The result of this roll indicates whether the machine requires repairs before it can be used again.

Level	XP	Hit Dice	Attack	Fort	Ref	Will
1	0	1d4	+0	15	14	13
2	1,500	2d4	+0	15	14	12
3	3,000	3d4	+1	14	13	12
4	6,000	4d4	+1	14	13	11
5	12,000	5d4	+1	13	12	11
6	24,000	6d4	+2	13	12	10
7	48,000	7d4	+2	13	12	10
8	90,000	8d4	+3	12	11	9
9	130,000	9d4	+3	12	11	9
10	170,000	10d4	+3	12	11	8
11	210,000	11d4	+4	11	10	8
12	250,000	12d4	+4	11	10	7

Scholar Sub-Classes

While the above information applies to most scholars, some extraordinary characters are capable of qualifying for a sub-class of scholar.

The scholar class has the following sub-classes:

Sub-Class	Str	Int	Wis	Dex	Con	Cha
Detective	-	13	13	-	-	-
Inventor	-	15	-	-	-	-

Detective

The detective is a man of leisure, usually living off of a trust fund or his father's fortune, who spends his spare time delving into the science of crime solving. Criminology is usually his art or his hobby, but rarely his profession. They differ from private eyes (q.v.) in being more mental than physical solvers of crime. A detective will rarely tangle with a femme fatale or get clunked on the head from behind while peering through a keyhole, although such things are possible.

The detective has all the abilities of the scholar, with the following alterations and additions:

Minimum Ability Scores: Int 13, Wis 13

Detectives are skilled at the following tasks: Cant, Chemistry, Crack Code, Display Knowledge, Don Disguise, Forge Document, Gather Intelligence, Influence People, Listen at Doors, Search and Track.

Detectives do not have the scholar's ability to jury-rig devices and improve the performance of machines and electronics.

Detectives can use their skill at Chemistry to identify the composition and origin of items they pick up as clues. They need a chemistry set or laboratory to do so.

Detectives have a sixth sense around clues and when interviewing suspects. When they approach within 30 feet of a clue, there is a 2 in 6 chance they will take note of the clue without specifically searching for it. When a suspect lies to them, they have a 4 in 6 chance of noting the deception.

Detectives are skilled at deduction. When they are stuck while solving a mystery during play, the detective can fall deep into thought. This thinking session requires complete peace and quiet for 10 minutes. The detective's player attempts a Will saving throw modified by Intelligence. If successful, the Venture Master gives the detective a hint towards their next step in solving the case. Each additional attempt at gaining a hint is done at a cumulative -1 penalty. The first time the detective fails a Will saving throw to get a hint, they must admit that they are baffled and they are barred from getting additional hints during the same mystery.

Inventor

Inventors like Tesla and Edison did not merely improvise or modify existing devices, but expanded the bounds of human technology by inventing entirely new devices. Members of the inventor sub-class alone are able to use the Chemistry, Electronics and Mechanics tasks to invent new things.



Sherlock Holmes (1854-1927)

Created by Sir Arthur Conan Doyle, 1887

Sherlock Holmes is a member of the landed gentry who eventually becomes the world's first "consulting detective", taking up lodgings in London at 221B Baker Street, where he becomes the boon companion of one John H. Watson, a combat medic recently returned from Afghanistan. Holmes works for private parties and Her Majesty's government, and counts as his greatest rival one Professor Moriarty, a mathematician and genius of crime. Holmes' only vices are cocaine, which he injects, and a bit of morphine.

NG Detective, LVL 7, HP 21, AC 10, MV 40, ATK +2, SV F13 R12 W8, Str 13 Int 16 Wis 18 Dex 12 Con 11 Cha 14

Special: Specialist (law), research, sixth sense (notice clues, discern lies), deduction

Knacks: Perform

Skills: Chemistry (+3), Crack Code, Display Knowledge, Don Disguise (+3), Forge Document, Gather Information, Listen at Doors, Search, Track

Feats: Expertise, Iron Will, Pugilist

Weapons: Webley 45 revolver (1d6), walking stick (1d4+1)

The inventor has all the abilities of the scholar, with the following alterations and additions:

Minimum Ability Scores: Int 15

Inventors are skilled at the following tasks: Chemistry, Demolitions, Display Knowledge, Electronics, Mechanics and Use Computer (if applicable).

Invention requires task checks in the Chemistry, Electronics or Mechanics fields, depending on the nature of the thing to be invented. A new medicine, for example, would require Chemistry. A jet pack would involve Mechanics. The television set would require Electronics.

When the player of an inventor has declared what their character is trying to invent, the Venture Master must determine whether the invention should be regarded as Possible, Plausible or Fantastic.

The Possible: The possible covers things that were actually invented in the time period in which the current game is set. A possible item requires one breakthrough (see below). The cost of each task check to invent a possible invention is \$500.

The Plausible: The plausible covers things that were invented in the near future of the time period in which the current game is set. Plausible items require three breakthroughs. The inventor's task check suffers a -2 penalty per decade away that the invention was from being invented in reality. The cost of each task check to invent a plausible invention is \$500.

The Fantastic: The fantastic covers things that were invented in the far future of the time period in which the current game is set, or items which are pure science-fiction. Plausible items require nine breakthroughs. Fantastic inventions have a flat -10 penalty to the task check to have a breakthrough. Each task check for a fantastic invention costs \$1,000.

A "breakthrough" is defined as a successful task check. Thus, inventing an implausible device requires nine successful task checks. Each task check represents one week of intense work (i.e. working 16 hours a day, and counting as fatigued during that week) or one month of normal working hours leaving time for adventuring.

An inventor in 1860, for example, would suffer the following penalties to invent these objects: Phonograph -2 (1870s), light bulb -4 (1880s), automobile -6 (1890s), radio -6 (1890s), and airplanes -8 (1900s). Television, computers and invisibility potions are considered fantastic, and would impose a -10 penalty to invent.

Once something has been invented, the inventor can add the plans, diagrams and formulas to his notebook. Thereafter, he can build the device for the half the cost of inventing it and in a time frame equal to the time it would take him, as a scholar, to improvise the device.

The Rogue Class

Rogues are ne're-do-wells who specialize in dirty tricks and underhanded tactics. Although hard to trust, they are often handy to have around, especially when one needs to stray from the letter of the law. Rogues are motivated by money more than anything else, though some put a value on liberty, revenge or thrills.

Requirements

Rogues must have a Dexterity score of 9 or higher. Rogues must be sneaky and quick.

Weapon Proficiency

Rogues begin the game proficient with five weapons, not including military and specialist firearms. A rogue suffers a -2 penalty hit with a weapon with which he is not proficient.

Rogue Abilities

Rogues are skilled in eight tasks chosen by the player from the following list: Acrobatics, Appraise Value, Cant, Climb Sheer Surfaces, Crack Code, Demolitions, Don Disguise, Drive Car, Electronics, Escape Bonds, Forge Document, Gamble, Gather Intelligence, Hide in Shadows, Influence People, Jump, Listen at Doors, Mechanics, Move Silently, Open Lock, Perform, Practice Vocation, Remove Trap, Search, Sleight of Hand, Swim, Use Computer, or Ventriloquism.

A character that also has a knack for a task gains a +3 bonus when attempting that task.

Rogues are dirty fighters. If a rogue can backstab an opponent he deals +1d6 damage. From 6th to 10th level this increases to +2d6 damage. From 11th to 15th level this increases to +3d6 damage. At 16th level and higher this increases to +4d6.

An attack counts as a backstab attack if the rogue attacks a creature that does not know the rogue is present, usually but not necessarily from behind. Ranged attacks can count as backstabs if the target is within 30 feet. Backstabs do not work on non-living creatures such as undead and constructs, or on creatures without a discernible anatomy, such as oozes.

Rogues have a chance to notice concealed items in a room without having to actually search for them. When a rogue enters a room containing concealed items, secret doors or valuable items, the VM should roll 1d6. On a roll of "1", the rogue instantly notices the item, door or valuable. If the rogue does not instantly notice these things, they can still attempt a normal search of the room to find them.



The Assassin

Assassins are skilled in killing people swiftly, silently and with as little direct confrontation as possible. Considered cowardly and unhonorable, they nonetheless find plenty of employment by both private and public parties. An assassin character might be a hitman working for organized crime or a government agent or spy hired to discover enemy secrets and eliminate enemy agents or government officials.

The assassin has all the abilities of the rogue, with the following alterations and additions:

Minimum Ability Scores: Dex 13, Int 11, Wis 9

Assassins do not get to choose their skills from a list. All assassins are skilled at the following tasks: Climb Sheer Surfaces, Crack Code, Demolitions, Don Disguise, Escape Bonds, Forge Document, Gather Intelligence, Hide in Shadows, Influence People, Jump, Listen at Doors, Move Silently, Open Lock, Search and Sleight of Hand.

Assassins are used to working with poisons. They have no risk of accidentally poisoning themselves when using poison (to poison food, coat a dart or load a poisoned needle into a lock), and enjoy a +2 bonus to Fortitude saving throws vs. poison.

When an assassin successfully backstabs a target, the target must pass a Fortitude saving throw or be paralyzed for 1d6 rounds +1 round per assassin level.

Finally, when an assassin drops an opponent to below 0 hit points, that opponent always dies within 1d6 rounds regardless of how many “negative hit points” they possess (see Chapter 4: Man Versus for more information).

The Gentleman

Whether you call them aristocrats, toffs, upper-crusters or blue bloods, they’re the blokes that are loaded with dough. The gentleman represents a wealthy fellow who has had a top drawer upbringing – the fanciest schools, the Grand Tour of Europe, polo, etc. A gentleman may be a true gentleman, honorable, decent and dignified, with just enough of the common touch to show he’s a “reg’lar fella” at heart, or he might be a blackguard or snob – that’s up to the player. The gentleman adventures out of sheer boredom or from a love of excitement, not because he must.

Level	XP	Hit Dice	Attack	Fort	Ref	Will
1	0	1d6	+0	15	13	14
2	1,500	2d6	+1	15	12	14
3	3,000	3d6	+1	14	12	13
4	6,000	4d6	+2	14	11	13
5	12,000	5d6	+3	13	11	12
6	24,000	6d6	+3	13	10	12
7	48,000	7d6	+4	13	10	12
8	90,000	8d6	+5	12	9	11
9	130,000	9d6	+6	12	9	11
10	170,000	10d6	+6	12	8	11
11	210,000	11d6	+7	11	8	10
12	250,000	12d6	+8	11	7	10

Rogue Sub-Classes

While the above information applies to most rogues, some extraordinary characters are capable of qualifying for a sub-class of rogue.

The rogue class has the following sub-classes:

Sub-Class	Str	Int	Wis	Dex	Con	Cha
Assassin	-	11	9	13	-	-
Gentleman	-	11	-	9	-	13
Grifter	-	9	-	11	-	13
Private Eye	-	11	13	9	-	-

The gentleman has all the abilities of the rogue, with the following alterations and additions:

Minimum Ability Score: Cha 13, Int 11, Dex 9

It's an excellent idea for the player to choose an uppercrust school as his alma mater and to learn a bit about it, including the motto, school song and school tie.

Gentlemen do not get to choose their skills from a list. All gentlemen are skilled at the following tasks: Appraise Value, Athletics, Communicate, Etiquette, Gamble, Influence People, Ride Mount and Shoot Billiards.

Gentlemen are loaded with money. It's usually their father, mother or a rich aunt's, but they have access to it as long as they maintain a good reputation. This means the gentleman must behave as though he is non-chaotic and non-evil (or, to put it another way, he must be sneaky while being chaotic or evil). Unfortunately, being raised wealthy and priveleged does not tend to increase one's virtue, at least not in those gentlemen who grow up to be adventurers. All gentlemen must be either chaotic or evil (or both, if the player so desires).

Because they are wealthy, gentlemen begin the game with twice the amount of money as normal characters. Moreover, at each level they receive a gift or credit line in dollars equal to their new level x 1d6 x \$5. Again, this is only if they have maintained a good reputation and shown proper obedience to the source of their money.

Gentlemen are known for their ability to command attention



Bertram Wilberforce "Bertie" Wooster (1894-1966)

Created by P. G. Wodehouse, 1917

Graduate of Eton and Magdalen College, Oxford, member of the prestigious Drones Club, a key fixture of the London social scene – all of these things describe Mr. Wooster, and yet they fall short of painting the full picture. Mr. Wooster himself often falls short of the full picture himself, which is why he thanks his lucky stars that a certain Jeeves came into his employ. With the help of his trusty gentleman's gentleman, he treads gingerly through a sea of fierce aunts and determined young maidens bent on marriage.

CN Gentleman, LVL 5, HP 20, AC 10, MV 40, ATK +3, SV FI3 R9
WI4, Str 9 Int 11 Wis 6 Dex 9 Con 11 Cha 13

Special: Backstab x2, notice concealed items, wealthy, command attention

Knacks: Move Silently, Perform

Skills: Appraise Value, Athletics, Communicate, Etiquette, Gamble, Influence People, Ride Mount, Shoot Billiards

Feats: Lightning Reflexes, Run

with their winning smiles, their aristocratic bearing and their copious displays of wealth. A gentleman can temporarily beguile an intelligent target through the use of these weapons. To beguile a target, he must forgo attacking. His target can attempt a Will saving throw. If the saving throw fails, the gentleman becomes the target's sole focus. The target pays no attention to anyone else for as long as the gentleman keeps talking. This focusing of the target's attention allows other characters to take actions of which the captivated target is unaware. The effect ends immediately if the target is attacked or threatened or until somebody does something that would attract his attention.

The Grifter

A grifter is a con-man, a fraud, a humbug and a swindler. The grifter steals just as surely as a thief, but he convinces his victim to help him do it. If he isn't selling the Brooklyn Bridge to a hayseed on his first visit to the big city, he's cheating a widow out of her farm or running a crooked craps game. As an adventurer, a grifter is a

useful man to have when it comes time to procure some hard-to-get item or to bamboozle the authorities to gain access to an important secret.

The grifter has all the abilities of the rogue, with the following alterations and additions:

Minimum Ability Scores: Cha 13, Dex 9, Int 11

Grifters do not get to choose their skills. All grifters are skilled at the following tasks: Cant, Communicate, Don Disguise, Escape Bonds, Forge Documents, Gamble, Gather Intelligence, Influence People, Sleight of Hand and Ventriloquism.

Fortune favors the grifter. Once per day, he may re-roll one roll that he has just made before the success or failure of the result is announced. The grifter must take the result of the reroll, even if it's worse than the original roll.

A grifter's double dealings and tricks make him unpopular in certain circles, increasing the need for a ready number of disguises. The grifter can don a convincing disguise in 1d4 minutes rather than 1d4 turns.

The grifter is capable of holding an audience enthralled with his snappy patter and silver tongue. He can fascinate one person per two points of Charisma. The targets receive a Will saving throw to negate the effect. If this saving throw fails, the target sits quietly and focuses on his performance, taking no

other actions for as long as he continues to talk. Any obvious threat to the fascinated people breaks the effect.

The Private Eye

While the detective is a scholar at heart, erudite and clever, and often upper crust, the private eye is a hard-boiled man of the streets. He takes on the underworld on its own turf, and while he's as clever as the detective, he's also more physical.

The private eye has all the abilities of the rogue, with the following alterations and additions:

Minimum Ability Scores: Wis 13, Int 11, Dex 9

Private eyes do not get to choose their skills. All private eyes are skilled at the following tasks: Cant, Crack Code, Gather Intelligence, Hide in Shadows, Listen at Doors, Move Silently, Search, Sleight of Hand and Track (humans only).

Private eyes are keen and clever. When they come within 30 feet of a clue, there is a 2 in 6 chance they will take note of the clue without specifically searching for it. When a suspect lies to them, they have a 4 in 6 chance of noting the deception.

When a private eye is stuck while solving a mystery during play, he can take a few minutes to mull things over, usually over a stiff drink and a smoke. This thinking session requires peace and quiet for 10 minutes. The private eye's player attempts a Will saving throw modified by Intelligence. If successful, the Venture Master gives a hint towards the gumshoe's next step in solving the case. Each additional attempt at gaining a hint is done at a cumulative -1 penalty. The first time the private eye fails a Will saving throw to get a hint, they must admit that they are baffled and they are barred from getting additional hints during the same mystery.

The Daredevil Class

Daredevils are great physical specimens and natural adventurers. A daredevil will go anywhere and do anything. They are fearless and always on the lookout for a new challenge to overcome.

Requirements

Daredevils must have a Wisdom score of 9 or higher. They must have a high level of situational awareness, and a great deal of "luck", to survive at their profession.



Weapon Proficiency

Daredevils begin the game proficient with seven weapons, not including military and specialist firearms. A daredevil suffers a -2 penalty hit with a weapon with which he is not proficient.

Level	XP	Hit Dice	Attack	Fort	Ref	Will
1	0	1d8	+0	13	13	14
2	2,000	2d8	+1	12	12	14
3	4,000	3d8	+1	12	12	13
4	8,000	4d8	+2	11	11	13
5	16,000	5d8	+3	11	11	12
6	32,000	6d8	+3	10	10	12
7	64,000	7d8	+4	10	10	12
8	120,000	8d8	+5	9	9	11
9	170,000	9d8	+6	9	9	11
10	220,000	10d8	+6	8	8	11
11	270,000	11d8	+7	8	8	10
12	320,000	12d8	+8	7	7	10

Daredevil Abilities

Daredevils are skilled in six tasks chosen by the player from the following list: Acrobatics, Athletics, Bend Bars, Break Down Doors, Climb Sheer Surfaces, Demolitions, Drive Car, Endure, Escape Bonds, Handle Animal, Jump, Lift Gates, Perform, Pilot Aircraft, Ride Bike, Ride Mount, Seamanship, Ski, Sky Dive, Spelunk, Surf, Survive Outdoors, Swim, Track and Treat Injury.

Daredevils are fearless – they have to be to risk their necks on a daily basis. A daredevil enjoys a +2 bonus on Will saving throws against fear and anxiety.

A daredevil can temporarily increase one of his physical ability score modifiers (Strength, Dexterity, or Constitution), once per day. The daredevil increases the selected ability score by +1 for a number of rounds equal to his or her class level. At the end of the duration, the daredevil's ability score returns to normal, and the daredevil is fatigued for 1 minute.

Once per day, a daredevil of 6th level or higher can delay the damage dealt by a single attack or effect for a number of rounds equal to his or her class level.

At 8th level, a daredevil can temporarily increase two physical ability scores at a time. At the end of the duration, the daredevil is fatigued for 10 minutes.

Daredevil Sub-Classes

While the above information applies to most daredevils, some extraordinary characters are capable of qualifying for a sub-class of daredevil.

The daredevil class has the following sub-classes:

Sub-Class	Str	Int	Wis	Dex	Con	Cha
Ace Reporter	-	9	13	-	-	11
Archaeologist	-	11	13	9	-	-
Aviator	-	-	11	13	-	-
Beast Lord	-	-	13	13	13	-
Big-Game Hunter	9	-	11	13	-	-
Cowboy	-	-	11	-	13	-
Grease Monkey	-	-	11	13	-	-
Mariner	11	-	9	13	11	-
Medic	-	11	13	-	9	-
Spaceman	10	11	10	10	13	-
Vigilante	13	-	13	13	-	-

The Ace Reporter

Ace reporters are usually fast-talking, cigar-chomping wise guys, cynical and dedicated to one thing and one thing only – breaking the big story and scooping the competition. If they're known for anything, it's declaring their intention of quitting the profession the first chance they get. They're tired of the whole dirty business. They're tired of fickle John Q. Public. They're tired of corrupt politicians and business people and so-called "champions of the poor" getting away with robbery and even murder. Most of all, they're sick and tired of their editor screaming at them about sources and deadlines. And yet, they never quit (for long). News ink is in their blood, and another great story is lurking just over the horizon.

The ace reporter has all the abilities of the daredevil, with the following alterations and additions:

Minimum Ability Scores: Int 9, Cha 11, Wis 13

Ace reporters do not get to choose their skills. All ace reporters are skilled at the following tasks: Climb Sheer Surfaces, Gather Intelligence, Hide in Shadows, Influence People, Listen at Doors, Move Silently and Search.

Like gumshoes and detectives, ace reporters have a keen eye for finding clues. When they come within 30 feet of a clue, there is a 1 in 6 chance they will take note of the clue without

specifically searching for it. When a person lies to them, they have a 4 in 6 chance of noting the deception.

A good ace reporter keeps a camera handy (assuming they are operating after 1888) to catch people in the act. Their use of cameras has also made them expert at analyzing photographs. A reporter can search a room or area for clues from a photograph without suffering a penalty, provided the clue is in a place that would reasonably be covered by the photograph in question. In addition, an ace reporter enjoys a +2 bonus to initiative when trying to quickly snap a photo.

Ace reporters are pretty good spies. They're skilled at listening at doors, of course, but also of peeping through keyholes and reading lips.

Archaeologist

The heroic archaeologist is not just a man who digs in ancient garbage pits for pieces of pottery, but an explorer in search of lost cities and priceless relics. These archaeologists are men of vigor and intelligence, as capable of translating the writing of a lost civilization as they are of defeating the death traps guarding that civilization's artifacts.

Models for this style of archaeologist include Roy Chapman Andrews, an American explorer and naturalist, and apparently a crack shot who tangled with bandits, and Col. Percy Fawcett, a British artillery officer, archaeologist and explorer who sought an ancient lost city in the jungles of Brazil. There's also this fellow that showed up in a movie, but I forget the name.

The archaeologist has all the abilities of the daredevil, with the following alterations and additions:

Minimum Ability Scores: Wis 13, Int 11, Con 9, Dex 9

Archaeologists do not get to choose their skills. All archaeologists are skilled at the following tasks: Appraise Value, Break Down Doors, Climb Sheer Surfaces, Commu-

nicate, Crack Code, Display Knowledge (History), Jump, Listen at Doors, Search, Spelunk and Swim.

Archaeologists enjoy a +2 bonus to save vs. traps and pitfalls. In addition, they have a 1 in 6 chance of noting the presence of a trap when they approach within 30 feet of it.

When archaeologists come within 30 feet of a secret or concealed door, there is a 1 in 6 chance they will take note of it without specifically searching for it.

The Aviator

Not long after the Wright Brothers made their historic flight and introduced aviation to the world, daredevils starting finding ways to use aircraft in dangerous ways to thrill and entertain audiences and win wars.

The aviator has all the abilities of the daredevil, with the following alterations and additions:

Minimum Ability Scores: Dex 13, Wis 11, Con 9

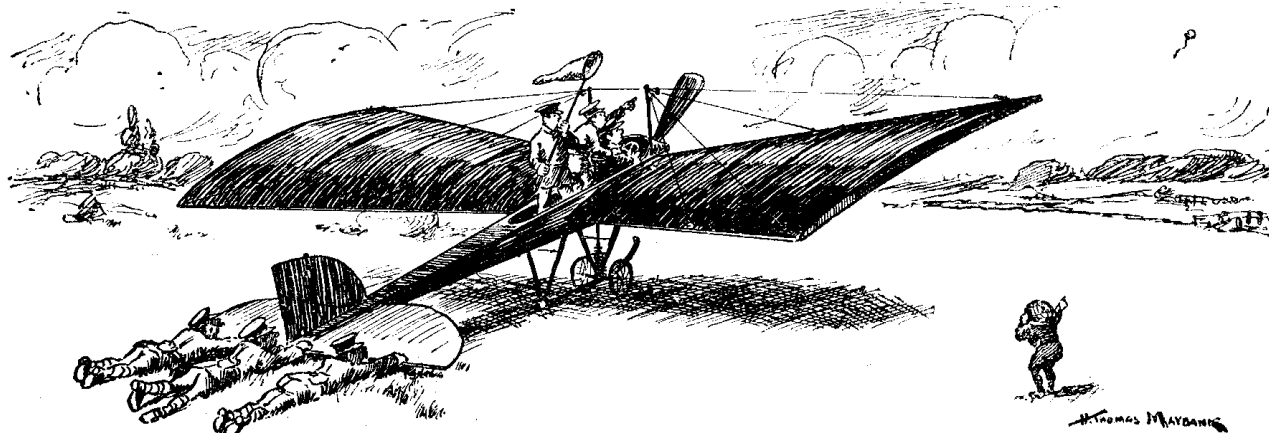
Aviators do not get to choose their skills. All aviators are skilled at the following tasks: Appraise Value (aircraft), Bomb Target, Mechanics, Pilot Aircraft and Search.

Aviators are considered to be proficient with the aircraft weapons of their time, from light and heavy machine guns, to autocannons, to missiles and rockets.

Aviators can get the maximum performance from an aircraft per the rules for scholars, using the mechanics task.

Aviators can coax more speed from aircraft than the average pilot. When an aviator is piloting an aircraft, increase that vehicle's top speed by 10%.

Aviators can apply any combat feats that they have, such as Power Attack, Dodge and Expertise, to their aircraft when they are using it in a dogfight.



The Beast Lord

The beast lord archetype was invented in 1893 when Rudyard Kipling published his first story of Mowgli, a human boy raised by wolves in the jungles of India. The legend was further bolstered in 1912, when Edgar Rice Burroughs published his first story of Tarzan, the English boy raised by apes in the jungles of Africa. Several similar characters followed.

The beast lord has all the abilities of the daredevil, with the following alterations and additions:

Minimum Ability Scores: Con 13, Dex 13, Wis 13

Beast lords do not get to choose their own skills. All beast lords are skilled at the following tasks: Climb Sheer Surfaces, Endure, Handle Animal, Hide in Shadows, Jump, Listen at Door, Move Silently, Swim, Track and Treat Injury.

Beast lords can only begin the game proficient with simple archaic weapons they could manufacture themselves.

Beast lords are raised by animals, and the kind of animal that raises them imbues them with certain special abilities.

Animal	Bonus Beast Lord Ability
Ape	Ape lords gain a climb speed equal to half his normal movement rate. By 5th level, his climb speed equals his normal movement rate.
Bear	Bear lords gain Toughness as a feat at 1st level, and Improved Grapple at 5th level.
Horse	Horse lords gains Run as a feat at 1st level, and Great Fortitude at 5th level.
Lion	Lion lords gain Run as a feat at 1st level, and at 5th level a +2 bonus to damage when he charges.
Wolf	The wolf lord gains Trip as a feat at 1st level, and gains a +2 bonus to Track at 5th level.

Beast lords cannot speak anything but the language of animals at 1st level. When communicating with animals, they can make themselves understood and understand the animals. Beast lords can pick up a few words of one other language by 2nd level and they can speak that language competently, though haltingly, by 3rd level.

Beast lords surprise opponents on a roll of 1-2 on 1d6 when acting alone or with other creatures of the wild. His own senses, allow him to make a Will saving throw to avoid being surprised himself.

Since they are used to fighting without the benefit of armor, beast lords develop a fluid, mobile fighting style that grants them a natural bonus to Armor Class, per the Boxer subclass.

Beast lords can banish or control animals with his eyes and the sounds that he makes. When a banishing attempt is made, the beast lord chooses one type of animal he wishes to banish. A d20 is rolled and the table below consulted for the result, cross referencing the beast lord's level and the animal's Hit Dice.

If the number on the dice is equal to or greater than the number shown on the table, all animals of the targeted type are banished and flee for 3d6 rounds, or they cower helplessly if they cannot flee. Alternatively, the beast lord can give the animals a single command, which they must follow, though the beast lord can only command a total number of Hit Dice of animals equal to twice his level + Charisma bonus.

Beast Lord Level									
HD	1	2	3	4	5	6	7	8	9+
1	10	7	4	3	2	0	0	0	0
2	13	10	7	4	3	2	0	0	0
3	16	13	10	7	4	3	2	0	0
4	19	16	13	10	7	4	3	2	0
5	20	19	16	13	10	7	4	3	2
6	-	20	19	16	13	10	7	4	3
7	-	-	20	19	16	13	10	7	4
8	-	-	-	20	19	16	13	10	7
9	-	-	-	-	20	19	16	13	10
10	-	-	-	-	-	20	19	16	13
11	-	-	-	-	-	-	20	19	16
12	-	-	-	-	-	-	-	20	19
13+	-	-	-	-	-	-	-	-	20

A 1st level beast lord can choose to have one animal with no more than 1 HD be his loyal companion. The animal friend only remains with the beast lord if it is treated like a friend and ally, not a pet or cannon fodder. More powerful animal friends can be acquired at higher levels. An animal of 2 to 5 Hit Dice can be chosen at 6th level and an animal of 6 to 10 Hit Dice can be chosen at 12th level.



The Big-Game Hunter

Lots of men hunt, but the big-game hunter specializes in animals that are more than large enough to kill him. Big-game hunters in Africa coined the term “The Big Five Game”, those being the five most dangerous animals in Africa to hunt. The big five were African elephant, black rhinoceros, Cape buffalo, African lion and African leopard. Of course, they are not the only big game in the world, and if your game includes cryptids and lost worlds, you can add them to the list.

The big-game hunter has all the abilities of the daredevil, with the following alterations and additions:

Minimum Ability Scores: Dex 13, Wis 11, Str 9

Big-game hunters do not get to choose their own skills. All big-game hunters are skilled at the following tasks: Climb Sheer Surfaces, Endure, Handle Animal, Jump, Move Silently, Search, Survive Outdoors, Swim and Track.

Big-game hunters are ambush hunters, stalking their prey and attacking from cover whenever possible. When they attack a creature that is unaware of their presence, big-game hunters deal double damage on a successful hit. This increases to triple damage after 6th level.

Big-game hunters are trophy hunters, seeking to bag game they have never before hunted. A big-game hunter can choose a particular animal as their current focus. Each time they encounter that animal (and survive), they gain a cumulative +1 bonus to attack, save and track that animal, up to a maximum bonus of +5. Once they take that animal as a trophy, they must choose a new animal as their focus.

Big-game hunters must ever seek more impressive prey to hunt. A big-game hunter cannot advance beyond 3rd level without bagging an animal of large size or larger. They cannot advance beyond 6th level without bagging a predator of large size or larger. Finally, they may only advance beyond 9th level by bagging a huge animal.

Note: A big-game hunter’s camp in the early 1900’s was described as including a head-man, who runs the camp and the retainers, 1d6+4 gunbearers, 1d6+2 askaris (soldiers), a cook, 1d8 tent boys, as many as 100 porters, a groom for each mule and horse, and 20 to 30 totos (“little boys”). The totos are often not hired, they just come along as stowaways and are paid food and lodging for what little work they can manage.

The Cowboy

Cowboys are mounted animal herders who epitomize the romance of the Old West. The profession was developed by the vaqueros of Mexico (anglicized into “buckaroo”) and soon spread to the United States. There are also cowboys in South America (the gauchos, llanero, huaso, and chalans), Australia, Hawaii (the paniolo) and Florida (the cowhunters or cracker cowboys).

Most cowboys are hired to tend cattle and drive them to market. Some use their skills to rustle (i.e. steal) cattle from others. Specialized cowboys called wranglers or *mestefieros* were hired to catch, break and tend horses.

The cowboy has all the abilities of the daredevil, with the following alterations and additions:

Minimum Ability Scores: Con 13, Wis 11

Cowboys do not get to choose their own skills. All cowboys are skilled at the following tasks: Appraise Value (livestock only), Endure, Gamble, Handle Animal, Jump, Ride Mount, Survive Outdoors and Track.

Cowboys know how to rope and ride. When lassoing a target (a ranged grapple attack), they increase their strength bonus by one half their horse’s Hit Dice value.

Cowboys have the same ability to pick an exceptional horse as does the fighter sub-class the dragoon (q.v.)

Guarding cattle at night requires a man to be a light sleeper. Cowboys are surprised on a roll of 1 on 1d8 normally. While sleeping, an opponent trying to sneak up on a cowboy must still make a normal surprise roll on a d6. If a cowboy has been put to sleep by a poison, this does not apply.

Cowboys must sometimes wrestle large animals to the ground in order to brand or care for them. A cowboy suffers no penalty when attempting to grapple a creature one size larger than him.

The Grease Monkey

Grease monkeys are nuts about cars, racing them, performing stunts with them and most of all, modifying them. The sight of a fine automobile can bring a tear to their eyes and make their heart skip a beat, and they’re good to have around when one needs to make a quick getaway or chase down the bad guys.

The grease monkey has all the abilities of the daredevil, with the following alterations and additions:

Minimum Ability Scores: Dex 13, Wis 9



Grease monkeys do not get to choose their own skills. All grease monkeys are skilled at the following tasks: Appraise Value (motor vehicles and other machines only), Drive Car, Endure, Mechanics, Ride Bike and Search.

A grease monkey is born with a monkey wrench in his hand. They can use wrenches as though they were maces in combat, rather than as improvised weapons.

Grease monkeys can get the maximum performance from a motor vehicle (cars, trucks, motorcycles) per the rules for scholars, using a Mechanics task check.

Grease monkeys love speed, and they can coax more of it from cars, trucks and motorcycles than the average driver. When a grease monkey is driving a motor vehicle, increase that vehicle's top speed by 10%.

Grease monkeys can apply any combat feats that they have, such as Power Attack, Dodge and Expertise, to their vehicles when using them in combat.

Grease monkeys know a vehicle's weak spot. They enjoy a +1 bonus to hit against constructs, and inflict extra damage on a successful attack equal to half their level, rounding down.

The Mariner

Mariners are sailors, pirates, and fishermen. Mariners may work on tugboats, whaling ships, giant cargo vessels or

warships, but on whatever sort of vessel they work, they stare down death every day of their lives.

The mariner has all the abilities of the daredevil, with the following alterations and additions:

Minimum Ability Scores: Dex 13, Str 11, Con 11, Wis 9

Mariners do not get to choose their own skills. All mariners are skilled at the following tasks: Appraise Value (water vehicles only), Climb Sheer Surfaces, Communicate, Endure, Gamble, Jump, Seamanship and Swim.

Mariners have a specialty aboard ship which grants them one bonus ability, chosen from the following list: Gunner's Mate (gains Gunnery as skill), Ordnance Disposal (gains Demolitions as skill), Master-at-Arms (gains Grapple feat), or Machinist's Mate (gains Mechanics as a skill).

Mariners are able to hold their breath twice as long as normal (i.e. for one round per point of Constitution), suffer half damage from diving from great heights, and suffer no tactical disadvantage when fighting underwater.

Due to a familiarity in fighting in close quarters, mariners gain a tactical advantage over characters not similarly skilled when fighting in an environment where one cannot stand up fully, or in a space no more than 5 feet wide.

The Medic

A medic is a doctor or medical technician that operates under hazardous conditions. They are cool under pressure, are good at improvising, and can perform surgery under hazardous conditions. Medics work in emergency rescue or combat.

The medic has all the abilities of the daredevil, with the following alterations and additions:

Minimum Ability Scores: Con 9, Int 11, Wis 13

Medics must choose Treat Injury as one of their skills.

The medic can boost ability scores with an adrenaline boost like other daredevils, but adds Intelligence to the list of ability scores that he can boost.

Medics have experience in hauling bodies (alive or dead) around, and can add their intelligence bonus to strength task checks made to lift or carry people.

Medics are not bothered by distractions while using the Treat Injury skill, and they suffer only a -1 penalty when performing other tasks under pressure. They suffer no penalty when treating injuries or performing surgery without the proper tools, although they must have some tools, such as a knife to make incisions and scraps of cloth to use as bandages.

The Spaceman

While the world's first human astronauts and cosmonauts did not appear until the 1960s, spacemen were the stuff of science fiction at a much earlier date, and therefore might exist in a more fantastic *GRIT & VIGOR* campaign.

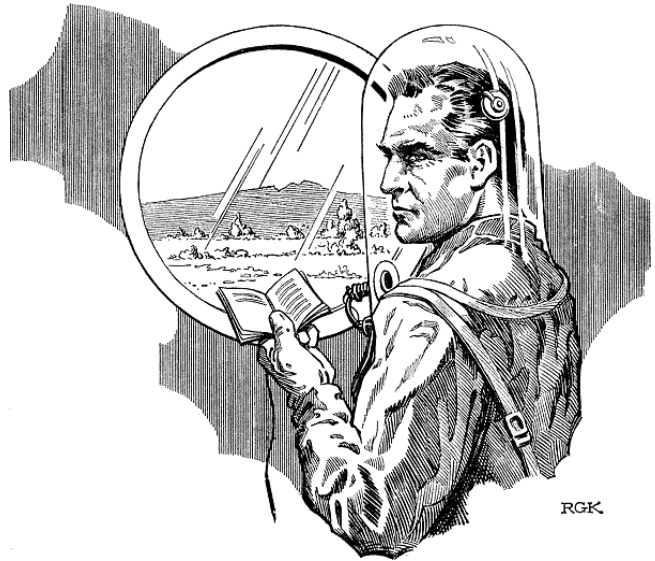
A spaceman is a man who has trained to work in the hazardous environment of outer space. They are always pilots, usually well educated, with training in mathematics and the hard sciences, and they must be exceptionally tough to endure the rigors and dangers of space flight.

Depending on the time period, a spaceman might look very much like an actual astronaut in terms of their equipment, or they may look like something out of a bad sci-fi movie. At a minimum, they probably wear gear not unlike that of deep sea diving equipment.

The spaceman has all the abilities of the daredevil, with the following alterations and additions:

Minimum Abilities: Con 13, Dex 10, Str 10, Wis 10, Int 11

Spacemen do not get to choose their skills. All spacemen are skilled at the following tasks: Acrobatics, Chemistry, Display



Knowledge, Electronics, Endure, Jump, Mechanics, Pilot Aircraft and Treat Injury.

Spacemen can operate in zero-gravity conditions without any penalty, including combat, saving throws and all task checks.

Spacemen are considered to be proficient with the weapons on their spacecraft or aircraft, if any.

Spacemen can coax more speed from aircraft and spacecraft than the average pilot. When a spaceman is piloting an aircraft or spacecraft, increase that vehicle's top speed by 10%.

Spacecraft can apply any combat feats that they have, such as Power Attack, Dodge and Expertise, to their aircraft and spacecraft when using them in dogfights.

The Vigilante

When crime runs rampant and criminals no longer fear the law, it is sometimes necessary for a man to take the law into his own hands and fight crime as a private citizen. Naturally, this is a dangerous task, and thus requires a daredevil.

The vigilante has all the abilities of the daredevil, with the following alterations and additions:

Minimum Ability Scores: Str 13, Dex 13, Wis 13

Vigilantes do not get to choose their skills. All vigilantes are skilled at the following tasks: Acrobatics, Break Down Doors, Cant, Climb Sheer Surfaces, Endure, Escape Bonds, Gather Intelligence, Hide in Shadows, Jump, Listen at Doors, Move Silently, Open Lock and Track.

Vigilantes must hide their true identity, lest their value as a crime fighter is negatively impacted (and they are arrested). This requires a disguise or mask of some kind. While wearing their disguise, the vigilante enjoys a +2 bonus to save vs. fear and other mind affects, including mind control. In addition, they can attempt to intimidate people with no more than half the vigilante's Hit Dice. The target gets a Will saving throw to resist; if unsuccessful, the target flees the scene.

A vigilante has the same skill at backstabbing as rogues, but any time they would normally kill their target and are employing a bludgeoning weapon, they can instead choose to knock them unconscious for 1d6 turns. The victim can attempt a Fortitude saving throw to cut this time in half, but make sure the vigilante is unaware of whether this saving throw is successful or unsuccessful.

At 6th level, a vigilante can choose an arch-nemesis. The vigilante enjoys a +2 bonus to attack and damage their arch-nemesis, a +2 bonus on task checks made to find them or in the course of defeating them, and a +2 bonus to save against their special abilities (if any). Once this unique arch-nemesis is defeated, the vigilante may choose a new arch-nemesis.

Multi-Classing and Dual-Classing

A multi-classed character pursues two classes at the same time. The multi-class character combines the required experience points per level of both of their classes, and must earn this many experience points to advance to the next level. A fighting man/scholar, for example, needs 3,500 XP (2,000 XP for fighter, and 1,500 XP for scholar) for second level.

A multi-classed character has the following benefits and limitations:

- 1) A character can only multi-class in the basic classes (fighter, scholar, rogue and daredevil), not the sub-classes.
- 2) The character rolls their smaller Hit Dice at odd levels and their larger Hit Dice at even levels to determine their number of new hit points. For example, a fighter/scholar rolls 1d4 for hit points at first level, then 1d10 for hit points at second level, then 1d4 again at third level, and so on.
- 3) They use the best attack bonus and saving throw values of their two classes.
- 4) They use the better of the two weapon proficiencies and non-weapon proficiency penalties of their two classes.
- 5) A multi-class character gets all of the special abilities and skills of their two classes.

Changing Class

A character might decide to switch their class (though not in the middle of an adventure, of course). Such a character is called "dual-classed". When a character would normally gain a new level in his original class, he can choose instead to become 1st level in a new class. When this decision is made, the character stops accumulating XP in his old class and begins applying XP to his new class.

- 1) A character can only change classes after achieving at least 3rd level in his original class.
- 2) A dual-classed character does not earn new Hit Dice until he attains more levels in his new class than his old class. For example, a character who had attained 4th level as a scholar could not earn new Hit Dice as a fighter until he advanced to 5th level as a fighter.
- 3) A dual-class character uses the least restrictive weapon list of his classes.
- 4) A dual-class character keeps the special abilities he already gained from his old class at the level he had attained, and gains the special abilities of his new class as he advances in level.
- 5) A dual-class character retains the attack bonus and saving throw values of his original class at the level he attained in that class, substituting the attack bonus and saving throws of his new class when they surpass the old values.



Feats

Feats are special abilities that help define what a character knows and what they are particularly good at doing beyond the abilities provided by their class or their background. Characters learn a feat at 1st level, 3rd level, 6th level, 9th level, 12th level, and so on.

Feat	Prerequisites
Ace Shot	Dex 16+, Point Blank Shot, Precise Shot
Aikido Master	Int 13+, Pugilist (or Boxer Class), Dodge, Expertise
Armor Proficiency	-
Baguazhang Master	Con 13+, Pugilist (or Boxer), Great Fortitude, Iron Will
Bartitsu Master	13+, Pugilist (or Boxer Class), Dodge, Look Smart
Berserk	Con 13+, Wis 8 or lower
Blind-Fight	-
Bodyguard	-
Brawler	Pugilist
Bum Rush	Str 13+, Power Attack
Capoeira Master	Dex 13+, Pugilist (or Boxer), Brawler, Lightning Reflexes
Cleave	Str 13+, Power Attack
Clinch Fighter	Dex 13+, Pugilist, Grappler
Dash-Fire	Look Smart
Dead-Eye Shot	Wis 13+, Far Shot
Defensive Roll	Dex 13+, Lightning Reflexes, Evasion, Uncanny Dodge
Diehard	Con 13+
Dilettante	Int 13+
Disarm	Int 13+, Expertise
Dodge	Dex 13+
Elusive Target	Dex 13+, Dodge
Eureka!	Int 13+, Scholar level 3+
Expertise	Int 13+
Exploit Weakness	Int 13+
Evasion	Dex 13+, Lightning Reflexes
Fancy Driving	Dex 13+, Drive Car skill
Far Shot	-
Fast	-
Fearless	Wis 13+, Iron Will

Feign Death	Wis 15+, Iron Will
Feint	Int 13+, Expertise
Flurry of Blows	Pugilist, attack bonus +6 or higher
Flying Kick	Pugilist, attack bonus +2 or higher
Grappler	Dex 13+, Pugilist
Great Cleave	Str 13+, Power Attack, Cleave, attack bonus +5 or higher
Great Fortitude	-
Ground Fighter	Dex 13+, Pugilist, Grappler
Haymaker	Pugilist, Brawler, Knockout Punch, attack bonus +5 or higher
Heave-Ho	Dodge, Throw, attack bonus +2 or higher
Improvise	-
Intuition	Wis 13+
Iron Stomach	Con 13+, Great Fortitude
Iron Will	-
Jujutsu Master	Int 13+, Pugilist (or Boxer Class), Expertise, Trip
Karate Master	Str 13+, Pugilist (or Boxer Class), Cleave, Power Attack
Knack	-
Knockout Punch	Pugilist, Brawler, attack bonus +2 or higher
Lead Foot	Skill (Pilot Aircraft, Drive Car, etc.)
Leadership	-
Lightning Reflexes	-
Lightning Shot	Point Blank Shot, attack bonus +4 or higher
Look Smart	-
Modern Archimedes	Int 13+
Mounted Combat	Ride Mount skill
Nemesis	-
Nip-Up	-
Old Warhorse	Leadership
Overrun	Str 13+, Power Attack
Plucky	Iron Will
Point Blank Shot	-
Power Attack	Str 13+
Precise Shot	Point Blank Shot
Psychic	Psychic ability
Pugilist	Attack bonus +1 or higher
Quick Draw	Attack bonus +1 or higher
Rapid Reload	Attack bonus +1 or higher
Ride-By Attack	Mounted Combat

Rough & Tumble	-
Run	-
Savate Master	Str 13+, Pugilist (or Boxer Class), Brawler, Power Attack
Second Wind	Con 13+, Diehard
Shot on the Run	Dex 13+, Point Blank Shot, Dodge
Sidekick	Leadership, level 4 or higher
Sleeper Hold	Dex 13+, Pugilist, Grappler
Slow Fall	Dex 13+, Lightning Reflexes
Sockdolager	Dex 13+, Wis 13+, Pugilist, Knockout Punch, attack bonus +6 or higher
Spirited Charge	Dex 13+, Mounted Combat, Ride-By Attack
Spring Attack	Dex 13+, Dodge, attack bonus +3 or higher
Stamina	Con 13+, Diehard, Second Wind
Stuntman	Drive Car, Ride Bike or Pilot Aircraft skill
Sunder	Str 13+, Power Attack
Sweet Science	Int 13+, Pugilist
Taekwondo Master	Attack bonus +2 or higher, Pugilist (or Boxer Class), Flying Kick
Taiji Quan	Dex 13+, Pugilist (or Boxer Class), Dodge, Iron Will
Task Focus	Knack with a task
Task Mastery	Skill with a task, level 9 or higher
Taunt	Cha 13+
Throw	Dex 13+, Dodge
Toughness	-
Trample	Mounted Combat
Trick	Int 13+, Exploit Weakness
Trip	Int 13+, Expertise
Two-Gun Fighting	Dex 15+, Point Blank Shot
Two-Weapon Defense	Dex 15+, Two-Weapon Fighting
Two-Weapon Fighting	Dex 15+
Two-Weapon Mastery	Dex 15+, Two-Weapon Fighting
Unbalance	Dodge, attack bonus +5 or higher
Uncanny Dodge	Dex 13+, Lightning Reflexes, Evasion
Weapon Finesse	Attack bonus +1 or higher
Weapon Focus	Weapon proficiency
Weapon Mastery	Weapon Focus, attack bonus +6 or higher
Weapon Proficiency	-
Weapon Specialist	Weapon Focus, attack bonus +4 or higher

Whirlwind Attack	Dex 13+, Int 13+, Dodge, Expertise, Spring Attack, attack bonus +3 or higher
Wing Chun Master	Dex 13+, Pugilist (or Boxer), Dodge, Great Fortitude
Workhorse	Str 13+
Xing Yi Quan Master	Str 13+, Pugilist (or Boxer), Look Smart, Power Attack

Feat Descriptions

Ace Shot

Prerequisites: Dexterity 16+, Point Blank Shot, Precise Shot

When you shoot or throw ranged weapons at grappling combatants, you have no chance of accidentally hitting the wrong person. Otherwise, there is a 50% chance that your attack is aimed against the wrong person.

Aikido Master

Prerequisites: Int 13+, Pugilist (or Boxer), Dodge, Expertise

An aikido master can sacrifice his own attacks against a grappled opponent to lock them into combat. Each round, the aikido master makes an attack roll, noting the total. To break the lock, the aikido master's opponent must make an attack roll with a result higher than the aikido master's Armor Class and higher than the aikido master's attack roll. If he fails, he may not move or attack anyone else. If he succeeds, he may either count the attack towards the aikido master and deal damage as normal, or instead move or attack another.

Armor Proficiency

You gain proficiency with one type of armor.

Baguazhang Master

Prerequisites: Con 13+, Pugilist (or Boxer Class), Great Fortitude, Iron Will

The baguazhang master adds his Constitution bonus to his Armor Class and to Reflex saving throws. This is in addition to his Dexterity modifier, not in place of it.

Bartitsu Master

Prerequisites: 13+, Pugilist (or Boxer), Dodge, Look Smart

When the bartitsu master gets his opponent into a grapple, the opponent must pass an Endure task check each round the grapple is maintained or succumb to pain and fall unconscious for 1d4 rounds.

Berserk

Prerequisites: Constitution 13+, Wisdom 8 or lower

Once per day, you can fly into a rage. While berserk, you make two attacks per round, but suffer a -2 penalty to Armor Class. While berserk, you cannot do anything that requires a great deal of thought or concentration. A berserk rage lasts up to 6 rounds, and you may prematurely end your rage. At the end of the rage, you are fatigued until you rest for one hour.

Blind-fight

You can fight without penalty even when you cannot see your opponent due to blindness, darkness or invisibility.

Bodyguard

Once per round, if you are adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), you can subject yourself to the attack in the ally's stead. If the attack hits, you take damage normally. If it misses, it also misses the ally. You must declare your intention to place yourself in harm's way before the attack roll is made.

Brawler

Prerequisites: Pugilist

You suffer no tactical disadvantage when fighting up to three people single-handedly.

Bum Rush

Prerequisites: Strength 13+, Power Attack

When making bum rush attacks, you roll two d20's and use the higher of the two rolls for your attack.

Capoeira Master

Prerequisites: Dex 13+, Pugilist (or Boxer Class), Brawler, Lightning Reflexes

When fighting three or more opponents, a capoeira master may make one free trip attack per round, in addition to his normal attack, against one of those opponents.

Cleave

Prerequisites: Strength 13+, Power Attack

When you drop an opponent to 0 or fewer hit points, you may immediately make a second attack at the end of the combat round against a foe that is within reach.

Clinch Fighter

Prerequisites: Dexterity 13+, Pugilist, Grappler

You have learned how to fight in the clinch. You can make non-grapple attacks while being grappled, but only with small weapons or your fists (or elbows, or heels, etc.).

Dash-fire

Prerequisites: Look Smart

Once per day, you can focus your effort to burst into sudden action when the situation calls for it. You can change your place in the initiative order, moving higher in the count by a number less than or equal to your class level. You must declare the use of this ability at the start of a round, before anyone else takes a turn.

Dead Eye Shot

Prerequisites: Wisdom 13+, Far Shot

If you can take a full round to line up a shot with a ranged attack, you may roll two d20's and use the higher of the two rolls for your attack roll. You cannot move while taking aim for a dead eye shot.

Defensive Roll

Prerequisites: Dexterity 13+, Lightning Reflexes, Evasion, Uncanny Dodge

You can roll with a potentially lethal attack to take less damage from it. When you would be reduced to 0 hit points by damage in combat, you can attempt to roll with the damage.

You make a Reflex saving throw. If the save succeeds, you take only half damage. You must be able to react to the attack to execute a defensive roll. If you are immobilized, you cannot use this feat. Since this effect would not normally allow a character to make a Reflex save for half damage, the evasion feat does not apply to the defensive roll.

Diehard

Prerequisites: Constitution 13+

When reduced to 0 hit points, you are disabled rather than dead. Each round after reaching 0 hit points, you must pass a Fortitude saving throw or drop dead.

Dilettante

Prerequisites: Intelligence 13+

Choose one ability score. You enjoy a +1 bonus to all task checks related to that ability score.

Disarm

Prerequisites: Intelligence 13+, Expertise

When making disarm attacks, you roll two d20's and use the higher of the two rolls for your attack roll.

Dodge

Prerequisites: Dexterity 13+

You improve your Armor Class by 1.

Elusive Target

Prerequisites: Dexterity 13+, Dodge

When fighting an opponent or multiple opponents in melee, other opponents attempting to target you with ranged attacks suffer a -4 penalty to their attack roll.

Eureka!

Prerequisites: Intelligence 13+, Inventor Level 3+

In your off hours, you make a discovery that broadens human knowledge. Roll 1d20. You may add this value to your next chemistry, electronics, or mechanics task check involving invention. This bonus is only applied once.

Expertise

Prerequisites: Intelligence 13+

You can accept a penalty of 1 to 3 to your attack rolls to gain an equivalent bonus (+1 to +3) to your AC.

Exploit Weakness

Prerequisites: Intelligence 13+

After one round of combat, you can designate one opponent whose weaknesses you will try to exploit. Against this opponent, you can substitute your Intelligence bonus for your Strength or Dexterity bonus on attack rolls.

Evasion

Prerequisites: Dexterity 13+, Lightning Reflexes

When you are exposed to an effect that normally allows a Reflex saving throw for half damage, you instead suffer no damage if you make a successful save. Evasion can only be used when wearing light or no armor.

Wonder Dogs

In 1921, Hollywood introduced us to Strongheart, the first "wonder dog". This was an animal that was so smart, it was practically human. For some characters, especially the outdoorsy-types, a wonder dog makes a great sidekick (see the feat on this page). If you would like a wonder dog, use the basic monster statistics for the type of dog you want, and modify them as the main character advances in level:

Level	HD	AC	Tricks	Special
1-2	+0	+0	1	Communicate
3-5	+2	+1	2	Evasion
6-8	+4	+2	3	Devotion
9-11	+6	+3	4	-
12	+8	+4	5	-

Communicate: The wonder dog can communicate with its master as though it was skilled at the Communicate task. ("What's that girl? Billy's fallen in the well!")

Evasion: As the feat of the same name.

Devotion: The wonder dog enjoys a +2 bonus to save vs. conditions that would cause it to separate from your side, such as fear or being bribed by a juicy steak.

Fancy Driving

Prerequisites: Dexterity 13+, Drive Car skill

Vehicles you are driving gain a +1 to Armor Class.

Far Shot

When you use a ranged weapon or firearm, its effective range is increased by 50%. The weapon's maximum range does not change. With thrown weapons, the effective range is doubled.

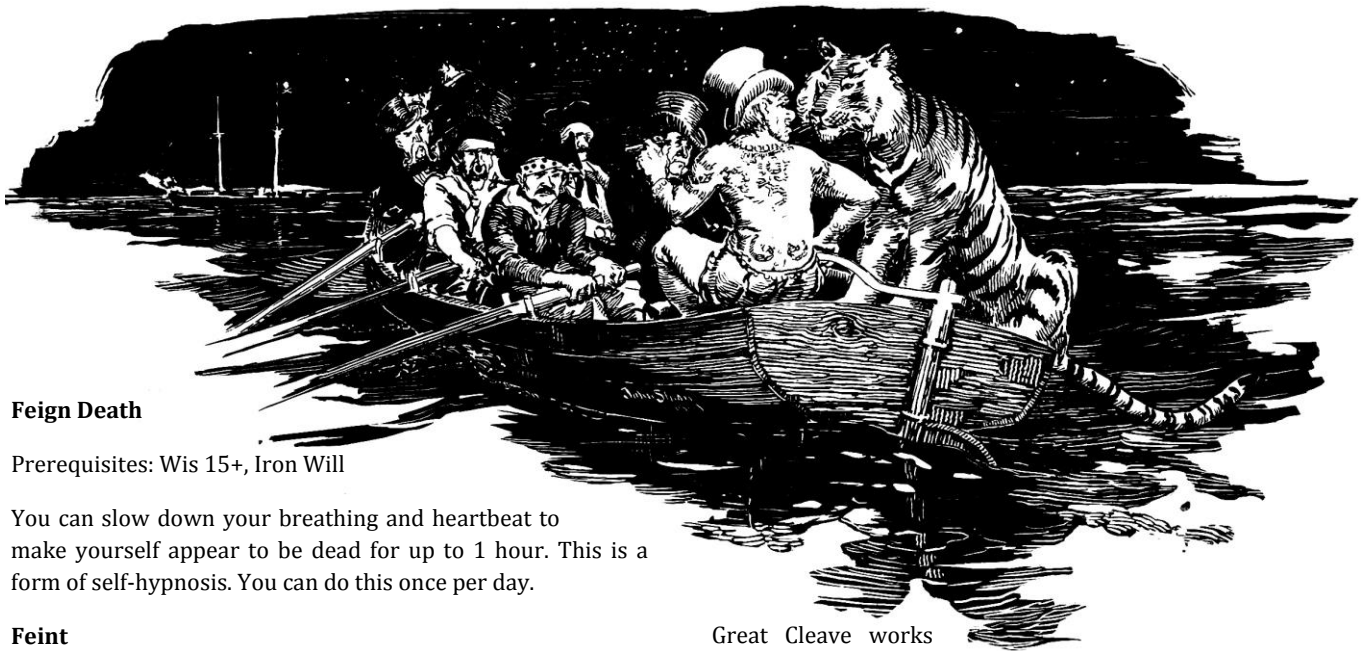
Fast

You increase your walking movement rate by 5' per round.

Fearless

Prerequisites: Wisdom 13+, Iron Will

You gain a +2 bonus to Will saving throws against fear. Combined with the Iron Will feat, this adds up to a total +4 bonus to save vs. fear.



Feign Death

Prerequisites: Wis 15+, Iron Will

You can slow down your breathing and heartbeat to make yourself appear to be dead for up to 1 hour. This is a form of self-hypnosis. You can do this once per day.

Feint

Prerequisites: Intelligence 13+, Expertise

When making feint attacks, you roll two d20's roll and use the higher of the two rolls for your attack.

Flurry of Blows

Prerequisites: Pugilist, attack bonus +6 or higher

You can strike with a flurry of blows at the expense of accuracy. You must be unarmored and using unarmed strikes. With a flurry of blows, you may make one extra attack per round. This second attack and any other attack you make during the round are made at a -2 penalty.

Flying Kick

Prerequisites: Pugilist, attack bonus +2 or higher

You can use a charge to deliver a devastating flying kick to an opponent. At the end of this charge, you add your level as a bonus to the damage you deal with the unarmed strike.

Grappler

Prerequisites: Dexterity 13+, Pugilist

When making grapple attacks, you roll two d20's roll and use the higher of the two rolls for your attack.

Great Cleave

Prerequisites: Strength 13+, Power Attack, Cleave, attack bonus +5 or better

Great Cleave works as the Cleave feat, except that there is no limit to the number of times it can be used per round.

Great Fortitude

You gain a +2 bonus to Fortitude saving throws.

Ground Fighter

Prerequisites: Prerequisites: Dexterity 13+, Pugilist, Grappler

Opponents gain no tactical advantage against you when you are fighting from a prone position.

Haymaker

Prerequisites: Pugilist, Brawler, Knockout Punch, attack bonus +5 or better

When making your first unarmed attack against a surprised opponent, treat a successful attack as a critical hit.

Heave-Ho

Prerequisites: Dodge, Throw, attack bonus +2 or better

If an opponent attacks and misses you in melee combat, you may immediately make a trip attack against them.

Improvise

You suffer no penalty to attack with improvised weapons and no penalty to task checks when using improvised tools.

Intuition

Prerequisites: Wisdom 13+

A number of times per day equal to your Wisdom bonus, you can attempt a Will saving throw to attempt to sense trouble. If successful, the Venture Master must tell you whether you have a good or bad feeling, based on the VM's best guess regarding the current situation.

Iron Stomach

Prerequisites: Constitution 13+, Great Fortitude

You gain a +2 bonus to Fortitude saving throws against ingested poisons and nausea. Combined with the Great Fortitude feat, this adds up to a total +4 bonus to save.

Iron Will

You gain a +2 bonus to Will saving throws.

Jujutsu Master

Prerequisites: Int 13+, Pugilist (or Boxer), Expertise, Trip

When using the throw or trip combat maneuvers, a jujutsu master adds his opponent's strength bonus to his own strength bonus when rolling his attack roll.

Karate Master

Prerequisites: Str 13+, Pugilist (or Boxer Class), Cleave, Power Attack

Karate masters deal triple damage with critical hits when making an unarmed attack. Items rolling a saving throw to avoid being destroyed by a karate master do so at a -2 penalty.

Knack

You have a knack at one chosen task. A character that is skilled in a task and who has a knack at it enjoys a +3 bonus to his task checks with that task.

Knockout Punch

Prerequisites: Pugilist, Brawler, attack bonus +2 or better

When making your first unarmed attack against a surprised opponent, you deal double damage on a successful attack and your victim has a percentage chance to be knocked instantly unconscious for 1d6 minutes equal to the damage inflicted.

Lead Foot

You can coax 10% more speed from a motorized vehicle that you are skilled at operating.

Leadership

You can have twice as many contacts as your Charisma score would normally allow.

Lightning Reflexes

You gain a +2 bonus to Reflex saving throws.

Lightning Shot

Prerequisites: Point Blank Shot, attack bonus +4 or higher

You can make a flurry of attacks with a light firearm at the expense of accuracy. With a lightning shot, you may make one extra ranged attack with a light firearm. This attack and any other attacks made in the round suffer a -2 penalty to hit.

Look Smart

You gain a +1 bonus to initiative rolls.

Modern Archimedes

Prerequisites: Intelligence 13+

When faced with a Strength task check, you can make a Will save modified by your Intelligence instead of a Fortitude save modified by your Strength. There is one catch – you have to explain what method you use to perform the task, and you must have the materials/tools required for your method.

Mounted Combat

Prerequisites: Ride Mount skill

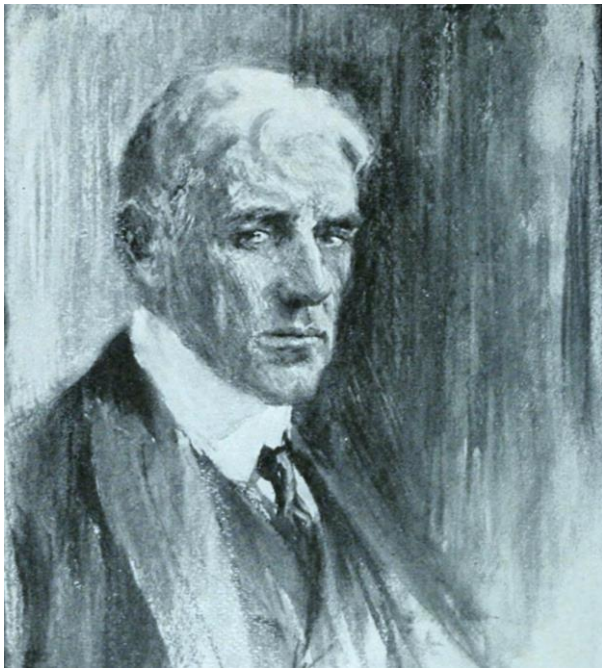
Once per round when your mount is hit in combat, you may attempt a Riding task check to negate the hit. In addition, you suffer no penalties when fighting from horseback.

Nemesis

You may select one type of creature to be your sworn foe. Against your sworn foe, you inflict +1 point of damage, you enjoy a +1 bonus on saving throws to resist their special abilities, and you get a +2 bonus on task checks against them.

Nip-Up

You can stand from a prone position without spending a move action to do so.



A. J. Raffles (1866-1909)

Created by E. W. Hornung, 1898

Raffles is a cricketer and a gentleman thief who practices the art of burglary out of a desire for excitement, for he has lost all interest in cricket. Although a thief, he does keep to a certain code, and he seems to shy from violence. With him on most of his adventures is his comrade, Harry "Bunny" Manders.

NE Rogue, LVL 6, HP 23, AC 12, MV 40, ATK +3, SV F12 R8 W9, Str 14 Int 12 Wis 14 Dex 16 Con 13 Cha 13

Special: Backstab x3, notice concealed items

Knacks: Athletics, Crack Codes, Move Silently*

Skills: Appraise Value, Cant, Climb Sheer Surfaces, Don Disguise, Hide in Shadows, Listen at Doors, Move Silently, Open Lock, Search, Sleight of Hand

Feats: Iron Will, Lightning Reflexes, Sidekick

Weapons: Sap (1+1)

Old Warhorse

Prerequisites: Leadership

Your followers gain a +2 bonus on morale checks and other Will saving throws against fear and the like.

Overrun

Prerequisites: Strength 13+, Power Attack

When you attempt to overrun an opponent, they cannot choose to sidestep you. You also roll two d20's roll and use the higher of the two rolls for your attack.

Plucky

Prerequisites: Iron Will

You have a surplus of pluck. Once per day, you can substitute a Will saving throw for a Fortitude saving throw.

Point Blank Shot

You gain a +1 bonus to hit and damage on attacks with ranged weapons against opponents no more than 30 feet away.

Power Attack

Prerequisites: Strength 13+

You can accept a penalty of 1 to 3 to your melee attack rolls and gain an equivalent bonus to melee damage rolls.

Precise Shot

Prerequisites: Point Blank Shot

When attacking with ranged weapons and firearms, you can attack characters engaged in melee combat without penalty.

Psychic

Prerequisite: Psychic ability (see Appendix A)

You learn to use one minor psychic power. You can take this feat multiple times, gaining a new psychic power each time.

Pugilist

Prerequisites: Attack bonus +1 or higher

With an unarmed strike, the character deals 1d3 points of damage instead of 1d2 points of damage.

Quick Draw

Prerequisites: Attack bonus of +1 or higher

You gain a +1 bonus to initiative when drawing and shooting a ranged weapon or firearm.

Rapid Reload

Prerequisites: Attack bonus of +1 or higher

You can reload a weapon with a magazine and still attack and move during the round. Reloading other firearms can be done in place of making a move.

Ride-By Attack

Prerequisites: Mounted Combat

When charging on a mount, you may move both before and after the attack, provided that the total distance moved is not greater than your mount's speed.

Rough & Tumble

When making eye gouging attacks, you roll two d20's roll and use the higher of the two rolls for your attack.

Run

When running, you increase your run speed multiple by 1.

Savate Master

Prerequisites: Str 13+, Pugilist (or Boxer Class), Brawler, Power Attack

When a savate master makes a successful unarmed attack against an opponent and rolls a critical hit, the opponent is stunned for one round or knocked prone (player's choice) in addition to suffering damage.

Second Wind

Prerequisites: Constitution 13+, Diehard

Once per day, you can forgo moving or attacking for one round to gain a second wind. When you do this, you immediately regain a number of lost hit points equal to your Con bonus.

Shot on the Run

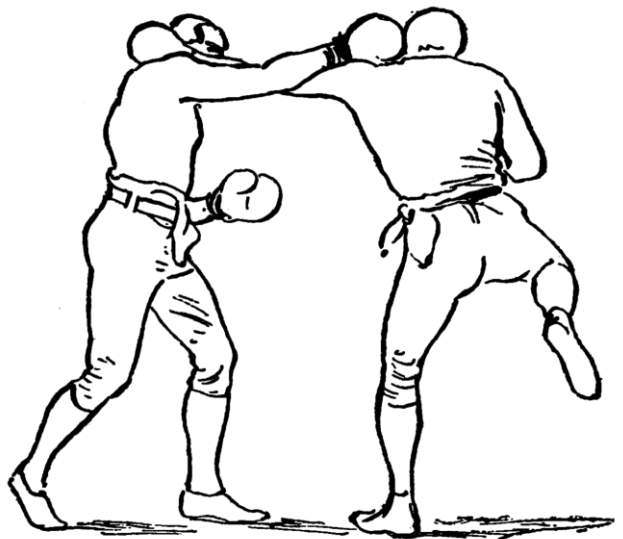
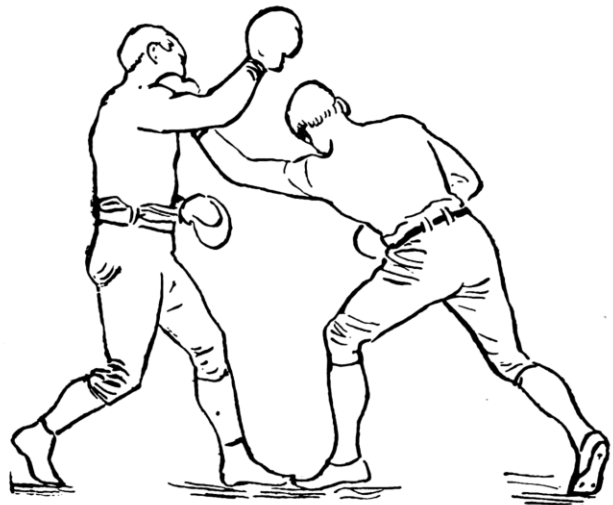
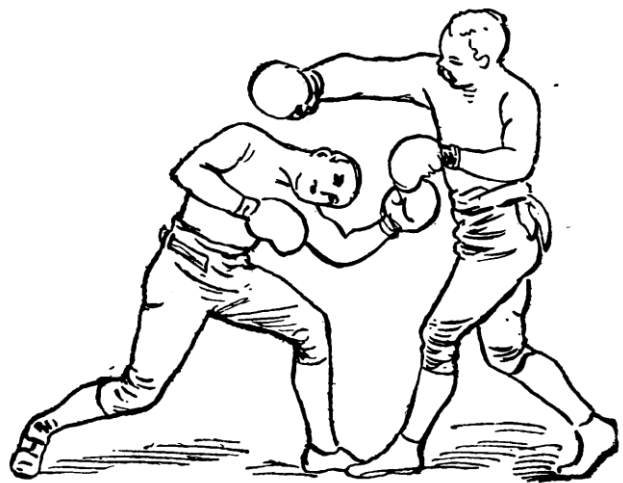
Prerequisites: Dexterity 13+, Point Blank Shot, Dodge

When attacking with a ranged weapon, you can move both before and after the attack, provided that the total distance moved is not greater than your running rate allows.

Sidekick

Prerequisites: Leadership, level 4 or higher

You gain one sidekick. Your sidekick should be generated like a normal 1st level character. They receive 25% of your earned experience points. If your sidekick dies, you must take this feat again to gain another sidekick. You can only have one sidekick at a time.



Sleeper Hold

Prerequisites: Dexterity 13+, Pugilist, Grappler

When you get a target into a grapple, each round that you maintain the grapple the target must pass a Fortitude saving throw or fall unconscious for 1d6 rounds.

Slow Fall

Prerequisites: Dexterity 13+, Lightning Reflexes

When you fall and are within arm's length of a wall, you take damage as though the fall were 20 feet shorter.

Sockdolager

Prerequisites: Dexterity 13+, Wisdom 13+, Pugilist, Knockout Punch, attack bonus +6 or better

You must declare that you are using this feat before you make your attack roll, and thus a failed attack roll ruins the attempt. Sockdolager forces a foe damaged by your unarmed attack to make a Fortitude saving throw, in addition to suffering damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). You may attempt a sockdolager once per day for every four levels you have attained, and no more than once per round. Constructs, oozes, plants, undead and incorporeal creatures cannot be stunned.

Spirited Charge

Prerequisites: Dexterity 13+, Mounted Combat, Ride-By Attack

When mounted and charging, you deal double damage with a melee weapon, and triple damage with a lance.

Spring Attack

Prerequisites: Dexterity 13+, Dodge, attack bonus +3 or better

When attacking with a melee weapon, you may move both before and after the attack, provided that the total distance moved is not greater than your running rate allows.

Stamina

Prerequisites: Constitution 13+, Diehard, Second Wind

You recover hit points at double the normal rate, thus 2 hp per level per evening of rest, 2 points of ability damage per evening of rest, and awaken in half the normal time after being knocked unconscious.

Stuntman

Prerequisites: Drive Car, Ride Bike or Pilot Aircraft skill

You only suffer half-damage from vehicle crashes.

Sunder

Prerequisites: Strength 13+, Power Attack

When making sunder attacks, you roll two d20's roll and use the higher of the two rolls for your attack.

Sweet Science

Prerequisites: Intelligence 13+, Pugilist

You can add your intelligence modifier to Armor Class in place of your Dexterity modifier.

Taekwondo Master

Prerequisites: Attack bonus +2 or higher, Pugilist (or Boxer Class), Flying Kick

You can make an unarmed attack against an opponent that is behind you at no penalty, or strike two flanking opponents by rolling an attack against each and splitting your attack bonus between them.

Taiji Quan Master

Prerequisites: Dex 13+, Pugilist (or Boxer), Dodge, Iron Will

When a taiji quan master is attacked in combat and missed, he may force his opponent to pass a Reflex saving throw or be grappled, or a Fortitude saving throw or be pushed back 5 feet.

Task Focus

Prerequisite: Knack in a task

You gain a +1 bonus to task checks with one chosen task.

Task Mastery

Prerequisite: Skill in a task, level 9 or higher

Choose one task in which you are skilled. When making checks with this task, roll two d20's and keep the higher of the rolls.

Taunt

Prerequisites: Charisma 13+

You can temporarily rattle an intelligent target through the use of insults and goading. To taunt a target, the hero must forgo an attack. The target resists the taunt by making a Will

saving throw. If the save fails, the target immediately attacks the taunter, but suffers a -1 penalty to attack and to their AC for the remainder of the combat, as they attack recklessly.

Throw

Prerequisites: Dexterity 13+, Dodge

On a successful grapple attack, the character can force his target to pass a Fortitude or Reflex save or be thrown to the floor, falling prone about 5 feet away.

Toughness

You gain +3 hit points.

Trample

Prerequisites: Mounted Combat

When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down.

Trick

Prerequisites: Intelligence 13+, Exploit Weakness

Against an intelligent opponent in combat, you can attempt to confuse them. Your target must succeed at a Will saving throw or be dazed for 1 round.

Trip

Prerequisites: Intelligence 13+, Expertise

When making trip attacks, you roll two d20's roll and use the higher of the two rolls for your attack.

Two-Gun Fighting

Prerequisites: Dexterity 15+, Point Blank Shot

You may wield two handguns in combat, attacking with both weapons in combat each round, making a separate attack roll for each weapon. Fighters with more than one attack can perform this double attack with their first attack, and thereafter may make the rest of their attacks with either one handgun or the other, but not both.

Two-Weapon Defense

Prerequisites: Dexterity 15+, Two-Weapon Fighting

When wielding two melee weapons in combat, you can treat the larger weapon as a buckler (i.e. +1 AC) and still attack with the smaller weapon during the round.

Two-Weapon Fighting

Prerequisites: Dexterity 15+

When attacking with a weapon in each hand, you reduce the normal penalty of a -4 penalty to attack with each weapon to a penalty of -2 to attack with each weapon.

Two-Weapon Mastery

Prerequisites: Dexterity 15+, Two-Weapon Fighting

When attacking with a weapon in each hand, you reduce the normal penalty of a -4 penalty to attack with each weapon to a penalty of -1 to attack with each weapon.

Unbalance

Prerequisites: Dodge, attack bonus +5 or higher

You designate one opponent no more than one size category larger or smaller than you. That opponent does not get to add his Strength bonus to attack rolls when targeting you. If the creature does not have a Strength score, but just Hit Dice, impose a -2 penalty to its attacks.

Uncanny Dodge

Prerequisites: Dexterity 13+, Lightning Reflexes, Evasion

You retain your dexterity bonus to Armor Class even when you are surprised in combat.

Weapon Finesse

Prerequisites: Attack bonus +1 or higher

When wielding a light melee weapon, you can use your dexterity bonus in place of your strength bonus to hit.

Weapon Focus

Prerequisites: Weapon proficiency

You gain a +1 bonus to hit with a chosen weapon with which you are proficient. You can take this feat more than once, applying it to a different weapon each time you take the feat. Fighters may take this feat more than once and apply it to the same weapon up to three times.

Weapon Mastery

Prerequisites: Weapon Focus, attack bonus +6 or higher

With the weapon with which you have Weapon Focus, you score a critical hit on a natural roll of 19 to 20.

Weapon Proficiency

You gain proficiency with one selected weapon.

Weapon Specialist

Prerequisites: Weapon Focus, attack bonus +4 or higher

Choose one weapon with which you have Weapon Focus. You gain a +2 bonus to damage with the selected weapon.

Whirlwind Attack

Prerequisites: Dexterity 13+, Intelligence 13+, Dodge, Expertise, Spring Attack, attack bonus +3 or higher

You can make one melee attack against each opponent within that is within reach of you. Each of these attack rolls suffers a penalty equal to the total number of attacks you are making during the round. When you use the Whirlwind Attack feat, you forfeit any extra attacks granted by other feats or abilities.

Wing Chun Master

Prerequisites: Dex 13+, Pugilist (or Boxer Class), Dodge, Great Fortitude

Wing chun masters may re-roll failed saving throws made to resist combat maneuvers.

Workhorse

Prerequisites: Strength 13+

You can drag and pull 1.5 times the normal weight allowed for your strength score.

Xing Yi Quan Master

Prerequisites: Str 13+, Pugilist (or Boxer Class), Look Smart, Power Attack

When a xing yi quan master uses his power attack feat against an opponent at +3 to damage and -3 to hit and successfully attacks, he stuns his opponent for 1 round.

Character Detail

For the game to truly grip the imagination, a character must be more than a collection of ability scores and special abilities. Players are encouraged to breathe life into their characters, devoting some time and imagination to their life history and their personality, and allowing these factors to influence the character's actions and reactions during play.

Alignment

Alignment is a handy way to define a character's personality and moral bearing. Characters of similar alignment can be said to possess a similar outlook and philosophy on life. Alignment does not have to restrict a character's actions, but a character who says one thing and usually does the other will be branded a false villain by most honorable men and women.

Alignments are arranged along two axii – Law vs. Chaos and Good vs. Evil. In between each there is Neutrality, which is usually not a philosophical stand (although it can be), but rather a pragmatic willingness to do what must be done coupled with a general inclination to do what's right. With these two axii, we get nine alignments.

In general, Law vs. Chaos involves the struggle between the individual and the community, or in a larger sense, the cosmos. The Lawful character puts his focus on the community or the cosmos, holding their needs as a "higher cause" to be pursued. The chaotic is an individualist, who holds that the needs and rights of the individual are every bit as important as the needs and demands of the community.

Good vs. Evil has more to do with virtue and vice. The Good character shies away from vice, while the Evil character does not. Here, we might find some guidance from Aristotle's notions on vice and virtue. Aristotle found that there were nine virtues, and that either a lack or excess of that virtue constituted a vice. They are as follows:

Virtue	Vice (Excess)	Vice (Deficit)
Courage	Foolhardiness	Cowardice
Temperance	Profligacy	Insensibility
Generosity	Prodigality	Meanness
Magnificence	Vulgarity	Paltriness
Pride	Vanity	Self-Deprecation
Ambition	Overambition	Apathy
Gentleness	Irascibility	Spiritlessness
Friendliness	Obsequiousness	Surliness
Charm	Boorishness	Buffoonery

If one likes, they can determine player character or non-player character alignment by roll 1d10 for each of these categories. On a roll of 1-3, the person has a lack of this virtue. On a roll of 9-10, an excess. On a roll of 4-8, they have just enough.

For example, Buck Parsons, a mountain man, might have the following characteristics: Courage, profligacy, generosity, vulgarity, pride, ambition, irascibility, surliness and charm.

Five of these are virtues, the other four vices. The VM might rule that this character is Neutral, in terms of Good vs. Evil. As a mountain man, he might decide he values freedom above all else, and is therefore Chaotic Neutral.

Alignment in a Nutshell

Lawful Good (LG)

“Duty and Humanity.” – The Three Stooges

Neutral Good (NG)

“Faith, Hope and Charity.” – Apostle Paul

Chaotic Good (CG)

“Life, Liberty and the Pursuit of Happiness.” – Jefferson

Lawful Neutral (LN)

“Obedience to lawful authority is the foundation of manly character.” – Robert E. Lee

Neutral (N)

“To much of anything is bad, but too much whiskey is just enough.” – Mark Twain

Chaotic Neutral (CN)

“Live free or die.” – Gen. John Stark

Lawful Evil (LE)

“I don’t care if they respect me, so long as they fear me.” – Caligula

Neutral Evil (NE)

“The ends justify the means.” – Machiavelli

Chaotic Evil (CE)

“I don’t feel guilty for anything. I feel sorry for people who feel guilt.” – Ted Bundy

Drives and Hungers

Even a man of Good alignment is not perfect. Each character should roll on the table below to determine the hunger that bedevils them. You might rule that Good characters roll once, Neutral characters twice, and Evil characters roll thrice.

d10	Flaw
1	Danger
2	Fighting
3	Gambling
4	Money
5	Religion
6	Strong Drink
7	Superstition
8	Tobacco
9	Vanity
10	Women

Danger: The character thrives on danger. When presented with an opportunity to risk death, the character must pass a Will saving throw to pass up the opportunity.

Fighting: The character loves a good fight, and tends to assume everybody in the world is challenging them. Whenever presented with any sort of aggression or challenge, the character must pass a Will save to avoid starting a fight.

Gambling: The character is addicted to gambling. When tempted by a chance to wager on something or play a game of chance, the character must pass a Will saving throw to resist the temptation.

Money: The character is especially greedy. When tempted by a chance to earn or steal money, regardless of the dangers involved, the character must pass a Will saving throw to resist the temptation.

Religion: The character is a zealous adherent to a religion. They must adhere to the religion’s practices and rules. When their beliefs are challenged, especially by professions of belief in other faiths, they must pass a Will saving throw to avoid reacting in an unfriendly or aggressive manner.

Strong Drink: The character is addicted to alcohol. When confronted with an alcoholic drink, the character must pass a Will saving throw or drink it. Whenever a drink is taken, the drinker must pass a Fortitude saving throw with a penalty equal to the number of drinks already imbibed or become drunk (see Chapter 4: Man Versus: Conditions). If denied alcohol for more than 24 hours, the character must pass a Will saving throw or become shaken.

Superstition: The character believes in all manner of superstitions. Choose three common superstitions, such as black cats, the number 13, the evil eye, etc. When a superstitious character is confronted with one of these superstitions, the

player must roll a Will saving throw. If the saving throw fails, the character is shaken (Chapter 4: Man Versus).

Tobacco: Tobacco is a filthy habit, and an unhealthy one. Still, few things are more associated with the “man’s man” than tobacco. The player should decide how his character takes his tobacco – cigar, cigarette, pipe or chaw. If your game is set in the 18th century, you can include snuff as a possibility. The tobacco fiend needs his hit, usually at least once every three or four hours, whether it’s safe or not. If denied tobacco for more than 24 hours, the character must pass a Will saving throw or become shaken.

Vanity: The character is a “dapper dan”, never passing by a mirror without checking his hair, the twist of his mustache, the state of his clothes. He abhors being disheveled, though he makes allowances for those times when he is forced to fight or trek through the wilderness. The vain character is tempted by clothing and ornaments, and the fancier the better. When presented with an opportunity to buy such articles, he must pass a Will saving throw or spend at least 50% of the money he has on hand on the items (if possible).

Women: The character cannot resist a pretty face. When tempted by a beautiful woman, the character must pass a Will saving throw to resist that temptation. If they fail, they must make an attempt to woo them, or acquiesce to whatever the woman may be asking them. The character should have a

particular weakness for a certain type of woman; against these women they suffer a -2 penalty on their Will saving throw.

Personality and Description

The player defines the personality of their character. This may be a conscious choice at character creation, or it may be something that emerges during play as the player is forced to react to the weird and dangerous situations that present themselves to the character. Personality may be influenced the background, class and the allegiances a player chooses for their character, but this does not have to be so.

A character should also be described in physical terms. Physical description is influenced by the player’s choice of race. Players should describe eye color, hair color, skin tone, height, weight, age and maybe other physical quirks.

Characters can start the game at different ages, if players wish. Most characters are assumed to be mature adults, probably in their 20’s or 30’s. A character can also be young (16 to 19), middle-aged (40-59) or old (60+).

Young: Young characters modify their mental ability scores down by two points each.

Middle-Aged: Middle-aged characters modify their physical ability scores down by two points each and their mental ability scores up by one point each.



Old: Old characters modify their physical ability scores down by four points apiece, and increase their Intelligence, Wisdom or Charisma by two points.

Patrons

A group of characters is often defined by their patron or employer. Expeditions into the unknown or missions into enemy territory are expensive, and unless the characters are of advanced levels and have been wise with their money, they may not be able to pay for them.

For this reason, many adventures begin with a patron hiring the characters. The characters might all be strangers (at least on their first adventure) summoned to a backroom or a mansion, or they might all be employed by a government, corporation or other organization. The patron will make available to each character an additional starting fund of \$50 per level that they may spend on additional equipment or services. Money left over after their shopping spree cannot be pocketed by the character. Items purchased must be returned at the end of the adventure.

In return for their financial assistance, patrons may place restrictions on character actions as the VM deems appropriate. They may require that any wealth recovered on an adventure reverts back to the patron, for example, or disallow deadly force while undertaking the adventure.

Some sample patrons for the characters include:

An old miner who struck it rich, and is now looking to expand his financial empire through any means necessary

A government agency, perhaps one with secrets of its own, looking to fight enemy agents both foreign and domestic

A frustrated local politician who needs a band of vigilantes to fight criminals who seem to be beyond the law

A colonial office that needs land explored and threats to its colonies from bandits, rebels and competitors dealt with

A reclusive millionaire who wants to send the adventurers out in search of rare artifacts and treasures



Chapter III

TOOLS

Gear for the Adventurous Man

Money

For simplicity's sake, all prices in the game are recorded in dollars (\$). Each character begins the game with a starting fund of \$5 x their Charisma score to equip their character, though they need not spend all of that money right away.

Equipment

Characters in modern games are often defined by the equipment they use. Because the game can be played in a variety of time periods and genres, equipment is very often specific to the period or genre. What follows is a general discussion of equipment in the game and the rules that cover purchasing and using it. Whether a particular item is available in the game is up to the Venture Master.

Weapons

There are three broad categories of weapons: Melee weapons (meaning weapons used for hand-to-hand combat), ranged weapons (meaning non-firearm weapons used for combat at a distance, like bows and crossbows and weapons that are thrown) and firearms.

Melee Weapons

Melee weapons are used in close combat. A character's Strength modifier is always added to a melee weapon's attack roll and damage roll.

"Wars may be fought with weapons, but they are won by men." – Gen. George S. Patton

Weapon	Cost	Damage	Length	Wt.
Axe **	\$20	1d8	35"	2.0 lb
Axe, battle	\$50	1d10	36"	6.0 lb
Bayonet, knife † (1880s)	\$5	1d4+1	10"	1.0 lb
Bayonet, sword †	\$60	1d6+1	16"	1.8 lb
Bō staff *	\$7	1d4	71"	1.4 lb
Boarding pike * †	\$10	1d12	109"	6.0 lb
Brass knuckles (1860s)	\$3	1d4	1"	0.8 lb
Cat-o'-nine-tails	\$5	1d4	30"	0.8 lb
Chain whip	\$1	1d4	41"	0.5 lb
Club	\$3	1d4	30"	2.5 lb
Cutlass	\$150	1d8	29"	2.1 lb
Dagger	\$4	1d4	17"	1.0 lb
Dagger, parrying ^	\$10	1d6	22"	1.3 lb
Flail	\$10	1d4	40"	2.0 lb
Garrote **	\$1	1d6	—	0.1 lb
Halberd * †	\$125	2d4	90"	4.7 lb
Hanbō (half-staff)	\$3	1d3	35"	0.7 lb
Jō staff *	\$5	1d4	50"	1.0 lb
Kama	\$5	1d8	18"	2.2 lb
Katar ^	\$10	1d4+1	26"	1.2 lb
Knife, large	\$5	1d4+1	13"	0.9 lb
Knife, small	\$2	1d3	7"	0.2 lb
Kukri (Gurkha knife)	\$9	1d6	21"	1.2 lb
Kusarigama	\$80	1d8	18"	2.6 lb
Lance *	\$60	1d10	115"	5.8 lb
Machete	\$6	1d4+1	22"	0.9 lb
Meteor hammer	\$100	1d8	79"	13.2 lb
Morningstar	\$12	1d4+1	23"	4.0 lb
Naginata *	\$18	2d4+1	100"	7.3 lb
Night-stick ^	\$1	1d3	26"	1.2 lb
Nunchaku *	\$5	1d3	25"	0.4 lb
Pike *	\$20	2d6	300"	13.2 lb
Sai ^	\$4	1d4+1	19"	1.0 lb
Sap	\$4	1	8"	0.4 lb
Siangham	\$8	1d4+1	8"	1.0 lb
Spear * †	\$60	1d8	65"	2.7 lb
Straight razor	\$1	1d2	4"	0.1 lb
Sword, long	\$200	1d8	47"	3.0 lb
Sword, two-handed **	\$250	1d10	51"	6.2 lb
Sword – Broadsword ^	\$200	1d8	38"	3.1 lb

Weapon	Cost	Damage	Length	Wt.
Sword – Foil	\$75	1d4+1	39"	0.8 lb
Sword – Katana **	\$250	1d6+1	45"	2.6 lb
Sword – Miao dao **	\$250	1d10	47"	4.4 lb
Sword – Rapier	\$100	1d8	44"	2.6 lb
Sword – Saber	\$200	1d8	39"	2.5 lb
Sword – Wakizashi	\$125	1d4+1	25"	1.1 lb
Swordstick	\$125	1d4+1	26"	0.7 lb
Three-Section Staff *	\$15	1d4	82"	3.0 lb
Tiger Claws ^	\$4	1d2	1.5"	0.1 lb
Tomahawk	\$5	1d6	21"	1.3 lb
Tonfa	\$2	1d3	23"	1.1 lb
Warhammer	\$10	1d4	23"	2.3 lb

* Weapon is wielded with two hands

** Weapon does +1 point of damage when wielded with two hands

† Weapon does double damage when set to receive a charge

^ Weapon is +2 on attacks made to disarm (see Rules of Play: Combat)

Improvised Weapons

Any portable object can be used as a weapon in a pinch. In most cases, an object can be wielded either as a melee weapon or a ranged weapon. A character takes a -3 penalty on his or her attack roll when wielding or throwing an improvised weapon. Characters may not become proficient with an improvised weapon.

Size	Examples	Damage
Tiny	Fist-sized rock, mug, screwdriver, softball, flashlight, wrench	1d2
Small	Bottle, drill, fire extinguisher, flower pot, helmet, metal hubcap, vase	1d3
Medium	Bar stool, brick, briefcase, bowling ball, garbage can lid, hockey stick, nail gun	1d4
Large	Empty garbage can, guitar, chair, tire iron	1d6
Huge	10-foot ladder, mailbox, oil barrel, park bench, sawhorse	1d8
Gargantuan	Desk, dumpster, file cabinet, large sofa, soda machine	2d6
Colossal	Junked vehicle, stoplight, telephone pole	2d8

A character can effectively wield or throw an object of his or her size category or smaller using one hand. A character can effectively wield or throw an object one size category larger

than him using two hands. An improvised thrown weapon has an effective range of 10 yards. Increase the range increment for creatures of Large size or larger as follows: Large 25 yards, Huge 50 yards, Gargantuan 100 yards and Colossal 200 yards.

Unlike real weapons, improvised weapons are not designed to absorb damage. They shatter, bend, crumple, or fall apart after a three successful attacks.

Ranged Weapons

When using a ranged weapon, the wielder applies his or her Dexterity modifier to the attack roll, and no ability score modifier to damage.

Ranged weapons are described by a number of statistics.

A ranged weapon can be shot or thrown once per round.

Weapon	Cost	Damage	Range	Wt.
Bolas	\$2	1d4	10 ft	1.0 lb
Boomerang	\$3	1d4	30 ft	0.2 lb
Bullwhip	\$1	2d6	5 ft	0.5 lb
Chakram	\$2	1d4	60 ft	0.5 lb
Compound bow	\$18	1d6	240 ft	2.8 lb
Crossbow	\$20	1d6	600 ft	3.0 lb
Harpoon	\$8	2d6	10 ft	16.0 lb
Javelin	\$5	1d6	450 ft	2.0 lb
Longbow	\$15	1d8	660 ft	3.5 lb
Mace (1965)	\$3	*	15 ft	0.1 lb
Pepper spray (1980s)	\$3	*	15 ft	0.1 lb
Shuriken	\$1	1d2	45 ft	0.1 lb
Sling	\$1	1d4	60 ft	0.2 lb
Speargun	\$15	1d8	30 ft	1.2 lb

Ammunition

Ammunition	Cost	Weight
Arrows (12)	\$5	0.4 lb
Bolts (12)	\$3	0.2 lb

Bullwhip: Treat a bullwhip as a ranged weapon with a maximum range of 8 feet and no range penalties. Because a whip can wrap around an enemy's leg or other limb, a character can make a trip attack with it. A whip can also be used for a disarm attack.

Mace and Pepper Spray: These sprays come in a single-shot container. To use them, make a ranged attack against the

target. The target must make a Fortitude saving throw or be blinded for 1d4 rounds.

Firearms

Firearms are ranged weapons, but they are distinct from traditional ranged weapons and therefore need a few extra rules to govern them.

ROF (Rate of Fire): The number of bullets the weapon can fire each round (limited by its internal storage – see Shots below). See the section on Combat for more information.

SHOTS: The weapon's internal capacity of ammunition. A weapon cannot fire more bullets per round than it has internally, regardless of its rate of fire.

Flamethrower: A flamethrower consists of a pressurized backpack containing fuel connected to a tube with a nozzle. It

shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Reflex save to take half damage.

A flamethrower's backpack has 5 hit points. When worn, the backpack has AC 14. A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save) and 3d6 points of damage to creatures and objects within 5 feet (Reflex save for half damage).

Any creature or flammable object that takes damage from a flamethrower catches on fire and takes 1d6 points of fire damage each subsequent round until the fire is extinguished.

A flamethrower can shoot 10 times before the fuel supply is depleted.

Firearms - Civilian

Weapon	Cost	Rate of Fire	Damage	Range	Shots	Weight
Air Pistol (small caliber)	\$1	1	1d2	60 ft	1	2 lb
Air Rifle (small caliber)	\$3	1	1d3	300 ft	1	5 lb
Elephant Gun (huge caliber)	\$100	1	5d6	120 ft	1	10 lb
Pistol (medium caliber)	\$10	6	1d6	100 ft	10	2 lb
Pistol, auto (medium caliber)	\$15	100	1d6	180 ft	10	2 lb
Revolver (medium caliber)	\$6	3	1d6	150 ft	6	2 lb
Rifle (small caliber)	\$50	2	2d4	1500 ft	5	9 lb
Shotgun (large caliber)	\$25	2	1d12	60 ft	4	8 lb

Firearms - Military

Weapon	Cost	Rate of Fire	Damage	Range	Shots	Weight
Anti-Tank Rifle (huge caliber)	\$250	3	8d6	2000 ft	6	400 lb
Bazooka (huge caliber)	\$200	1	4d6	900 ft	1	13 lb
Heavy Machine Gun (medium caliber)	\$150	100	2d6	5500 ft	100	120 lb
Light Machine Gun (small caliber)	\$100	120	2d4	3000 ft	30	22 lb
Medium Machine Gun (small caliber)	\$125	100	1d10	4000 ft	250	50 lb
Musket (large caliber)	\$25	1	2d4	1500 ft	1	10 lb
Military Rifle (small caliber)	\$100	120	2d4	1500 ft	30	10 lb
Sniper Rifle (medium caliber)	\$150	1	2d6	3000 ft	5	10 lb
Submachine Gun (medium caliber)	\$50	100	1d6	500 ft	20	8 lb

Firearms - Specialist

Weapon	Cost	Rate of Fire	Damage	Range	Shots	Weight
Flamethrower	\$20	1	2d6	90 ft	-	50 lb
Whaling Gun (huge caliber)	\$120	1	6d6	120 ft	1	25 lb

Pistol Whip: Using a pistol as a melee weapon deals more damage than an unarmed strike. No weight or cost is given for this weapon, since both vary depending on the pistol used.

Rifle Butt: The butt of a rifle can be used as a club.

Reloading Firearms

Reloading a firearm with a box magazine can be done in place of moving during a round of combat. Reloading a revolver or any weapon with an internal magazine, takes a full round.

Loading a belt of linked ammunition takes a full round. Linking two belts together can be done in place of a move.

Ammunition

Ammunition in *GRIT & VIGOR* is kept abstract and simple for ease of play. Bullets are categorized by the caliber of the firearm they are meant for. A normal bullet in G&V is considered to be a lead ball for muskets and other old-fashioned firearms, and brass or copper jacketed bullets for more modern firearms. Special bullets – armor piercing, exploding, hollow point, etc. – can also be purchased.

The weights listed below are for 10 bullets.

Caliber	Cost	Weight
Small (32 or lower)	\$0.05 per bullet	¼ lb
Medium (34 to 45)	\$0.08 per bullet	½ lb
Large (46 to 99)	\$0.10 per bullet	¾ lb
Huge (100 or higher)	\$0.15 per bullet	1 lb

Special Bullet	Cost Multiplier
Armor Piercing	x 3
Exploding	x 3
Frangible	/ 2
Hollow Point	x 2
Incendiary	x 2
Non-Lethal	/ 3
Silver	x 5
Tracer	x 2

The earliest bullets were round and made of lead. Conical bullets were adopted in 1847 with the invention of the Minié Ball by Capt. Claude-Étienne Minié of the French Army. A similar conical bullet, the Nessler ball, was invented for use with smoothbore muskets. By 1862, W. E. Metford's elongated rifle bullet was adopted by the British Army, though it had been used for other purposes since 1857.

In 1882, Major Eduard Rubin invented the copper-jacketed bullet, an elongated bullet with a lead core and a copper jacket, allowing greater muzzle velocities. Further advances made the bullet pointed with a streamlined tail by 1901.

Special Bullets

Armor Piercing: Armor piercing rounds contain tungsten and are used for penetrating steel armor. Armor-piercing shells were invented in the 1860s by Major Sir W. Palliser to counter ironclad ship armor, which was largely immune to cast iron balls and explosive shells.

Exploding: These bullets explode on contact for +1d4 damage to soft targets. The St Petersburg Declaration of 1868 prohibited the use of explosive bullets weighing less than 14 ounces (which covers most of the firearms in this game).

Frangible: Frangible bullets are designed to disintegrate on contact, limiting the bullet's penetration. Frangible bullets deal half normal damage.

Hollow Point: Developed in 1898, hollow point bullets have a +1 bonus to hit. In addition, the attacker should roll damage twice and use the average of both rolls.

Incendiary: Developed in 1915, these bullets are designed to ignite on contact, causing one point of fire damage and possibly setting off fuel or explosives.

Non-Lethal: Non-lethal bullets are made of rubber or plastic, or in the case of shotgun shells, bean bags. These bullets inflict 1d2 points of damage, and force an Endure task check to avoid running away due to the pain.

Silver: Silver-tipped ammunition is useful for dealing with supernatural creatures. They are never mass-produced and must be made by hand, as reflected by its high cost.

Tracer: Developed in 1915, a tracer is a bullet with a flare material in the back that lights up. These bullets are used in machine guns to help the user aim the weapon. They are loaded one tracer per four rounds. They give a +1 bonus to hit when used in an automatic weapon.

Artillery

Firearms that are too large for a person to hold in their hands or on their shoulder are considered artillery. While characters attack with firearms using an attack roll, artillery uses a Gunnery task check (see Rules of Play).

For modern artillery, damage depends on the caliber of the gun. Old cannons used cast iron cannon balls and did less damage than modern artillery.

Artillery Shells

Artillery shells come in several varieties. They are not unlike the types of bullets for small arms.

Armor Piercing (AP): As with bullets, armor-piercing shells have a tungsten core and are designed to penetrate armor.

Chemical (CHEM): These artillery shells are designed to deliver chemical gas. Creatures that breath these vapors suffer 1d8 points of damage (Fortitude saving throw for half damage) and must pass a Fortitude saving throw or be blinded permanently. The chemical cloud covers a 10-ft radius area per caliber of the shell. The cloud lasts for 5 minutes.

Common: Common shells have no special properties.

High Explosive (HE): High explosive artillery shells are filled with TNT, Amitol or some other form of high explosive. They can be designed to explode in mid-air, causing damage in a radius from explosive force and shrapnel, or on contact, multiplying the shell's normal damage.

If exploding in a radius, the weapon deals half normal damage in a radius equal to one foot per point of normal damage. A 10d6 damage shell, for example, might normally inflict 35 points of damage to a target. As a high-explosive shell, it would deal 17 points of damage to all within 35 feet. If striking a target, the shell inflicts 150% normal damage.

Illumination (ILLUM): An illumination shell causes the equivalent of daylight for a number of rounds equal to the shell's normal damage.

Incendiary: An incendiary shell deals extra fire damage, just as an incendiary bullet does. The shell deals +1d6 fire damage per inch of caliber.

Shrapnel: A shrapnel shell explodes in the air, dealing damage as though it were a high-explosive shell exploding in mid-air (see above).

Smoke: A smoke shell lays down an area of thick smoke in a 10 foot radius per inch of shell caliber. This obscuring smoke imposes a -5 attack penalty to creatures inside the cloud, or firing through the cloud. The smoke lasts for 5 minutes.

Artillery Statistics are as follows:

ROF: This is the number of shells per combat round the artillery piece can fire.

RANGE: Effective range of the artillery, in yards. The artillery can at up to three times this effective range, but suffers a -2 penalty to hit, and deals half damage beyond effective range.

Artillery (1600's, 1700's)

Artillery	Shot Wt.	Caliber	Damage	Range
Rabonet	0.3-pdr	1"	1d12+1	800 yd
Serpentine	0.5-pdr	1.25"	2d10	800 yd
Falconet	1-pdr	2"	6d6	800 yd
Falcon	2-pdr	2.25"	7d6	800 yd
Minion	5-pdr	3.25"	8d6	750 yd
Saker	6-pdr	3.5"	8d6	700 yd
Bastard Culverin	11-pdr	4"	9d6	650 yd
Demi-Culverin	8-pdr	4.5"	9d6	600 yd
Basilisk	14-pdr	5"	10d6	550 yd
Culverin	18-pdr	5.5"	12d6	550 yd
Cannon Perrier	24-pdr	6"	12d6*	500 yd
Demi-Cannon	32-pdr	6.5"	12d6	500 yd
Bastard Cannon	42-pdr	7"	2d4 x 10	500 yd
Cannon Serpentine	42-pdr	7.5"	2d4 x 10	500 yd
Cannon	60-pdr	8"	2d6 x 10	450 yd
Cannon Royal	74-pdr	8.5"	2d6 x 10	450 yd

Note - the cannon perrier uses a shot made of stone. The other cannon use shot made of cast iron.

Artillery (1860-1899)

Caliber	Damage	ROF	Range	Weight
2-3" (50-75mm)	11d6	1	4,000 yd	½ ton
3-4" (to 99mm)	12d6	1	4,500 yd	1 ton
4-5" (to 124mm)	2d6*	1	4,800 yd	2 tons
5-6" (to 154mm)	6d6*	1	5,200 yd	4 tons
6-7" (to 179mm)	7d6*	½	6,200 yd	5 tons
7-8" (to 199mm)	8d6*	½	6,200 yd	7 tons
8-9" (to 224mm)	9d6*	½	6,500 yd	10 tons
9-10" (to 249mm)	10d6**	½	7,000 yd	12 tons
10-11" (to 274mm)	1d8**	½	6,000 yd	14 tons
11-12" (to 304mm)	2d4**	½	6,000 yd	16 tons
12-13" (to 330mm)	1d10**	½	6,000 yd	18 tons
13-14" (to 355mm)	1d12**	½	6,000 yd	20 tons
14-15" (to 381mm)	2d6**	½	4,000 yd	25 tons
15-16" (to 407mm)	2d8**	½	4,000 yd	45 tons
16"+ (408mm+)	3d6**	½	4,500 yd	90 tons

Artillery (1900-1959)

Caliber	Damage	ROF	Range	Weight
2-3" (50-75mm)	2d4*	2	6,000 yd	2 tons
3-4" (to 99mm)	3d6*	2	7,000 yd	3 tons
4-5" (to 124mm)	4d6*	1	8,000 yd	4 tons
5-6" (to 154mm)	8d6*	1	10,000 yd	10 tons
6-7" (to 179mm)	9d6*	½	12,000 yd	21 tons
7-8" (to 199mm)	10d6*	½	14,000 yd	25 tons
8-9" (to 224mm)	1d8**	½	15,000 yd	30 tons
9-10" (to 249mm)	2d4**	½	15,000 yd	45 tons
10-11" (to 274mm)	1d10**	½	15,000 yd	60 tons
11-12" (to 304mm)	1d12**	½	15,000 yd	75 tons
12-13" (to 330mm)	2d6**	½	15,000 yd	80 tons
13-14" (to 355mm)	2d8**	½	15,000 yd	85 tons
14-15" (to 381mm)	3d6**	½	30,000 yd	140 tons
15-16" (to 407mm)	4d6**	½	30,000 yd	150 tons
16"+ (408mm+)	7d6**	½	40,000 yd	325 tons

Autocannons

Caliber	Damage	ROF	Range	Weight
0-1" (8-23mm)	6d6	200	6,000 yd	300 lb
1-2" (25-49mm)	9d6	60	6,000 yd	1 ton
2-3" (50-99mm)	2d4*	30	9,000 yd	8 tons
4-6" (100-150mm)	6d6*	30	12,000 yd	15 tons

Mortars

Caliber	Damage	ROF	Range	Weight
2-3" (50-75mm)	7d6	2	2,300 yd	90 lb
3-4" (to 99mm)	8d6	2	2,400 yd	150 lb
4-5" (to 124mm)	12d6	2	2,400 yd	500 lb
5-6" (to 154mm)	2d4*	2	2,400 yd	1,000 lb
6-7" (to 179mm)	2d6*	2	2,500 yd	1,500 lb
7-8" (to 199mm)	3d6*	1	1,500 yd	1,800 lb
8-9" (to 224mm)	4d6*	½	750 yd	2,000 lb
9-10" (to 249mm)	5d6**	½	650 yd	2,500 lb
10-11" (to 274mm)	7d6**	½	600 yd	3,000 lb
11-12" (to 304mm)	9d6**	½	500 yd	3,400 lb

Missiles and Rockets

Weapon	Damage	Range	Weight
Rocket (1-4")	2d8*	7,000 yd	30 lb
Rocket (5-8")	5d6*	4,000 yd	80 lb
Anti-aircraft missile	12d6*	2,400 yd	500 lb
Anti-tank missile	2d4*	2,400 yd	1,000 lb

* Multiply damage by 10

** Multiply damage by 100

Rockets and missiles are similar weapons, save that rockets are unguided and missiles are guided in some manner. Guided missiles attack with a +5 bonus to hit.

Explosives and Splash Weapons

These weapons explode or burst, dealing damage to creatures or objects within an area.

Explosives can be thrown or detonated in place, depending on the type of device. All explosives must be detonated in some way. Some explosives, such as grenades, include built-in detonators. Others require timers or other devices to set them off. Detonators are covered in Weapon Accessories.

A splash weapon is a projectile that bursts on impact, spewing its contents over an area and damaging any creature or object within that area. Creatures directly hit by splash weapons take the most damage, while those nearby take less damage. Splash weapons usually must be thrown to have effect.

Explosives and splash weapons require no proficiency to use unless they are fired or propelled from some sort of launcher, in which case one must be proficient with the launcher.

Explosives and splash weapons are described by a number of statistics, as shown on the table below.

All thrown weapons have a range of twice the Strength score of the thrower.

DMG: The damage dealt by the weapon. For explosives, the column shows the damage dealt to all creatures within the explosive's blast radius. For splash weapons, the column is used for a target directly struck by the weapon. Creatures within 5 feet of the target suffer half as much damage.

RAD: For explosives, the blast radius is the area affected by the explosive. All creatures or objects within the burst radius take damage from the explosive. Any creature caught within the

blast radius of an explosive may attempt a Reflex saving throw. If successful, they cut sustained damage in half.

The explosive deals half damage in an area twice the size of the blast radius.

Weapon	Damage	Radius	Wt.	Cost
Acid (Generic)	1d6	5 ft.	1 lb.	\$1
Amatol	1d6	3 ft.	1 lb.	\$1
Composition 4 (1943)	1d10	7 ft.	1 lb.	\$4
Composition B (1939)	1d10	7 ft.	1 lb.	\$4
Dynamite (1867)	1d10	7 ft.	1 lb.	\$3
Gelatine (Gelignite) (1875)	2d6	7 ft.	1 lb.	\$3
Grenade, fragmentation (1600s)	2d6	20 ft.	1 lb.	\$4
Grenade, smoke (1848)	-	-	2 lb.	\$2
Grenade, tear gas (1919)	-	-	2 lb.	\$3
Grenade, thermite (1940s)	3d6	5 ft.	2 lb.	\$6
Grenade, white phosphorus (1916)	1d6	20 ft.	2 lb.	\$4
Guncotton (1846)	1d8	3 ft.	1 lb.	\$1
Hexanite (1915)	1d10	5 ft.	1 lb.	\$3
HMX (Octogen) (1949)	2d6	7 ft.	1 lb.	\$3
Molotov cocktail/Greek fire	1d6	5 ft.	1 lb.	\$0.50
Nitroglycerine (1847)	2d6	7 ft.	1 lb.	\$3
Picric Acid (Explosive) (1871)	1d10	5 ft.	1 lb.	\$1
RDX (Hexogen) (1921)	2d6	7 ft.	1 lb.	\$3
TNT (1863)	1d8	3 ft.	1 lb.	\$1
Torpex (1942)	2d6	7 ft.	1 lb.	\$3

Each additional pound of an explosive increases its damage and blast radius by 100%. Thus, if one pound of dynamite deals 1d10 points of damage within 5 feet (and half damage out to 10 feet), then two pounds of dynamite deal 2d10 points of damage within 10 feet (and half damage out to 20 feet).

Shrapnel increases damage by 1d6.

Acid: A character can throw a flask of acid as a grenadelike weapon. A flask is made of ceramic, metal, or glass (depending on the acid it holds), and holds 1 pint of liquid. This entry represents any mild caustic substance. Acid may be purchased in many places, including hardware stores.

Amatol: Amatol is made from TNT and ammonium nitrate. It is less potent than TNT, but it is less expensive to manufacture. Because amatol is not oxygen-deficient, like TNT, it is more

effective when exploding underground or underwater. It is sensitive to hard shocks.

Composition 4 (C-4): Developed by the British during World War II as Composition C, this plastic explosive can only be set off with a detonator (not gun fire, fire, or radiation). C-4 acts as Poison III when ingested. A similar explosive, Semtex, was developed in Czechoslovakia in 1959.

Composition B: This explosive is made from TNT (40%) and RDX (60%). It is the most common explosive in artillery shells, rockets, land mines, hand grenades and other munitions.

Dynamite: Perhaps one of the most common and straightforward explosives, dynamite is very stable under normal conditions. A stick of dynamite requires a fuse or detonator to set it off. Additional sticks can be set off at the same time if they are within the burst radius of the first stick, increasing the damage and burst radius of the explosion.

Gelatine: Also called gelignite, it is composed of guncotton dissolved in nitroglycerine and mixed with wood pulp and saltpetre. It is easily moldable and can be handled without protection. It cannot be exploded without a detonator, and is among the less expensive explosives. Favored by killer queens.

Grenade, Fragmentation: The most common military grenade, this is a small explosive device that sprays shrapnel in all directions when it explodes.

Grenade, Smoke: Military and police forces use these weapons to create temporary concealment. On the round when it is thrown, a smoke grenade fills a 5-ft radius area around it with smoke. On the following round, the smoke fills a 10-ft radius, and on the third round it fills a 15-ft radius area. The smoke obscures all sight, including the infrared vision granted by night vision goggles. Any creature within the area has total concealment (attacks are -10 to hit and the attacker can't use sight to locate the target). It disperses after 10 rounds, though a moderate wind disperses the smoke in 4 rounds and a strong wind disperses it in 1 round. Smoke grenades are available in several colors, including white, red, yellow, green, and purple. They can be used as signal devices.

Grenade, Tear Gas: Military and police forces use these weapons to disperse crowds and smoke out hostage takers. The tear gas spreads the same way smoke spreads from a smoke grenade (see above). A character caught in a cloud of tear gas must make a Fortitude save or be sickened. This effect lasts as long as the character is in the cloud and for 1d6 rounds after he or she leaves the cloud. Those who succeed at a saving throw but remain in the cloud must attempt a new save each round. A gas mask renders the target immune to the

effects of the gas. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the Fortitude save.

Grenade, Thermite: Thermite does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the grenade is set. Military forces use thermite grenades to quickly destroy key pieces of equipment.

Grenade, White Phosphorus: White phosphorus grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a white phosphorus grenade is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire. In addition, a white phosphorus grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade (see above), except that it only fills a 5 ft. radius area.

Guncotton: In 1846, German-Swiss chemist Christian Friedrich Schönbein mixed one part fine cotton wool to 15 parts of an equal blend of sulfuric and nitric acid, creating guncotton. Guncotton was used by Jules Verne to propel a projectile into space in his *From Earth to the Moon*.

Hexanite: Hexanite is a castable explosive developed by the German Navy for underwater weapons like torpedoes and underwater mines. Minol is a similar explosive.

HMX: Also called Octogen, this insensitive explosive is expensive to manufacture, and is thus relegated to special uses, such as the detonator in nuclear weapons, solid rocket fuel and plastic explosives.

Molotov Cocktail: A Molotov cocktail is a bottle containing a flammable liquid, plugged with a rag. The cost given is for the components. To use it, the rag must first be lit, requiring a move action. The cocktail detonates in 2 rounds or on impact with a solid object. A target that takes a direct hit is dealt an additional 1d6 points of fire damage in the following round and risks catching fire.

Nitroglycerin: Nitroglycerin is a powerful explosive liquid that is used in the production of dynamite. In movies, it is always kept in jars or vials, and any shock might set it off.

Picric Acid: This yellow crystalline explosive's name means "bitter" in Greek. Discovered in 1742, it saw extensive use in the First World War. It is shock sensitive.

RDX: Invented in 1899, 'Research Department Explosive' saw use in the Second World War. It is also known as Cyclonite, Hexogen and T4. In its pure state, it has a white, crystalline form. It is often used as a component of other explosives. If ingested or the dust inhaled, it acts as Poison IV allowing people a +3 bonus to Fortitude saving throws.

TNT: Trinitrotoluene was first prepared in 1863 by German chemist Julius Wilbrand, and was originally used as a yellow dye. It was adopted by the Germans for armor piercing shells because it would explode after the shell penetrated a ship's armor, whereas picric acid shells would explode on contact.

Torpex: Short for 'torpedo explosive', torpex was used in the Second World War. It was used in torpedoes, of course, but also such famous bombs as the Upkeep bouncing bomb (6,600 lb torpex), the Tallboy (5,200 lb torpex) and Grand Slam (9,136 lb torpex) earthquake bombs, and in the Operation Aphrodite drones.

Armor

Armor comes in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials. It is described by a number of statistics:

YEAR: The year this form of armor was introduced. If no year is given, the armor has been in use for a very long time.

AC: The protective value of the armor. Add this bonus to 10 to determine the wearer's Armor Class.

WT: Weight; in pounds.

COST: Cost of armor in dollars.

Modern Armor

Type	Year	AC	Weight	Cost
<i>Light Gear</i>				
Drysuit	1938	+1	15 lb	\$45
Body Armor Level 1	1940s	+1	3 lb	\$10
Body Armor Level 2A	1950s	+2	4 lb	\$20
Body Armor Level 2	1960s	+3	8 lb	\$50
Wetsuit	1952	-	5 lb	\$8
<i>Medium Gear</i>				
Body Armor Level 3A	2000s	+4	30 lb	\$100
Body Armor Level 3	2000s	+5	45 lb	\$150
Scale waistcoat	1910	+4	12 lb	\$15
<i>Heavy Gear</i>				
ADS	1888	+5	830 lb	\$250
Body Armor Level 4	2000s	+6	55 lb	\$200
Diving dress	1820	+1	180 lb	\$135
<i>Shields</i>				
Riot Shield	-	+1	15 lb	\$10
Ballistic Shield	-	+2	7 lb	\$25

Ancient Armor

Type	Year	AC	Weight	Cost
<i>Light Gear</i>				
Buff Coat	-	+1	6 oz	\$5
Scale (Leather)	-	+2	25 lb	\$25
Lamellar (Leather)	-	+2	30 lb	\$25
Brigandine	-	+3	20 lb	\$35
<i>Medium Gear</i>				
Cuirass	-	+3	15 lb	\$35
Half-plate	-	+4	30 lb	\$45
Scale (Metal)	-	+4	30 lb	\$45
Lamellar (Metal)	-	+4	35 lb	\$45
Mail	-	+5	30 lb	\$60
Laminar	-	+5	35 lb	\$60
<i>Heavy Gear</i>				
Splint Armor	-	+6	45 lb	\$100
Mirror Armor	-	+6	45 lb	\$100
Three-quarter plate	-	+6	45 lb	\$100
Plated Mail	-	+7	45 lb	\$200
Plate & Mail	-	+8	50 lb	\$500
Plate Armor	-	+9	60 lb	\$750
<i>Shields</i>				
Buckler	-	+1	5 lb	\$2
Shield	-	+2	15 lb	\$5
Tower Shield	-	+3	20 lb	\$10

Modern vs. Ancient Armor

Ancient armor was not constructed with firearms in mind, and when firearms entered the scene it quickly became obsolete. This is not because it was completely useless against firearms ... but because it was mostly useless against firearms when cost and weight was taken into account. With this in mind, the following rules apply:

For ancient armor, reduce AC bonus by two against muskets. Against modern firearms, AC bonus is +0 for light gear, +1 for medium gear and +2 for heavy gear.

Apply these same penalties to the following modern armors: Drysuits, wetsuits, ADS and full diving dress. These items are designed to protect people, but not from bullets.

For all metal armor, increase armor bonus by one against weapons made of wood or stone.

Light Armor

Light armor provides minimal protection, but imposes minimal restrictions on movement. Wearers of light armor suffer a -1 penalty to Reflex saving throws.

Body Armor: The different body armor levels, including those for medium and heavy armor, consist of a vest to cover the torso, and often also protect the groin.

Brigandine: Brigandine is a garment of cloth or leather with small metal plates riveted to the fabric. A similar form of armor was the “jack of plates”, in which the metal plates were sandwiched between two layers of fabric and the Chahar”Ta Hazar Masha (“coat of ten thousand nails”) of India, a padded leather jacket covered in velvet and containing metal plates.

Buff Coat: A buff coat, named for its yellowish color, was a leather coat worn by soldiers during 17th century. The coat was worn underneath armor, usually a cuirass or three-quarter plate armor. The leather varied from 0.06 to 0.22 inches thick.

Drysuit: A drysuit is a full-body rubber suit that is designed to keep water out. It was first put into action by Italian frogmen in the Second World War. Imposes -2 penalty to attack.

Lamellar Armor: Lamellar was made from rectangular or nearly rectangular plates laced into horizontal rows without a fabric backing. The plates were made of metal or rawhide. Lamellar armor allowed for more mobility than scale armor. It was called *keiko* in Japan, and eventually developed into the *O-yoroi* of the samurai.

Scale Armor: Scale armor consists of small, individual scales of various shapes in overlapping rows. The scales are attached to each other and to a backing of fabric or leather, and could be made from metal, rawhide, or horn. In *GRIT & VIGOR*, leather scale armor is considered light gear, while metal scale armor is considered medium gear.

Wetsuit: Wetsuits are intended to protect a person from the cold, granting them a +2 bonus to saving throws against cold damage. Impose a -2 penalty to attack.

Medium Armor

Most medium armor is not terribly heavy, but nonetheless provides a significant amount of protection. Medium armor imposes a -2 penalty to Reflex saving throws.

Cuirass: A cuirass is composed of heavy metal and covers the chest and back. A cuirass can be worn over a buff coat for improved protection. While the cuirass is an ancient piece of armor, it has been used in more modern times as well.

Germany used Infanterie-Panzer (infantry armor) in World War I, while the Soviet Union deployed Sn-42 body armor in World War II. In the United States, the chrome-nickel Brewster body shield was invented by Dr. Guy Otis Brewster in 1917.

Laminar Armor: Sometimes incorrectly called banded mail, laminar is made from overlapping horizontal rows or bands of solid armor plate. Roman lorica segmentata and some samurai armor were of the laminar variety. Laminar was eventually superseded by plated mail in most cultures.

Mail Armor: This armor is a long shirt made of interlocking metal rings, with a layer of padding underneath. It's heavy, making it uncomfortable to wear for long periods of time. In Japan, it is called *kusari gusoku*.

Mirror Armor: Chahar-Ainé, also called disc armor, was used in Asia and Europe up to the 17th century. It consists of four polished metal plates (i.e. mirrors) joined together to protect the torso and worn over mail. The mirrors were believed to protect a warrior from the "evil eye".

Plated Mail: This is mail armor with embedded plates. There were three versions, one with small horizontal strips, one with long horizontal strips and one with square metal plates. Japanese *karuta tatami dou* is one example.

Scale Waistcoat: This waistcoat of metal scales on a backing of leather was introduced by the U.S. Army during the First World War to replace the Brewster Body Shield.

Splint Armor: Splint mail consisted of strips of metal, or splints, attached to a fabric or leather backing. The splints were arranged longitudinally. Splint armor was usually used for greaves (protecting the lower legs), vambraces (the lower arms), cuisses (thighs) and rerebraces (upper arms), with mail covering the rest of the body.

Heavy Armor

Heavy armor imposes a -3 penalty on Reflex saving throws.

Atmospheric Diving Suit: The ADS is a diving suit composed of a suit of armor with pressure joints to allow articulation while maintaining an internal pressure of one atmosphere. They can be used for dives of up to 2,300 feet. Imposes -4 penalty to hit.

Diving Dress: A standard diving dress dating from the 1800's includes a copper, brass or bronze diving helmet, an air hose supplied by a pump on the surface, a canvas diving suit and weighted boots. They are capable of operating at 600 feet of depth, and are very cumbersome. They impose a -6 penalty to melee attacks and increase surprise chances to 3 in 6.

Plate Armor: Plate armor is made of iron or steel plates fitted to covers the wearer from head to toe in metal. It was developed during late Middle Ages. Gothic plate armor was worn on the battlefields of the Burgundian and Italian wars. Some versions were overly heavy, and were used for ceremonial wear, not for fighting.

Plate and Mail: This was a suit of mail with a cuirass and other metal accessories. The plate portion covered less of the body than plate armor.

Shields

Buckler: This small metal shield, 1 foot in diameter, is strapped to the forearm. You can use a single-handed weapon without penalty while using a buckler. You can also use an off-hand weapon, but you but suffer a -1 penalty on attack rolls because of the extra weight on your arm.

Shield: A full-sized shield is 2 to 3 feet in diameter and made of wood bound in metal and often covered with leather. A shield is gripped with the hand, and allows a person to wield a single-handed weapon with the other hand without penalty. An off-hand weapon cannot be used while using a shield. The modern equivalent is the ballistic shield.

Tower Shield: A tower shield is protects almost the entire body of its wielder. Like a shield, it is made of wood bound in metal and often covered with leather. A tower shield is gripped with the hand. A person can wield a single-handed weapon with the other hand at a -1 penalty to hit. The modern equivalent is the riot shield.

General Equipment

This section covers the wide variety of general gear available to adventurers of all sorts. Any device on this list that uses batteries comes with them. If battery life is important in the game, roll 1d20 every time a battery-operated item is used. On a result of 1, the batteries are dead and the object is useless. New batteries cost of \$1.

Containers	Year	Wt.	Cost
Briefcase, leather (5 lb capacity)	-	2 lb.	\$8.00
Day pack (8 lb capacity)	-	2 lb.	\$1.75
Field bag (10 lb capacity)	-	2 lb.	\$3.30
Handbag (2 lb capacity)	-	1 lb.	\$0.75
Range pack (12 lb capacity)	-	2 lb.	\$7.25
Travel case (10 lb capacity)	-	10 lb.	\$2.50

Clothing	Year	Wt.	Cost	Professional Equipment	Year	Wt.	Cost
Business	-	3 lb.	\$20.00	Bolt cutter	—	½ lb.	\$1.75
Casual	-	2 lb.	\$4.00	Caltrops (25)	—	2 lb.	\$0.50
Formal	-	3 lb.	\$30.00	Chemistry set	—	15 lb.	\$11.00
Fatigues	-	3 lb.	\$5.00	Demolitions kit	—	5 lb.	\$20.00
Ghillie suit	-	5 lb.	\$2.50	Disguise kit	—	5 lb.	\$18.75
Long underwear (Union suit)	-	1 lb.	\$1.00	Duct tape	1940s	1 lb.	\$0.25
Outerwear				Electrical tool kit	—	12 lb.	\$16.50
Coat	-	2 lb.	\$4.25	Evidence kit	—	6 lb.	\$4.25
Fatigue jacket	-	2 lb.	\$2.00	Fake ID (false papers)	—	—	\$20.00
Overcoat	-	3 lb.	\$5.00	Fishing gear (poles, tackle)	—	5 lb.	\$10.00
Parka	-	3 lb.	\$2.00	Forgery kit	—	3 lb.	\$5.00
Windbreaker	-	1 lb.	\$2.50	Gas mask	1910s	2 lb.	\$1.25
Tool belt	-	2 lb.	\$1.50	Geiger counter			
Uniform	-	2 lb.	\$6.50	Early	1920s	40 lb.	\$8.00
				Modern	1940s	10 lb.	\$2.00
Electronics	Year	Wt.	Cost	Generator, portable	—	125 lb.	\$20.00
Audio recorder	1950s	2 lb.	\$1.25	Glasscutter, circular	—	5 lb.	\$1.00
Camera	1910s	2 lb.	\$6.00	Handcuffs	—	1 lb.	\$1.25
Camera, movie	1900s	10 lb.	\$40.00	Headset, microphone	1910s	½ lb.	\$0.50
Camera film	1910s	—	\$0.50	Holy water (flask)	—	1 lb.	\$0.50
Computer, mainframe	1950s	100 lb.	\$1 mil.	Hydraulic compressor	—	50 lb.	\$30.00
Computer, personal	1980s	10 lb.	\$15.00	Lock picks			
Photocopier	1950s	50 lb.	\$50.00	Car opening kit	—	1 lb.	\$4.50
Printer	1950s	3 lb.	\$5.00	Lock pick set	—	1 lb.	\$1.25
Radio	1900s	5 lb.	\$6.00	Marbles, bag of	—	½ lb.	\$0.10
Radio, citizen's band	1940s	5 lb.	\$3.00	Mechanical tool kit	—	22 lb.	\$10.00
Radio, transistor	1950s	½ lb.	\$1.50	Medical aid kit	—	18 lb.	\$20.00
Scanner, image	1920s	3 lb.	\$3.00	Multipurpose tool	—	½ lb.	\$1.50
Telephone	1890s	2 lb.	\$1.25	Pharmacist kit	—	6 lb.	\$15.00
Telephone, mobile	1970s	*	\$4.25	Ram, portable	—	35 lb.	\$2.00
Walkie-talkie	1940s	1 lb.	\$3.25	Road flares (3)	—	1.5 lb.	\$0.50
Surveillance Gear	Year	Wt.	Cost	Search-and-rescue kit	—	7 lb.	\$10.00
Lineman's handset	1890s	1 lb.	\$7.00	Skates, ice	—	9.5 lb.	\$2.00
Metal detector	1940s	2 lb.	\$2.50	Skates, roller	1860s	5 lb.	\$1.00
Microphone				Skis	—	3 lb.	\$12.50
Pick-up	1910s	½ lb.	\$0.50	Snowshoes	—	5 lb.	\$3.00
Shotgun	1950s	4 lb.	\$1.00	Surgery kit	—	5 lb.	\$5.00
Tap detector	1890s	1 lb.	\$10.00	Winch, portable	—	15 lb.	\$14.00
Telephone tap	1890s	½ lb.	\$3.25				

Survival Gear	Year	Wt.	Cost
Backpack	—	3 lb.	\$2.00
Binoculars	1870s	2 lb.	\$3.50
Climbing gear	—	10 lb.	\$5.00
Compass	—	½ lb.	\$0.50
Fire extinguisher	1810s	3 lb.	\$0.60
Flashlight			
Penlight	1920s	½ lb.	\$0.80
Standard	1900s	1 lb.	\$1.00
Battery flood	1920s	2 lb.	\$1.50
Map			
Road atlas	—	1 lb.	\$0.50
Tactical map	—	½ lb.	\$2.00
Portable stove	1850s	1 lb.	\$0.80
Rope (50 ft.)	—	12 lb.	\$4.50
Sleeping bag	—	4 lb.	\$1.75
Tent			
2-person	—	4 lb.	\$2.00
4-person	—	7 lb.	\$4.00
8-person	—	10 lb.	\$12.00
Trail rations (12 days)	—	1 lb.	\$1.50

Weapon Accessories	Year	Wt.	Cost
Box magazine	1910s	½ lb.	\$1.50
Detonator			
Blasting cap	1870s	½ lb.	\$1.50
Timed	—	½ lb.	\$3.00
Wired	—	1 lb.	\$2.00
Holster			
Hip	—	1 lb.	\$1.00
Concealed carry	—	½ lb.	\$1.50
Scope	—	½ lb.	\$15.00
Silencer			
Pistol	1900s	1 lb.	\$2.50
Rifle	1900s	4 lb.	\$4.00

Equipment Notes

Backpack: A backpack can carry up to 60 pounds of gear.

Black Box: This tiny device convinces a phone system to make a long-distance connection free of charge. They also make the call harder to trace.

Box Magazine: For weapons that use box magazines, a character can purchase extras. Loading these extra magazines ahead of time and keeping them in a handy place makes it easy to reload a weapon in combat.

Caltrops: Four-pronged iron spikes designed so that one prong is pointing up when the caltrop rests on a surface. A character scatters caltrops on the ground to injure or slow opponents. One bag of 25 caltrops covers 5 square feet. When a creature moves through caltrops at any rate greater than half speed, or when a creature fights in such an area, the creature must pass a Reflex save or suffer 1 point of damage.

Chemistry Set: A portable lab for use with Chemistry tasks.

Climbing Gear: Includes ropes, pulleys, helmet, pads, gloves, spikes, chocks, ascenders, pitons, handax and harness.

Computer, Personal: Computer technology changes at a rapid pace. For our purposes, a personal computer is a desktop computer or laptop computer appropriate to the time period in which it is purchased. If built in the 1990s, it is internet ready. If built in the 2010s it is wi-fi ready.

Demolitions Kit: This kit contains everything needed to use the Demolitions skill.

Detonator: A detonator causes an explosive to explode. There are several varieties. Installing any detonator requires a Demolitions task check.

Blasting Cap—This is a detonator without a built-in controller. It can be wired into any electrical device, such as a light switch or a car's ignition switch.

Radio Control—This device consists of two parts, the detonator itself and the activation device. The activation device is an electronic item about the size of a deck of cards, with an antenna, a safety, and an activation switch. When the switch is toggled, the activation device sends a signal to the detonator by radio, setting it off. It has a range of 500 feet.

Timed—This is an electronic timer connected to the detonator. Like an alarm clock, it can be set to go off at a particular time.

Wired—This is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced into it.

Disguise Kit: This kit contains everything needed to use the Disguise skill, except clothing.

Duct Tape: The usefulness of duct tape is limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely or up to 300 pounds for 1d6 rounds. A roll provides 70 feet of tape that is 2 inches wide.

Electrical Tool Kit: This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools, and leads and wires. It is necessary for Electrical task checks.

Evidence Kit: Assists in the proper gathering and storing of evidence for use by such a lab.

Fake ID: When a character purchases a fake ID, the Venture Master rolls 1d4 x 10%. This is the percentage chance that a person inspecting the ID can tell that it is fake. The purchaser of the fake ID does not know how good it is.

Fire Extinguisher: The typical fire extinguisher can put out a fire in a 10-foot-by-10-foot area. It is good for two uses.

Ghillie Suit: The ultimate in camouflage, a ghillie suit allows one to hide very successfully in the proper terrain. Its bulk imposes a -3 penalty on Reflex saves and melee attack rolls.

Flare: A road flare lasts for an hour, and fills a 5-foot diameter area with flickering red light. Anyone struck with a road flare takes 1d6 points of fire damage. Road flares are sold in packs of three.

Flashlight: This heavy metal flashlight projects a beam 30 feet long and 15 feet across at its end.

Flood Light: A handheld spotlight, it projects a bright beam 100 feet long and 50 feet wide.

Gas Mask: A gas mask provides total protection from eye and lung irritants. The filter canister lasts for 12 hours of use. The cost for one extra filter canister is \$6.

Generator, Portable: This is a single cylinder, gas-powered generator on wheels that can produce enough electricity to power a house for eight hours. It requires two gallons of gasoline to operate and is noisy.

Glasscutter, Circular: These devices cut a 3 to 12-inch diameter hole in a pane of glass.

Handcuffs: Steel handcuffs have an AC of 20 and 10 hp. Zip-ties are single-use handcuffs with an AC of 10 and 4 hp. They can only be removed by cutting them off.

Holy Water: Holy water damages undead and evil outsiders as if it were acid. Typically, a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider on a direct hit, or 1 point of damage if it splashes such a creature. A flask of holy water can be thrown as a splash weapon. A flask breaks if thrown against the body of a corporeal creature, but against an incorporeal creature, the flask must be opened and the holy water poured or sprayed on it.

Hydraulic Compressor: A hydraulic compressor is used to provide power to tools like the jaws-of-life and jackhammers.

Jaws-of-Life: This device grants a +10 bonus on Bend Bars and Break Down Doors checks.

Lock Release Gun: This small, pistollike device disables cheap and average mechanical locks operated by standard keys with no task check necessary.

Medical Aid Kit: A medical aid kit is good for five uses. A Treat Injury task check made without it incurs a -2 penalty.

Microphone, Pick Up: Picks up all sounds within 10 feet.

Microphone, Shotgun: Picks up sounds within 100 feet, but must be pointed directly at the target.

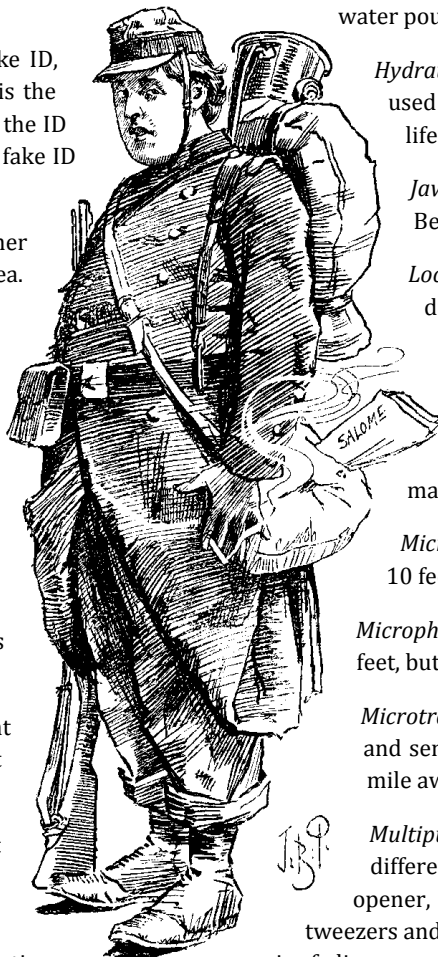
Microtransmitter: A "bug," it is the size of a nickel and sends a signal to a waiting transmitter up to 1 mile away.

Multipurpose Tool: This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers and wire cutters. The whole thing unfolds into a pair of pliers.

Penlight: Projects a beam of light 10' long and 5' wide.

Pharmacist Kit: A portable pharmacy, this kit includes everything needed to prepare, preserve, compound, analyze, and dispense drugs using the Chemistry or Treat Injury task.

Police Scanner: A police scanner allows a person to listen to emergency broadcast frequencies with a range of 10 miles.



Ram, Portable: This ram is the perfect tool for battering down doors. Not only does it give you a +4 bonus to Break Down Doors, it allows a second person to help, adding an additional +2 bonus to the task check.

Rope: Climbing rope can support up to 1,000 pounds.

Scope: A scope increases the effective range for a firearm by 150%. To use a scope a character must spend a round acquiring his or her target.

Search-and-Rescue Kit: This pack contains a first aid kit, a compass, waterproof matches, a lightweight “space” blanket, a standard flashlight, 50’ of durable nylon rope, two smoke grenades, and one signal flare.

Silencer: A silencer eliminates the noise from a bullet’s firing. For handguns, the only sound is the mechanical action of the weapon. For longarms, the supersonic speed of the bullet itself still makes noise, but it’s difficult to tell where the sound is coming from to locate the source of the gunfire. Silencers cannot be used on revolvers or shotguns.

Spike Strip: This device is designed to help the police end car chases. The strip comes rolled in a spool about the size of a small suitcase. Deploy it by rolling it across a roadway. Until the strip is activated, the spikes do not protrude and cars can pass safely over it. When the user activates it (via a control device attached to the end of the strip by a 10-foot-long cord), the spikes extend. If a car moves over a spike strip, its tires are punctured and the driver must pass a Drive Car task check or lose control of the car.

Surgery Kit: About the size of a small backpack, this kit contains the instruments needed for emergency field surgery.

Tactical Map: A tactical map covers a small area in exacting detail, usually covering a few miles on a side. Every building is represented, along with all roads, trails, and areas of vegetation. Tactical maps are not available for all areas, and, though inexpensive, they generally have to be ordered from government agencies, taking a week or longer to obtain.

Tap Detector: Detects whether a phone line is tapped. It cannot be used to detect a lineman’s buttset.

Telephone, Mobile: In the 1970s, these weighed 4 lb. and were only good for making calls. In each decade thereafter, the weight is cut in half. In the 2000s, one can purchase a smart phone and coverage for twice the price.

Telephone Tap: These devices allow a character to listen to conversations over a particular phone line.

Trail Rations: Trail rations provide the necessary energy and nutrition for survival. Come in cases of 12 meals.

Walkie-Talkie: Devices have a range 15 miles.

Winch, Portable: This small, portable electrical winch and cable has a solid hook on the end. If properly bolted down (such as being mounted to the front of a vehicle), it has enough strength to pull a car out of a ditch or a small tree out of the ground (equivalent to Strength 30). The cable is 150 feet long and has AC 14 and 5 hp. The cable can only be damaged with slashing weapons or a boltcutter.

Vehicles

Vehicles in the game are treated in much the same way as creatures, except that they are controlled by their crew, rather than controlled by themselves.

SIZE: Vehicles use the same size categories as characters and creatures, with a few additional sizes added. While creature size is based on height and length, vehicle size is based on weight. The vehicle’s size modifier applies to its initiative and maneuver modifiers. The size modifier is already included in the statistics below.

Weight	Size	Hit Dice	AC Mod.
100,000 tons +	Epic	150	-20
25,000 to 50,000 tons	Titanic	130-140	-20
5,000 to 25,000 tons	Gigantic	110-120	-20
1,000 to 2,000 tons	Tremendous	99-100	-16
256 to 1,000 tons	Super-Colossal	97-98	-12
64 to 256 tons	Colossal	57-96	-8
16 to 64 tons	Gargantuan	29-56	-4
4 to 16 tons	Huge	14-28	-2
500 lb to 4 tons	Large	7-13	-1
60 to 500 lb	Medium	3-6	+0
Up to 60 lb	Small	1-2	+2

TYPE: Vehicles are treated as a form of creature called a construct (See Chapter 4: Man Versus). Size category determines a vehicles Hit Dice (roll hit points normally) and applies a modifier to the vehicle’s Armor Class.

ARMOR CLASS (AC)/DAMAGE REDUCTION (DR): A vehicle’s Armor Class and Damage Reduction (if it has one) are based on the material of its outer skin and the thickness of that material, modified by the size of the vehicle. The material provides a base AC (see below).

Material	Base Armor Class
Kevlar	20
Titanium Alloy	19
Depleted Uranium	18
Steel (Armor)	17
Steel (Soft)	16
Aluminum Alloy	16
Mangalloy	15
Iron (Cast)	14
Wood (Hard)	13
Glass (Bulletproof)	12
Wood (Soft)	11
Concrete	11
Bricks	11
Stone	11
Flesh	10

For every inch of its thickness, a material has a Damage Reduction value. The DR is deducted from the total damage inflicted on the vehicle by a single attack, or from each dice of damage from weapons firing multiple bullets or shells.

Materials are rated on the chart above for their general hardness and resistance to damage. When a harder material strikes a softer one, the softer material's DR is reduced. When a softer material strikes a harder material, the harder material's DR is increased.

For materials of the same class, DR is 10 per inch. If an attacking material is one class harder than the defending material, reduce the defending material's DR by 5 per inch for every class of difference, to a minimum of 0. If an attacking material is softer than the defending material, increase the defending material's DR by 5 per inch for every class of difference.

Class	Materials
A	Kevlar
B	Depleted Uranium, Tungsten
C	Steel (Armor), Titanium Alloy
D	Aluminum Alloy, Brass, Steel (Soft), Brass
E	Bamboo, Copper, Iron (Cast, Wrought)
F	Aluminum, Fiberglass, Glass (Bulletproof), Titanium, Wood (Hard)
G	Fabric, Flesh, Lead, Wood (Soft)
H	Bricks, Cement, Concrete, Stone

Armor piercing rounds usually include some amount of tungsten. Against steel armor, such as that used on tanks and most armored vehicles, that armor's DR is reduced from 10 per inch to 5 per inch.

Aircraft also modify their Armor Class by their maneuvering modifier.

SPEED (SPD)/ACCELERATION (ACC): Vehicles are given a top speed in miles per hour. While most creatures have a walking speed, jogging speed and running speed, vehicles simply have a maximum speed and a rate of acceleration. The vehicle's operator decides at what speed they wish to travel, and the time it takes to reach that speed depends on the acceleration rate and the chosen acceleration of the operator.

MANEUVERING (MVR): This is the modifier that the vehicle's operator adds to his task check when making a Drive Car, Ride Bike or Fly Plane task check.

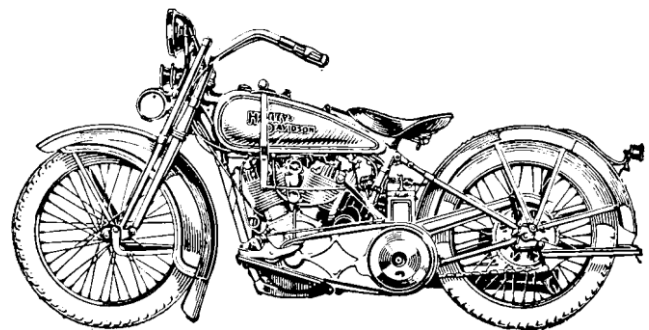
ATTACK (ATK): This is a list of the vehicle's weaponry. The attack roll uses the vehicle operator' or weapon operator's attack bonus and modifiers.

CEILING/CLIMB: For aircraft, this is maximum height to which the aircraft can operate, and the number of feet that it can climb per round.

CREW & PASSENGERS (C/P): This is the number of crew (C) and passengers (P) that can be carried by the vehicle. "Crew" is the standard number of crew needed to operate the vehicle. In most cases, only one person is needed to drive the vehicle; other crew members serve as gunners or copilots.

Passengers is the number of people in addition to the crew that the vehicle is designed to carry. Vehicles that carry passengers can use that space to carry additional cargo when passengers aren't present. Each unused passenger slot allows the vehicle to carry an additional 150 pounds of cargo.

WEIGHT (WT.): This is the vehicle's normal weight in tons.



Vehicle Notes

All vehicles are given stats representative of the period from the 1880s to the 1920s. Supplements to this game will cover later and earlier periods. In a pinch, though, you can adjust a vehicle's specifications as follows:

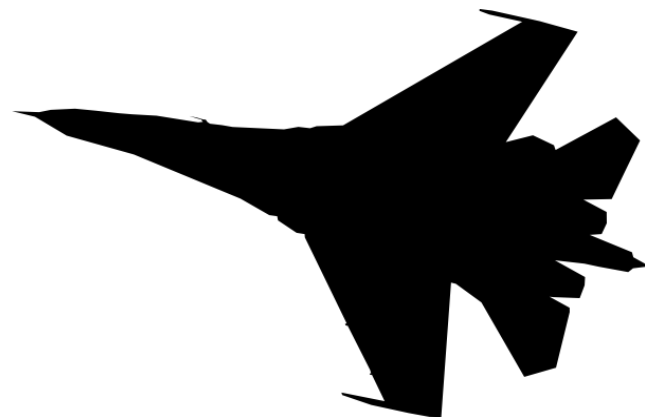
For each decade past the 1920s, **automobiles** and **motorcycles** increase max. speed by 10 mph, acceleration rate by 5 mph and maneuver bonus by +1.

For each decade past the 1920s, **armored cars** increase hit dice by +2/decade, max. speed by +3 mph/decade, and maneuver bonus by +1. Armor thickness on armored cars increases to 0.5 inches. Armament is as follows:

Armament	
1930s	1 heavy machine gun, 1 light machine gun
1940s	1 heavy machine gun, 1 light machine gun
1950s	1 heavy machine gun, 2 light machine guns
1960s	1 heavy machine gun, 2 light machine guns
1970s	1 heavy machine gun, 2 light machine guns
1980s	1 heavy machine gun, 2 light machine guns
1990s	1 30mm autocannon, 1 light machine gun
2000s	1 30mm autocannon, 1 light machine gun
2010s	1 30mm autocannon, 1 light machine gun

For each decade past the 1920s, **tanks** increase hit dice by +2/decade, max. speed by +2.5 mph/decade, main gun size by 10mm/decade, armor thickness by 1"/decade, and maneuver bonus by +1.

For each decade past the 1920s, **civilian aircraft** increase maximum speed by 50 mph, ceiling by 3,000', and climb rate by 50'. Maneuver increases by +1 from the 1960s forward.



For each decade past the 1920s, **fighter aircraft** increase maximum speed by 150 mph, ceiling by 5,000', and climb rate by 100'. Maneuver bonus increases by +1 from the 1940s to 1960s, and by +2 from the 1970s forward. You can adjust the fighter aircraft's armaments as follows:

	ARMS	BOMBS
1930s	3 light machine guns, 1 heavy machine guns	x2
1940s	4 light machine guns, 2 heavy machine guns	x10
1950s	1 20mm autocannon, 4 air-to-air missiles	x20
1960s	2 20mm autocannon, 4 air-to-air missiles	x40
1970s	2 30mm autocannon, 2 air-to-air missiles	x40
1980s	1 30mm autocannon, 4 air-to-air missiles	x50
1990s	1 30mm autocannon, 4 air-to-air missiles	x60
2000s	1 30mm autocannon, 6 air-to-air missiles	x100
2010s	1 30mm autocannon, 6 air-to-air missiles	x100

Bomber aircraft are a bit different, as they first grew much larger, and then slimmed down. For each decade past the 1920s and up to the 1960s, bombers increase maximum speed by 200 mph, ceiling by 10,000', and climb rate by 100'. Maneuver bonus increases by +2 from the 1950s forward. Bombers do not make further spec adjustments after the 1960s. You can adjust the bomber's armaments as follows:

Bomber stats can be adjusted per decade as follows:

	ARMS	BOMBS
1930s	4 light machine guns	x2
1940s	4 light machine guns, 2 heavy machine guns	x5
1950s	4 20mm autocannons	x10
1960s	2 30mm autocannons	x12
1970s	2 30mm autocannons	x12
1980s	1 30mm autocannons	x15
1990s	1 30mm autocannons	x30
2000s	2 air-to-air missiles, 2 air-to-ground missiles	x50

Statistics for particular vehicles in history can be found in Chapter 5: Bold Ventures.

Land Vehicles – Civilian (1880s-1920s)

Vehicle	SZ	HD	AC	SPD	ACC	MVR	CP	WT (t)	Cost	Notes
<i>Carriages</i>										
Buggy	L	7	13	8	2	-4	1/1	0.3	\$50	1 horse
Chaise (Gig)	L	6	13	10	3	-4	1/1	0.5	\$200	1 horse
Coach	L	9	13	8	3	-3	2/4	1.3	\$1,000	4 horses
Freight Wagon	L	11	13	3	1	-4	1/1	2.0	\$600	4 horses; Cargo 6 tons
Hansom Cab	L	6	13	15	5	-4	½	0.5	\$100	1 horse
Mail Coach	L	9	13	8	3	-2	2/0	1.0	\$1,000	4 horses
Omnibus	L	11	13	8	3	-4	1/27	2.0	\$1,200	4 horses
Phaeton	L	5	13	12	4	-2	1/1	0.3	\$250	2 horses
Post-Chaise	L	5	13	15	5	-1	1/3	0.4	\$400	2 horses
Stage Coach	L	13	13	5	2	-1	2/4	1.3	\$900	4-6 horses
Surrey	L	9	13	8	2	-4	1/3	1.0	\$600	2 horses
<i>Automobiles</i>										
Compact	L	9	16	55	20	-1	1/3	1.2	\$900	Small family cars
Full-size	L	10	16	65	25	-2	1/5	1.5	\$1,100	Sedans, saloons
Roadster	L	8	16	55	25	+1	1/1	0.9	\$1,250	Coupes, sports cars
Runabout	L	3	16	10	5	-4	1/1	0.2	\$500	Earliest cars
Station Wagon	L	10	16	60	20	-2	1/7	1.7	\$1,200	Also minivans
Subcompact	L	5	16	45	15	-2	1/3	0.4	\$600	Seats 2 comfortably
Utility	L	10	16	60	20	+0	1/3	1.6	\$1,000	Cargo 500 lb., no penalty for off-road
<i>Bikes</i>										
Motorcycle	M	2	16	65	30	+2	1/0	0.1	\$750	-
Scooter	M	1	16	35	15	+1	1/0	0.1	\$200	-
<i>Trucks</i>										
Heavy truck	L	14	16	20	10	-3	1/2	3.3	\$4,000	Cargo 8,000 lb.
Light truck	L	8	16	45	20	-3	1/2	0.9	\$1,100	Cargo 2,500 lb., includes vans

Land Vehicles – Military (1880s-1920s)

Vehicle	SZ	HD	AC	SPD	ACC	MVR	CP	WT (t)	Cost	Notes
Armored Car	H	18	17	35	10	-4	3/10	5.0	-	1 x medium mg and 1 x light mg
<i>Tanks</i>										
Light	L	11	17	25	10	-2	2/0	2.5	-	5 x light mg
Medium	H	25	17	12	5	-2	3/0	9.0	-	1 x 37mm cannon, 3 x light mg Steel armor 0.5 inches thick
Heavy	G	45	17	10	3	-3	6/0	25	-	1 x 57mm cannon, 4 x light mg Steel armor 1 inch thick
Super Heavy	G	64	17	8	2	-3	12/0	60	-	1 x 75mm cannon, 5 x light mg Steel armor 2 inches thick

Air Vehicles – Civilian (1880s-1920s)

Vehicle	SZ	HD	AC	SPD	Climb	Ceiling	MVR	CP	WT (t)	Notes
Airliner	L	15	9	120	100	15,000	-1	2/10	3.6	-
Airship	C	75	4	70	150	5,000	-2	35/100	85	When hit, save or punctured
Airplane	L	9	10	100	130	14,000	+1	1/1	1.2	-
Cargo	H	19	9	130	140	16,000	-1	2/10	5.9	Cargo 1 ton
Helicopter	L	9	11	50	100	1,000	+2	1/1	1.3	-
Seaplane	L	10	11	160	70	10,000	+1	1/1	1.7	-

Air Vehicles – Military (1880s-1920s)

Vehicle	SZ	HD	AC	SPD	Climb	Ceiling	MVR	CP	WT (t)	Notes
<i>Bomber</i>										
Light	L	12	9	120	150	17,000	-1	2/0	2.6	2 x light mg, 1 x medium mg 3 x 200 lb bombs
Heavy	H	23	7	110	90	14,000	-1	4/0	7.9	4 x light mg, 1 x medium mg 5 x 500 lb bombs
Fighter	L	9	15	140	200	21,000	+5	1/0	1.4	2 x light mg

Sea Vehicles – Civilian (1880s-1920s)

Vehicle	SZ	HD	AC	SPD	MVR	CP	WT (t)	Notes
Cargo Ship	G	120	17	18	-5	70/0	10,500	Steel hull ½-inch thick
Paddle Steamer	Tr	99	13	20	-6	20/180	1,650	Wood hull 1 inch thick
Passenger Liner	T	130	17	22	-6	500/1800	24,000	Steel hull ½-inch thick
River Steamer	T	24	14	13	-4	2/20	8	-
Runabout	Tr	7	13	20	+0	1/5	1,600	Wood hull ½-inch thick
Sailing Ship	Tr	99	13	18	-4	170/0	1,650	Wood hull 2 inches thick
Tugboat	C	96	13	15	-3	6/0	250	Wood hull 1 inch thick
Yacht	SC	98	17	14	-4	16/48	750	Steel hull ½-inch thick

Sea Vehicles – Military (1880s-1920s)

Vehicle	SZ	HD	AC	SPD	MVR	CP	WT (t)	Notes
Aircraft Carrier	G	110	17	20	-6	340/0	6,000	8 x 4" guns, 4 x 2" guns, 2 x 21" torpedo; Steel 1"; 4 fighters
Battleship	T	130	17	25	-6	1000/0	28,000	3 x triple 16" guns, 6 x twin 6" guns, 6 x 5" AA guns, 64 x heavy mg, 2 x 25" torpedo; Steel 11"
Cruiser	T	130	17	37	-3	840/0	20,000	2 x twin 15" guns, 6 x triple 4" guns, 2 x 3" AA guns, 2 x 21" torpedo; Steel 3"
Destroyer	Tr	99	17	38	+0	120/0	1,200	4 x 4" guns, 1 x 3" AA gun, 12 x 21" torpedo; Steel 1"
Monitor	G	110	14	14	-6	200/0	12,000	4 x 12" guns, 6 x 4" guns, 2 x 6-pdr guns; Iron 7"
Patrol Boat	H	18	17	30	+1	3/0	5	4 x heavy mg, 1 x 18" torpedo
Submarine	SC	98	17	16	-3	40/0	650	1 x 3" gun, 2 x medium mg, 7 x 21" torpedo; Steel ½"
Torpedo Boat	SC	98	17	23	-1	75/0	820	2 x 5" guns, 4 x 6-pdr guns, 1 x heavy mg, 5 x 18" torpedo; Steel ½"

Contacts and Henchmen

Characters begin the game with a number of contacts based on their Charisma score. A contact is a person with specific skills, knowledge or other resources that is, for the most part, friendly with the character and willing to give them help in exchange for a favor.

Henchmen are people employed by the character. Henchmen must be paid a weekly salary and remain fairly loyal as long as they are paid and not put in more danger than should reasonably be expected.

Academics

An academic is a professor or scientist who works at a university or in the private sector. Each academic has one subject as a specialty (see the Display Knowledge task). If a question is in an academic's specialty, she has a 5 in 6 chance of answering it. If it is in any other subject, she has a 3 in 6 chance of answering the question. Academics are paid \$24 to answer questions in their specialty and \$12 otherwise.

Craftsmen

Craftsmen are men and women that are capable of building and repairing things without the use of an assembly line. This includes auto mechanics, blacksmiths (until they're replaced by the horseless carriage), carpenters, masons, bakers, etc. Craftsmen are skilled in whatever tasks they need to do their jobs. They charge \$8 per day for special jobs.

Mercenaries and Thugs

These men and women are willing to fight for pay. They come in one of four varieties:

Cheap Thugs: Cheap thugs are 1 HD warriors armed with knives, clubs and other simple melee weapons. They charge \$5 a day to bust heads and intimidate people.

Mercenaries: Mercenaries are 1 HD warriors equipped with rifles, hand guns, grenades (2) and other common equipment. They charge \$20 a day to fight.

Elites: Elites are 2 HD warriors armed with rifle, handgun, knife, bayonet, grenades (3), first aid kit and other equipment deemed appropriate for the era. Modern era elites also wear light armor. They charge \$60 a day to fight.

Professionals

Professionals include engineers, architects, lawyers, doctors, priests, etc. They charge \$10 a day for their services.

Rogues

Rogues are criminals, each one possessing one or more skills they can employ in the pursuit of a life of crime. Rogues cost \$10 per skill to employ on a single job, and they will demand a 10% cut of any proceeds acquired on the job (including rewards, ransoms, sales of valuable objects, etc.). If the job has no proceeds to share, they double their fee.



Chapter IV

MAN VERSUS

Overcoming Challenges

Play in *GRIT & VIGOR* is between the players and the Venture Master (VM). The VM acts as the players' eyes and ears (and nose and taste buds, etc.) in the world of his creation. He describes what they see, hear and feel. The players then respond, letting the VM know how their characters are acting and reacting to the things they see and hear, whether those things are an angry mob, a foreboding set of stairs or a strongbox that might hold a fortune in uncut diamonds. In return, the VM describes the results of the character's activities. This back and forth interaction between the players and the VM is the substance of the game. If the VM simply declared the characters' actions successful or unsuccessful, there would be no element of risk. This chapter introduces basic rules that create a framework for running adventures.

Time

Time in the game is not necessarily the same as time outside of the game. For example, a battle might only take a few minutes of "game time" to complete, even though playing through the combat takes much longer for the players and VM.

To measure time within the game, we use minutes, hours, days and weeks, just as one normally would, but we also use rounds and turns. A round represents 10 seconds, so there are 6 rounds per minute. A turn is 10 minutes long, thus there are 6 turns in an hour. Rounds are used to facilitate combat. Minutes and turns are used to facilitate exploration, while hours and days are used for wilderness travel.

Movement

Movement is measured in feet per round (i.e. feet per ten seconds). The average person walks at 45 feet per round (3.1 mph). This is considered walking speed. Other animals have faster or slower walking speeds than humans.

Exploration speed is at 10 feet per round, and assumes a person is walking slowly and is paying close attention to his surroundings as to avoid traps, pitfalls and surprise attacks.

Running speed differs between creatures in terms of rate, but at whatever speed can be maintained for one turn. To run for an additional turn, a creature must pass an Endure task check. Failure leaves them fatigued. Each turn beyond that requires another task check at a cumulative -2 penalty. Failure of any of these task checks leaves a creature exhausted.

Sprint speed differs between creatures in terms of rate, but at whatever speed can be maintained for one minute. To sprint for an additional minute, a creature must pass an Endure task check. Failure leaves them fatigued. Each minute beyond that requires another task check at a cumulative -2 penalty. Failure of any of these task checks leaves a creature exhausted.

Information on animal movement rates can be difficult to find, and information for imaginary creatures is impossible to find. For that reason, you can use the following general categories for creatures in the game:

Type	Run multiplier	Sprint multiplier
Humanoid	x4	x5
Bulky	x5	x6
Graceful	x6	x12
Speedy	x2	x3

"Humanoids" includes humans and creatures with the same basic body shape as humans, including giants

"Bulky" includes animals like bears and elephants, and most reptiles

"Graceful" includes animals built for speed, like horses, antelopes and ostriches

"Speedy" includes animals with a very fast walking or cruising speed (for flyers), like coyotes and kangaroos, and most birds

While most characters are only capable of sprinting at five times their normal speed, strong characters can improve on this. A character with a Strength score of 16 to 17 can sprint at six times his normal speed (270 feet per round). A character with a Strength score of 18 can sprint at seven times his normal speed (315 feet per round). For context, the fastest human being ever recorded, Usain Bolt, sprinted at 27.44 mph, or approximately 400 feet per round.

Running over uneven ground requires a character to pass a Reflex saving throw each round to avoid tripping and falling prone, and suffering 1d2 points of damage in the process.

To compare a creature's movement rate in feet per round to a vehicle's in miles per hour, multiply the "feet per round" by 15 to get speed in miles per hour.

Movement overland involves more than simply extracting how many miles one can travel in a day from a creature's walking movement rate. The following movement rates are derived from Col. Sir Garnet J. Wolseley's excellent *The Soldier's Pocket-Book for Field Service*, and are based upon his military service during the 19th century.

Creature	MPD*	Encumbered	Max Load	Draught^
Ass/Donkey	16	90 lb.	180 lb.	900 lb.
Camel	20	300 lb.	600 lb.	1,000 lb.
Dog	10	20 lb.	40 lb.	100 lb.
Elephant	18	600 lb.	1,200 lb.	8,000 lb.
Horse	16	200 lb.	400 lb.	800 lb.
Human**	6	Varies	varies	Varies
Llama	15	65 lb.	130 lb.	325 lb.
Mule	16	150 lb.	300 lb.	750 lb.
Ox	5	100 lb.	200 lb.	500 lb.
Reindeer	75	60 lb.	120 lb.	300 lb.

* MPD = Miles per day

** Assumes a large party of humans; small groups double this rate

^ Draught weight includes the weight of the vehicle being pulled.

Especially difficult terrain, such as thick, overgrown woodlands and highlands and mountains that require a circuitous route and inconvenient passes to traverse reduce these movement rates by at least half.

Vehicle movement is somewhat easier to calculate, though difficult terrain might still be a factor if there are not good paved roads (or tracks) for land vehicles, choppy seas, ill winds and strong currents for water vehicles, and bad weather for air vehicles. The table below gives an estimated price per mile for using different forms of travel.

Vessel	Price/Mile
Airliner	\$0.05
Bus	\$0.02
Passenger Liner	\$1.25
Train	\$0.03

Encumbrance

Encumbrance measures how much weight your character is carrying, and whether or not it is enough to slow them down.

A character can carry up to 10 pounds of weight per point of strength without any penalty to their movement rate. Carrying more than this leaves a creature encumbered and reduces their walking speed by one half and limits their running speed to twice their walking speed. A character's maximum load is 25 times their strength score in pounds. Dragging something on the ground multiplies this figure by five. Pulling on wheels multiplies this figure by ten.

Strength	Encumbered	Maximum Load		
		Carry	Drag	Pull
3	31 lb.	75 lb.	325 lb.	750 lb.
4	41 lb.	100 lb.	500 lb.	1,000 lb.
5	51 lb.	125 lb.	625 lb.	1,250 lb.
6	61 lb.	150 lb.	750 lb.	1,500 lb.
7	71 lb.	175 lb.	875 lb.	1,750 lb.
8	81 lb.	200 lb.	1,000 lb.	2,000 lb.
9	91 lb.	225 lb.	1,125 lb.	2,250 lb.
10	101 lb.	250 lb.	1,250 lb.	2,500 lb.
11	111 lb.	275 lb.	1,375 lb.	2,750 lb.
12	121 lb.	300 lb.	1,500 lb.	3,000 lb.
13	131 lb.	325 lb.	1,635 lb.	3,250 lb.
14	141 lb.	350 lb.	1,750 lb.	3,500 lb.
15	151 lb.	375 lb.	1,875 lb.	3,750 lb.
16	161 lb.	400 lb.	2,000 lb.	4,000 lb.
17	171 lb.	425 lb.	2,125 lb.	4,250 lb.
18	181 lb.	450 lb.	2,250 lb.	4,500 lb.
19	191 lb.	475 lb.	2,375 lb.	4,750 lb.
20	201 lb.	500 lb.	2,500 lb.	5,000 lb.
21	211 lb.	525 lb.	2,625 lb.	5,250 lb.
22	221 lb.	550 lb.	2,750 lb.	5,500 lb.
23	231 lb.	575 lb.	2,875 lb.	5,750 lb.
24	241 lb.	600 lb.	3,000 lb.	6,000 lb.
25	251 lb.	625 lb.	3,125 lb.	6,250 lb.

Saving Throws

A saving throw is a dice roll made to escape a catastrophe. Characters and creatures have three different types of saving throws: Fortitude (or Fort), Reflex (or Ref) and Will.

FORTITUDE (FORT) represents physical toughness. Fortitude saving throws helps you survive poison, paralyzation, disease and blunt trauma.

REFLEX (REF) represents quickness and balance. A Reflex save helps you survive a fall, bomb blast or death ray.

WILL (WILL) represents mental strength and helps you survive supernatural phenomena, fear and temptation.

A saving throw is given as a number that ranges between 3 and 20. To make a saving throw for a character, a player rolls 1d20 and attempts to equal or exceed that value. To this roll, they add their Constitution modifier for Fortitude saving throws, their Dexterity modifier for Reflex saving throws and their Wisdom modifier for Will saving throws. For creatures, VM's roll 1d20, adding no modifiers, and try to equal or exceed the listed saving throw value for that creature.

Item Saving Throws

Sometimes, an object is required to pass a saving throw. An object has a single saving throw value based upon the material of which it is made.

Material	Saving Throw
Clay	15
Glass	18
Paper	20
Cloth	17
Leather	16
Wood	14
Stone	10
Precious stone	12
Gold and silver	8
Copper and platinum	7
Bronze	6
Iron	5
Steel and titanium	4

Starvation and Thirst

Characters should eat at least twice per day to maintain their health. A character that eats less than this is fatigued (see Conditions below). A character that eats no food suffers 1 point of strength, dexterity and constitution damage each day until they resume eating.



Characters should drink at least one gallon of water per day. Drinking less than this leaves a character fatigued. Failure to drink any liquid at all inflicts 1d6 points of strength, dexterity and constitution damage per day.

Light

When one is descending underground or entering spooky mansions, light is a must. For light sources that project a cone, the length of the cone is given, and the base is half the length.

Light Source	Radius	Cone	Duration
Battery floodlight	-	30 yd.	10 hours
Candle	2 yd.	-	1 hour
Flashlight	-	10 yd.	20 hours
Lantern, bullseye	-	20 yd.	6 hours
Lantern, hooded	10 yd.	-	6 hours
Oil Lamp, common	5 yd.	-	6 hours
Penlight	-	3 yd.	40 hours
Torch	6 yd.	-	1 hour

Lighting something with flint and tinder (which must be dry) takes 1d4 rounds. Lighting one object from another, or from a match or lighter, takes only one round. A lamp or lantern burns for six hours per pint of oil.

Falling

When a creature falls, it suffers damage based on the height of the fall, and has a chance of being crippled (see Conditions).

For every 10 feet a creature falls, they suffer 1d6 points of damage. If they make a successful Reflex save, the amount of damage is halved and they have no chance of being crippled by the fall. The maximum amount of damage from a fall is 10d6.

Falling Distance	Damage	Chance of Crippled
10 ft.	1d6	1 in 10
20 ft.	2d6	1 in 6
30 ft.	3d6	1 in 6
40 ft.	4d6	2 in 6
50 ft.	5d6	2 in 6
60 ft.	6d6	3 in 6
70 ft.	7d6	3 in 6
80 ft.	8d6	4 in 6
90 ft.	9d6	4 in 6
100 ft.	10d6	5 in 6
110 ft.	10d6	5 in 6
120 ft. +	10d6	6 in 6

If the person falling fails the Reflex save, they have a chance of being crippled (see Conditions) by the fall. A 10 foot fall, for example, inflicts 1d6 points of damage and carries with it a 1 in 10 chance (i.e. roll of 1 on 1d10) of a fracture of some kind that cripples the character (see Conditions below). A 100-ft. fall, on the other hand, inflicts 10d6 points of damage and has a 5 in 6 chance (i.e. roll 1 to 5 on 1d6) of crippling the victim.

Damage can be modified based on the kind of surface the person falls onto. Falling into a pile of hay could decrease the damage dice to d4 instead of d6. Falling onto spikes or jagged rocks could increase the damage dice to d8 or d10 instead of d6 as the Venture Master sees fit.

Disease

The chance of succumbing to disease is a very real concern on adventures, especially if one is picking a fight in the back alleys of a third world metropolis or trudging through a fetid jungle.

When a character is injured by a contaminated attack, touches an item smeared with diseased matter or consumes disease-tainted food or drink, he must make an immediate Fortitude save. If he succeeds, his immune system fights off the infection and the disease has no effect. If he fails, he suffers from two or

more conditions (see Conditions below) and begins to suffer daily ability score damage after an incubation period. Once per day thereafter, he must make a successful Fortitude save to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and no longer takes damage, though damage already sustained must be healed naturally at the rate of 1 point of ability score per day.

Disease	Incubation	Conditions	Damage
I. Mild	1d6 days	Fatigued Sickened *	1 Con
II. Severe	1d6 hours	Fatigued Sickened	2 Con, 1 Dex, 1 Str
III. Lethal	1d6 rounds	Fatigued Sickened Comatose *	3 Con, 3 Dex, 3 Str

Poison

To keep things simple, poison in the game comes in four types. In all cases, a character that consumes or is injected with poison must succeed at a Fortitude saving throw or suffer the ill effects. Poison damage is suffered immediately after a person fails their saving throw.

Poison	Effect
I. Sleep	Sleep for 1d6 turns
II. Paralysis	Paralyzed for 1d6 turns
III. Mild	1d6 points of hit point damage
IV. Lethal	1d6 points of Con damage per round

Intoxicants

Strong men often crave strong drink to dull the pain of living, or to celebrate a hard-fought victory. Alcohol isn't the only intoxicant a man might use, of course. Intoxicants are treated as poisons, and thus require a Fortitude saving throw to resist. They come in three broad varieties: Depressants, stimulants and hallucinogenics.

Intoxicants are given two levels of efficacy – mild and strong. A strong substance not only has a greater effect than a mild one, and it imposes a -6 penalty to save against it.

The dosage of intoxicants varies widely, so use your best judgment. Mild intoxicants have a duration of 1d6 turns, while strong intoxicants have a duration of 1d6 hours.



If a character already under the effects of a mild intoxicant takes another dose and fails his saving throw, treat him as though he has taken a strong intoxicant.

Each time a character falls prey to the effects of a mild intoxicant, there is a 1% chance they will develop an addiction to that intoxicant. Strong intoxicants have a 5% chance per use of causing addiction.

Mild Drug	Effect
Depressant	-2 penalty to sensory task checks and balance and tumbling task checks, -2 penalty to AC and to all attack rolls, 10% chance per hour of falling asleep
Stimulant	-2 penalty to all Wis-based task checks, Will saves and saves vs. sleep effects, +2 bonus to all other saving throws and to attack, -2 penalty to AC
Hallucinogenic	Confusion (see Conditions below)

Strong Drug	Effect
Depressant	-4 penalty to sensory task checks and balance and tumbling task checks, -4 penalty to AC and to all attack rolls, 10% chance per turn of exhaustion of falling asleep
Stimulant	-4 penalty to all Wis-based task checks, Will saves and saves vs. sleep effects, +4 bonus to all other saving throws and to attack, -4 penalty to AC, suffers 1d6 points of damage to body per hour of duration, after duration the character is left fatigued for equal duration
Hallucinogenic	Confusion (see Conditions below), with a 10% chance that the condition is permanent

Some common intoxicants include the following:

Intoxicant	Effect
Alcohol	Mild or strong depressant
Amphetamine	Strong stimulant
Caffeine	Mild stimulant
Cannabis	Mild depressant and Hallucinogenic
Cocaine	Strong stimulant
Heroin	Strong depressant
LSD (1938)	Strong hallucinogenic
Mescaline	Strong hallucinogenic
Morphine	Strong depressant
Mushrooms	Mild or strong hallucinogenic
Nicotine	Mild stimulant
Nitrous Oxide	Mild hallucinogenic
Opium	Strong depressant

Fire

Contact with fire causes damage based upon how much of the body is enveloped by the fire. For every 10% of a person's body covered by the fire, they suffer 1d6 points of fire damage. Thus, if a person's arm is engulfed in fire, they suffer 1d6 points of fire damage. If a creature's entire body is engulfed in fire, they suffer 10d6 points of fire damage.

Body Part	Surface Area
Arm	10%
Head	10%
Leg	20%
Torso	30%

Flammable items that are subjected to fire must pass an item saving throw or be burned beyond use in a number of rounds based on their size: 1 round for tiny objects, 1 minute for small objects, 1 turn for medium objects, 1 hour for large objects and 3 hours for huge objects. Obviously, you use your best judgment as a VM when adjudicating these things. Feel free to alter these times as you think appropriate.

Flammable materials have a 25% chance per round that they are exposed to fire or catching fire. If a person's clothes catch fire, the creature suffers fire damage each round (as above), and there is 25% chance that the fire spreads to an adjacent body part, assuming it is also clad in a flammable material.

Characters that catch fire suffer fire damage each round until the fire is extinguished. You can extinguish a fire with water, dust, a fire extinguisher, or by spending a full round rolling on the ground or being patted out by others.

Fire is especially frightening to animals. When presented with fire, animals must pass a Will save or become frightened. Human beings must pass such a saving throw to willingly enter fire unprotected, and thus suffer damage. Animals can be lead through fire with a successful Handle Animals task check.

Radiation Sickness

When characters are exposed to radiation, they may be afflicted with radiation sickness. Radiation sickness functions like exposure to a disease. The effects of radiation sickness vary with the dose of radiation to which a creature is exposed.

Radiation exposure has five degrees: Mild, Low, Moderate, High, and Severe. To determine the degree of exposure, start with the amount of radiation (in RADS) to which they are exposed, and then consult the table below to determine the degree of exposure based on the total time of exposure.

Degree of Radiation Poisoning

Radiation Level (RADS)	Time of Exposure				
	Round	Minute	Turn	Hour	Day
100-200	I	I	I	I	I
201-600	I	I	II	II	II
601-800	II	II	III	III	III
801-3000	III	III	IV	IV	V

Radiation Sickness

Degree of Exposure	Conditions	Damage
I. Mild	Sickened	1d3-1 Con
II. Low	Fatigued, sickened	1d4-1 Con
III. Moderate	Fatigued, sickened	1d4 Con
IV. High	Exhausted, sickened	1d6 Con
V. Severe	Exhausted, sickened	2d6 Con

A dose of more than 3,000 rads is fatal, no saving throw.

In fantastic post-apocalyptic settings, exposure to radiation might also cause mutations. We will save that possibility for a future expansion of the game.

Conditions

Conditions are a useful short hand for dealing with the effects of dangers in the game.

The following conditions are used in *GRIT & VIGOR*:

Blinded: Blinded characters cannot see. In a fight, they suffer a -10 penalty to hit their targets, and their opponent gains a tactical advantage against them. Blinded creatures are surprised on a roll of 1-3 on 1d6.

Comatose: The subject falls into a catatonic coma. During this time, he cannot be awakened by any means.

Confused: A confused character has no control over his actions from round to round. Use the following table to determine their actions each round:

d10	Action
1-5	Stand in a daze
6-9	Act "crazy" – babbling, laughing, hallucinating, etc.
10	Attack nearest creature

Crippled: The crippled condition indicates some problem with a creature's legs or feet. The creature's movement is reduced by one half and they suffer a -2 penalty on Reflex saving throws.

Dazzled: A dazzled creature cannot see well due to over-stimulation of the eyes. A dazzled creature suffers a -1 penalty to attack rolls and task checks involving sight.

Deafened: Deafened characters are surprised on a roll of 1-3 on 1d6. Deafened occultists fail to cast their spells on a roll of 1-2 on 1d6 (see Appendix A).

Dizzy: Dizzy characters must pass a Reflex saving throw each round to avoid falling down. In addition, they suffer a -2 penalty to Armor Class, attacks and task checks. Dizziness usually lasts for 1d4 rounds.

Entangled: Entangled creatures walk at one quarter of their normal speed and they cannot run. This gives their opponents a tactical advantage in combat. Entangled occultists fail to cast their spells on a roll of 1-2 on 1d6 (see Appendix A).

Fatigued: A fatigued character moves at half normal speed and his opponents enjoy a tactical advantage in a fight.

Frightened: Frightened characters flee from the source of their fright as quickly as they can. If a frightened creature is unable to flee and must fight, their opponent gains a tactical advantage against them.

Incorporeal: Incorporeal creatures can only be harmed by silver weapons and some psychic phenomena. They can pass through solid objects.

Madness: Mad or insane characters act randomly each round (during combat) or turn (outside of combat), per the confusion condition (q.v.).

Paralyzed: A paralyzed creature cannot move or act, but can perform purely mental functions.

Petrified: A petrified creature has been turned to stone and is considered unconscious. Damage sustained by a petrified creature (i.e. loss of a limb or head) is carried over to the creature when it is un-petrified.

Prone: A prone character has been knocked to the ground. Opponents wielding melee weapons enjoy a tactical advantage against him, while he enjoys a tactical advantage against foes with ranged weapons.

Sickened: Sickened creatures are nauseated, and suffer a -2 penalty to attack and to their saving throws.

Stunned: A stunned character cannot move or attack, drops any items he holds, and gives opponents a tactical advantage.

Tasks

To perform tasks outside of combat, one need only tell the Venture Master what they wish to accomplish. If the Venture Master thinks the task can be accomplished without much difficulty, he merely tells the player they were successful.

If, however, success is in doubt, either because of the degree of difficulty of the task, or conditions that would make success unlikely, the VM can require a task check.

The target number needed to make a successful task check is determined by the amount of training, or skill, the character possesses at a given task.

A character **unskilled** at the task needs to roll an 18 or higher to succeed.

A character with a **knack** (i.e. a natural ability or a small amount of training) needs to roll a 15 or higher to succeed.

A character **skilled** at the task, which is to say a character that constantly practices at the task, needs to roll a target value that depends on her character level, as follows:

Level	Target Value
1-3	14
4-6	12
7-9	10
10-12	8
13-15	6
16-18	4
19+	3

The ability scores associated with tasks are as follows:

Task	Ability	Notes
Acrobatics	Dex	Tumbling, balancing, juggling, swinging from ropes
Appraise Value	Int	Gets within 10% of true value
Athletics	Str	All manner of sports
Bend Bars	Str	-
Bomb Target	Int	From an aircraft
Break Down Doors	Str	-
Cant	Cha	Communicating with criminals
Chemistry	Int	Identifying chemicals and mixing chemical formula
Climb Sheer Surfaces	Dex	-
Communicate	Cha	Communicating with people who do not share your language
Crack Code	Int	Codes, unknown languages
Demolitions	Int	Setting and disarming explosives
Display Knowledge	Int	All manners of learning
Don Disguise	Cha	-
Drive Car	Dex	Includes trucks

Electronics	Int	Repairing and operating electronics
Endure	Con	Pain, fatigue, alcohol
Escape Bonds	Dex	-
Etiquette	Cha	Fitting in with high society
Forge Documents	Int	Player will not know if they are successful until they try to use them
Gamble	Wis	Covers games that involve skill
Gather Intelligence	Cha	Learning things through the grape vine
Gunnery	Int	Involves firing artillery
Handle Animals	Cha	Calming and training them
Hide in Shadows	Dex	-
Hypnotize	Cha	Placing people in trances, implanting post-hypnotic suggestions
Influence People	Cha	Changing opinions without bribery
Jump	Str	You can jump 0.5 feet per point of Str from a standing position, or double for running
Lift Gates	Str	-
Listen at Doors	Wis	-
Mechanics	Int	Repairing and operating mechanical devices
Move Silently	Dex	-
Open Locks	Dex	-
Perform	Cha	Dancing, singing, musical instruments
Sleight of Hand	Dex	Palming objects, picking pockets, etc.
Pilot Aircraft	Dex	Includes airplanes, helicopters and spacecraft
Practice Vocation	Int	Smithing, weaving, carpentry, law, etc.
Remove Traps	Dex	Failure sets off the trap
Ride Bike	Dex	Includes bicycles, motorcycles and scooters
Ride Mount	Dex	Keeping one's saddle while fighting or jumping
Seamanship	Int	Knowledge of how to handle a ship
Search	Wis	Finding hard-to-find objects, including secret doors and traps
Shoot Billiards	Dex	-
Ski	Dex	-
Sky Dive	Dex	-
Spelunking	Wis	Includes noting unusual stone work and the slope of passages
Surf	Dex	-
Survive Outdoors	Wis	Hunting, finding water, making fires, building shelter

Swim	Str	-
Track	Wis	-
Treat Injury	Int	Restores 1d6 hit points (or inflicts 1d6 damage if failed), doubles normal healing rate, adds +2 to save vs. disease or poison
Use Computer	Int	Programming, hacking
Ventriloquism	Cha	-

Several tasks rely on using **tools**, such as opening locks (lock picks), or often rely on tools, such as performances that use a musical instrument. Trying to perform these tasks without the proper equipment should be done at a -2 penalty.

The key thing to remember about these tasks is if it seems reasonable that a character can do it, there is no need to roll dice! Save the rolling of dice for high drama or difficult tasks.

Encounters

When two groups or individuals meet, what happens next is usually up to the actions and reactions of the players and VM. The initial reaction of the creatures or NPCs, though, can be determined by rolling 3d6:

3d6	Reaction
0-3	Completely hostile, attack immediately
4-8	Hostile, not willing to parlay, may attack
9-16	Neutral, willing to parlay and trade
17-21	Friendly, willing to render assistance

If the party has a spokesman, they should add their charisma modifier to this roll. For thoroughly wicked and evil creatures, roll 2d6 for reaction checks.

Players may negotiate their way out of a hostile situation, especially by means of bribery. Such negotiations can be acted out (the preferred method) or the VM can use an Influence Person task check to determine success or failure. The chances of success are improved with bribery.

On a successful Influence People task check, the attitude of the creatures is improved by one step, for example moving from hostile to neutral.

Encounter Distance

When in close quarters, such as crowded cities or thick forests, creatures are first sighted 50 feet away. In more open spaces, they are first sighted at 3 miles away.



Surprise

At the beginning of combat, 1d6 is rolled for each combatant or group of combatants. On a roll of "1", that combatant is surprised and can do nothing (other than defend themselves) during the first round of combat. In a case where surprise does not make sense, for example one side being aware of the other and lying in ambush for them, only roll surprise chances for those that might be surprised.

Combat

Combat occurs when one side wants to kill or disable another. Combat is handled using the following steps:

- 1) Roll initiative
- 2) Each combatant takes a turn to move and attack
- 3) Morale is checked (i.e. does somebody run away?)
- 4) If there are combatants left on both sides, go to step 1

Initiative

The order in which one takes their turn in combat is determined by rolling initiative. Each combatant (or in the case of creatures, group of combatants) rolls 1d10 and adds their dexterity bonus to the roll, with the order of combat going from the highest to the lowest.

Combat Actions

During a round of combat, a character or creature can do one the following:

- Make a half move and attack (or attack and then make a half move) or some other quick action, like picking up a weapon
- Charge at running speed and attack
- Make a full move with no attack
- Cast a magic spell or use a psionic power (see Appendix A)

Technically, a character can make a half walking speed move and attack, but doing so gives all of his opponents a tactical advantage (see below) against him.

Melee Attacks

Melee combat is hand-to-hand combat. To make a melee attack, a combatant rolls 1d20 and adds their character's attack bonus, strength modifier and any modifiers for tactical advantage (see below). If the result of that roll is equal to or higher than their opponent's Armor Class then they inflict damage (see below).

Ranged Attacks

Ranged attacks are made with weapons like crossbows, bows, slings, throwing axes, javelins and firearms.

To make a ranged attack, a combatant rolls 1d20 and adds their character's attack bonus, dexterity modifier and any modifiers for tactical advantage (see below) or range. If the result of that roll is equal to or higher than their opponent's AC then they inflict damage (see below).

Ranged weapons are given an effective range in yards. Firing within the weapon's effective range carries with it no penalty. Firing at a target beyond the weapon's effective range, but no more than twice the weapon's effective range, carries with it a -4 penalty to hit. Attacks beyond double the weapon's range are impossible.

One can fire at a person engaged in melee and simply take their chances on hitting that foe (i.e. the VM determines the target randomly and then the player makes the attack roll, not knowing who the actual target is) or the player can accept a -4 attack penalty and attack their preferred target.

Firearms Attacks

While ammunition in the real world is referred to using the term "rounds", as in "rounds of ammunition", *GRIT & VIGOR*'s use of the term "round" as a measurement of time makes this confusing. Therefore, the term "bullet" will be used in the game to refer to a "round of ammunition".

Many firearms are capable of firing more than one bullet per round. This is given as the weapon's Rate of Fire (ROF). Note that a weapon's rate of fire may be greater than the number of bullets stored in its chamber, magazine, clip or belt, in which case a weapon is limited to firing no more bullets than it is loaded with, regardless of its potential rate of fire. Belts of ammunition can be linked together while a gun is firing, so it can be reloaded and attack at the same time, assuming there is somebody there who can link the belts.

In combat, a character wielding a weapon with a rate of fire higher than one bullet per round can fire those additional bullets at a single target, or at multiple targets. Multiple

targets must fit within a 45-degree arc extending from the front of the shooter.

Firing at multiple targets requires multiple attack rolls, one for each target. For each target beyond the first, all attack rolls during the round suffer a cumulative -2 penalty to hit. Thus, shooting at a single target requires a single attack roll. Shooting at two targets requires two attack rolls, one for each target, and both of these rolls suffer a -2 penalty to attack for the single additional target. Firing at ten targets requires ten attack rolls, one for each target, and all of these rolls would suffer a -18 penalty to attack.

If multiple bullets are fired at a single target, the shooter can choose to apply a +1 bonus to attack per bullet (up to a maximum of +20), or they can boost damage by +1d6 points for every five bullets fired.

In the example above, in which a character is firing at ten different targets, if they are using a firearm that can fire 200 bullets per round, and that the firearm has a belt of 200 bullets, by dividing these bullets equally among the targets, the shooter could fire 20 bullets at each target, and either take a +20 bonus to hit each target, add 4d6 to damage against each



target, or do some combination of the two, such as +10 to hit and +2d6 to damage each target.

Semi-Automatic vs. Fully Automatic Weapons: While semi-automatic weapons permit the shooter to decide how many bullets they will fire during a round, full automatic weapons can only be fired in a minimum of one second bursts of bullets. Since there are ten seconds in a round, figuring out how many bullets are fired in a one second burst is as simple as dividing the weapon's rate of fire by ten and rounding down to the nearest whole number.

Fully automatic weapons can also lay down suppressing fire. When this is done, the weapon fires constantly over the course of the round at no particular target. Any creature moving through its 45-degree arc of fire must pass a Reflex saving throw or be struck for normal damage. For every five bullets the weapon can fire per round, impose a -1 penalty to the potential target's Reflex saving throw.

Inflicting Damage

When an attack is successful, the target sustains damage. The attacker rolls a damage dice determined by the weapon used. You can find this information on the equipment tables. Long swords, for example, inflict 1d8 points of damage. Unarmed attacks inflict 1d2 points of damage. If the attack is a melee attack, the attacker adds his strength modifier to damage. Damage is deducted from the target's hit point total (see Damage and Death below).

Critical Hits

A critical hit is scored when one rolls a natural '20' on their attack roll. When a critical hit is indicated, the attack deals double the normal damage (i.e. the attacker rolls damage twice and adds the results together).

Charging

A combatant can charge into combat by running at least 10 yards before striking a target. Charging can only be done with melee or thrown weapons. The charging combatant adds +2 to damage he inflicts, but suffers a -2 penalty to his Armor Class until his next turn. Weapons that are set against a charge attack before the charger and deal double damage.

Fighting Defensively

A character can choose to fight defensively, sacrificing any ability to attack to concentrate solely on avoiding damage. Fighting defensively grants a combatant a +2 bonus to AC. Fighting defensively cannot be used to avoid suppressing fire.

Tactical Advantage

Some conditions give an attacker or defender a tactical advantage. Each tactical advantage an attacker has grants them a +2 bonus to hit. Each tactical advantage a defender has grants them a +2 bonus to Armor Class.

The following conditions usually grant a tactical advantage:

- Faster than opponent
- Higher ground than opponent, or a flyer fighting a flightless opponent
- Aquatic creature attacking a land creature in the water
- Attacker is unseen by target
- Target is cowering, frightened, entangled, grappled, prone or stunned
- Opponent is distracted or flanked

Other conditions may apply, as determined by the VM.

Combat Maneuvers

The assumption in the rules above is that a character is attacking with the intention to kill his opponent. A canny combatant, however, may want to accomplish something different with his attack, such as moving an opponent out of the way, knocking them down, throwing sand in their face, or grappling and pinning them. These are combat maneuvers.

A player must declare he is using a combat maneuver before he rolls the attack. A combatant using a combat maneuver rolls an attack as normal, but instead of succeeding by rolling a number equal to or higher than his target's Armor Class, he succeeds by rolling a number equal to or higher than the maneuver's Difficulty Class (DC). If the attacker is successful, the defender may roll a saving throw (see the chart below) to avoid the special attack's effects.

Combat Maneuver	Difficulty Class	Saving Throw
Airplane Spin	20	Fortitude
Bum Rush	12	Fortitude
Dazzle	12	Reflex
Disarm	14	Reflex
Feint	14	Will
Gouge Eyes	16	Fortitude
Grapple	14	Fortitude
Overrun	14	Fortitude
Ranged Disarm	20	Reflex



Combat Maneuver	Difficulty Class	Saving Throw
Ranged Sunder	18	Item Save
Sunder	16	Item Save
Throw	16	Reflex
Trip	14	Reflex

Airplane Spin: The classic move of professional wrestlers and movie fights, and thus a difficult move to perform against an opponent who isn't in on the joke. The airplane spin can only be performed on an opponent the attacker can lift. It involves the attacker hoisting the opponent on his shoulders and spinning him around to make him dizzy (see conditions), and then dropping the character prone on the ground.

Bum Rush: A successful bum rush attack deals normal unarmed damage and knocks the victim back a number of feet equal to $1d6 +$ the attacker's strength modifier. If the defender is one size category larger than the attacker, they are pushed back 1 foot + 1 foot per point of the attacker's strength modifier. If the defender is two sizes larger than the attacker, the attack fails.

Dazzle: A dazzle attack can be made by reflecting light into an opponent's eyes, or by throwing sand or a similar substance

into their eyes. A dazzle attack results in the defender being dazzled for 1 round.

Disarm: A disarm attack knocks the target's weapon or shield out of his hand, sending it $1d3$ yards away. A disarm attack can also be used to grab an item.

Feint: A successful feint draws the opponent off-balance. They may attack this round, but at a tactical disadvantage. In the next round, you enjoy a tactical advantage.

Gouge Eyes: A successful eye gouge attack blinds the victim for $1d4$ rounds.

Grapple: A grapple attack locks the victim into a hold and inflicts normal unarmed damage each round that the hold is maintained. The victim can only break out of the hold by making a grapple attack of his own against his grappler. Grappled creatures cannot make attacks against their grapplers other than their own grapple attacks to break free.

A smaller creature can attempt to grapple a creature one size larger, but if successful can only entangle them (see Conditions above). If a creature one size smaller is helped by another creature no more than one size smaller, a proper hold can be established.

A creature cannot grapple a creature that is two sizes larger than they (i.e. tiny cannot grapple medium, small cannot grapple large and medium cannot grapple huge).

While you have an opponent in a grapple, you can use further grapple attacks to move your opponent up to 2 yards per round, or make trip attacks at a +2 bonus to hit.

Overrun: An overrun attack works like a combination of a bull rush and charge. The attacker must charge his opponent and, if successful, knocks him back (as in a bull rush) or prone (as in a trip) and continues his move.

Ranged Disarm and Sunder: These maneuvers are the same as the normal disarm and sunder maneuvers, but are performed with a ranged weapon.

Sunder: A sunder attack is made against an object with the intent of breaking that object. Sundering attacks are usually made against a weapon or shield. The object is only as strong as its weakest component (i.e. the wooden haft of an axe). The attacker must be attacking with a material that is as strong or stronger than the material to be sundered. If the attack roll is successful, the item makes an item saving throw (see Item Saving Throws) to resist the attack.

Throw: A successful throw attack tosses an opponent 3 feet plus 1 foot per attacker's point of Strength bonus in whatever direction the attacker chooses and knocks him prone.

Trip: A successful trip attack knocks an opponent prone.

Fighting with Two Weapons

Some characters may wish to use a second weapon to make an extra attack, or to attack using a weapon and a shield bash. When attacking with two weapons, one attack roll is diced for each weapon. A -4 penalty is applied to both attack rolls to simulate the difficulty of attacking with two weapons. A character with the Two-Weapon Fighting feat suffers only a -2 penalty on these attack rolls. A character with Two-Weapon Mastery suffers a -1 penalty.

Running Away

Player characters only run from combat when the player decides they are going to run from combat. NPC's and creatures might flee if half their number has been killed or disabled or their leader has been killed or disabled. To check morale, a creature or NPC must pass a Will saving throw. If they fail, they flee. If your opponent flees from melee combat, you get a free attack against them with a tactical advantage.

Mounted Combat

Mounted combat follows the same basic rules as normal combat, with a few addendums.

1) Only mounts trained for combat can engage in combat. Other mounts are frightened by combat and must pass Will saving throws or flee the combat.

2) During each round of combat, you must make a ride mount or ride bike check in order to attack. Even if this check is unsuccessful, the mount can still attack.

3) When you charge on a mount, both mount and rider suffer the resulting penalty to Armor Class and the bonus to damage.

4) A side effect of mounted combat is the possibility of being knocked off their mount or bike. When a mounted combatant suffers damage from a forceful blow, they must pass a task check or be knocked off. A rider that has been stunned in combat must make a Reflex save each round or fall. A rider that is knocked unconscious or paralyzed always falls.

5) When a mount is reduced to 0 hit points, it falls and inflicts 1d6 points of damage to its rider unless the rider make a task check to tumble clear of the falling mount.

Underwater Combat

Thrown weapons are ineffective underwater, even when launched from land. Only arrow-like missiles (arrows, bolts, darts, javelins, spears) can be launched underwater, and their effective range is reduced to 10 feet.

Zero-Gravity Combat

Characters fighting in zero-gravity conditions suffer a -4 penalty to attack unless they are native to that environment or have taken the Zero-G Training feat. Bull Rush attacks push a target back 1 yard for every point it fails its Fortitude saving throw against a bull rush maneuver.

Avoiding Encounters

Encounters are often avoidable in the wilderness. Any side that achieves surprise can withdraw without ever having been seen. If surprise is not achieved, one side can choose to flee before combat has begun. Their chance of success depends on the terrain. In open terrain, the chance is equal to 1 in 6. In dense terrain, the chance is equal to 4 in 6. If the side fleeing is faster than their pursuers, their chances are improved by 1. If the fleers are slower than the pursuers, their chances are rolled on 1d10 instead of 1d6.

Effect of Terrain on Combat

You can use the following as a guide to the effect of terrain on combat. It is up to the Venture Master to determine which features and conditions apply.

Feature	Effect on Combat
Boulder fields	-2 to hit with ranged attacks
Cliffs	When hit in combat, Reflex saving throw or knocked off cliff and suffer falling damage
High winds	-5 to hit with ranged attacks
Ice sheets	Full move and melee combat forces a Reflex save to avoid slipping and falling prone
Rain and snow	Visibility halved, -3 to hit with ranged attacks
Rocky ground	Full move forces Reflex save to avoid slipping and falling prone
Sand	Movement halved
Shallow water	Movement halved, -2 to hit with ranged attacks
Slopes	When hit in melee combat, Reflex save or fall down slope for 1d6 points of damage
Tall grass, reeds	Movement halved
Underbrush	Movement halved
Woods, Light	-3 to hit with ranged attacks
Woods, Heavy	-5 to hit with ranged attacks

Damage and Death

There are three types of “damage”, and all of them are a pathway to death.

Hit Point Damage

The most common type of damage is deducted from a creature’s hit point total. Damage from weapons and falling, for example, inflict hit point damage. When a player character or important non-player character’s hit points reach 0, that person is disabled and is on the verge of death (see The Death Scene below). For others, 0 hit points means instant death.

Hit points do not represent anything solid or concrete in and of themselves. Rather, they are part of a complex calculation that boils down to this: “What are the chances that the next moment of mortal peril a creature experiences will be their last.” That mortal peril might be a sword thrust, a bullet, a trap door, anything that might lead to death. Most often, hit point damage comes from combat.

It is important to remember that hit points are only part of the combat calculation for how likely you are to die. The complete calculation is in two parts. The first part pits your opponent’s

fighting skill against your armor and quickness (i.e. his or her attack roll vs. your Armor Class). The second part pits your opponent’s strength and weapon type against your own fighting skill (i.e. his or her damage roll vs. your hit points). While most of the numbers in these calculations are fairly static, hit points move around quite a bit, decreasing due to peril and sometimes increasing due to healing or rest. The more danger you experience, the more likely your next dangerous act will be your last.

This is why a character can go from 100 hit points down to 1 hit point without suffering any particular physical hardship. All of those lost hit points represent narrow misses, lucky breaks and scrapes and scratches. The last hit point lost represents a dagger in the heart, a bullet in the scholar, a quaff of poisoned wine or a plunge off a cliff onto the rocks below.

The Death Scene

It is common in books, movies and television for important characters, when it is time to die, to linger a bit rather than expire immediately. So it is in *GRIT & VIGOR*.

When a character reaches 0 hit points, they fall unconscious and are considered disabled and will soon die. The seriousness of their wounds is determined by their current hit point total, which will either be 0 or in negative numbers.

Hit Points	State of Health
0	Stable but unconscious for 1d4 hours
-1 to -3	Seriously wounded, dead in 1d6 turns
-4 to -6	Grievously wounded, dead in 1d6 minutes
-7 to -9	Critically wounded, dead in 1d6 rounds
-10 or fewer	Dead instantly

A character with -10 hit points has expired. He is dead. The death is instantaneous. Roll up a new character.

A character that is critically wounded has 1d6 rounds to live. At the end of this period, he is irrevocably dead.

A character that is grievously wounded has 1d6 minutes to live. At the end of this period, he is irrevocably dead.

A character that is seriously wounded has 1d6 turns to live. At the end of this period, he is irrevocably dead.

Before a disabled character actually dies, it is possible that they can be stabilized at 0 hit points with the proper medical treatment using a Treat Injury task check. If a patient is critically wounded, this task check is done at a -4 penalty. If the patient is grievously wounded, this task check is done at a

-2 penalty. If the patient is seriously wounded, this task check is done at no penalty. If the task check is successful, the patient is stabilized and unconscious until their hit points have been restored to 1 or higher through natural healing.

When a character is driven into negative hit points and ultimately survive, they must pass a Fortitude saving throw or suffer a permanent injury. The player should roll 1d10, subtract their negative hit point total from the roll (remember, subtracting a negative is like adding a positive) and consult the table below.

d20	Wound Suffered
1-10	Facial Scars: Lose 1 point of Charisma
11-14	Tissue Damage: Character loses 1 point of Strength, Dexterity or Constitution; roll 1d6 to determine which ability is affected: [1-2] Strength, [3-4] Dexterity, [5-6] Constitution
15	Blindness: As the condition
16	Deafness: As the condition
17	Mangled Limb: Roll 1d4 to determine the limb (1 Left Arm, 2 Right Arm, 3 Left Leg, 4 Right leg). The character loses 1 point of Strength and Dexterity, and characters with a mangled leg are left crippled
18	Chest Trauma: This might be a punctured lung, broken ribs or other organ damage. The victim loses 1 point of Constitution
19	Severed Limb: Roll 1d4 to determine the limb (see above). Characters lose 1d3 points of Strength and Dexterity. Characters who lose a leg are left crippled
20	Head Injury: Victim loses 1d3 points of a mental ability score. For each lost point, roll 1d6 to determine which ability is affected: [1-2] Intelligence, [3-4] Wisdom, [5-6] Charisma

Ability Score Damage

Ability scores can be reduced by poison, disease, injuries (see above) and other special attacks. When ability points are lost, they are deducted from the character's current ability score. The character's new ability score now determines their ability modifier. In the case of a constitution score going down, any bonus hit points gained from the old, higher bonus must be deducted from their normal hit point total and their current hit point total. This sudden reduction of hit points can cause the character to die.

Example: Lars Jorgennsen, the 5th level Swedish daredevil, has an 18 constitution. This normally gives him a bonus of 3 hit points per level. His normal total of hit points happens to be 33, but, having just fought off an assassin sent by a rival, his current hit point total is 20. During the fight, Lars is poisoned, and loses 7 points of constitution. His new constitution score

is 11. A constitution score of 11 grants no bonus to hit points, so the 15 bonus hit points Lars had received when his constitution was 18 are now lost. This reduces his normal hit point total from 33 to 18, and his current hit point total from 20 to 5. If Lars had had less than 15 hit points left after his fight with the assassin, the reduction in constitution would have driven him into negative hit points.

If a character's new ability score does not permit him to advance in his present class (i.e. a fighter's strength score dropping below 9), they do not lose their current class abilities, but cannot advance further in that class until their ability score has been restored (see Healing).

Energy Damage and Drain

Some creatures, usually undead, drain away a character's life energy in the form of their class levels or hit dice. In some cases, this loss is temporary (i.e. energy damage), but in most cases it is permanent. The character is reduced by one level or Hit Dice and all benefits derived from that level/HD are lost, including additional hit points (one can merely roll a Hit Dice worth of hit points, since it is unlikely that they remember how many hit points they gained when they last advanced in level), spells or psychic phenomena learned (see Appendix A), special abilities, saving throw and attack roll bonuses, etc.

The character's experience point total is adjusted to be just high enough to qualify for their new, lower, level. Temporary energy damage usually lasts for 1 day, the lost level returning after a night's rest, so no adjustment to XP is necessary.

Healing

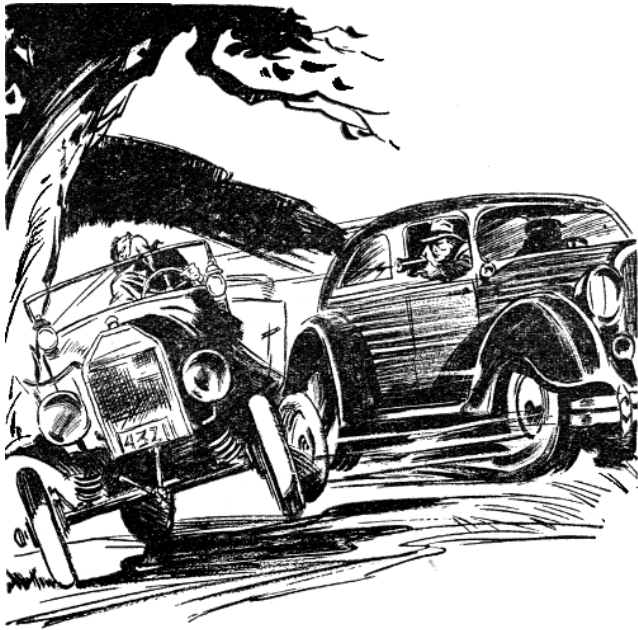
There are three ways to heal damage in *GRIT & VIGOR*.

If characters rest for 30 minutes after a battle, they can regain half of the hit points they just lost in that particular battle, but not in earlier battles. While resting, they cannot be engaged in any physically or mentally taxing tasks (such as searching for secret doors or barricading doors), and they must have water or some other liquid that they can drink.

This healing can be boosted by 1d6 hit points by quaffing a potent spirit, either a pint of beer, ale or stout, a glass of wine or a shot of whiskey. Consuming an intoxicant has many effects (see Intoxicants above), but also "heals" damage by calming the nerves.

Characters also heal a number of hit points with each night's rest equal to their level or Hit Dice.

With each night of rest, a character also regains one ability score point lost to ability damage. If the character has lost



ability score points from multiple abilities, the player must choose which ability score is healed that night. For example, a character that has lost 2 points of strength and 1 point of constitution could, after a night's rest, regain 1 point of strength or 1 point of constitution, but not 1 point of each.

Vehicles

For simply traveling from point to point, the vehicle used is largely a matter of personal style and finances. Task checks when operating a vehicle are only required in extraordinary circumstances, such as chases and combat.

Any round in which a driver does something dangerous, such as exceeding the posted speed limit in heavy traffic, make a turn at more than 30mph, or attempting some manner of stunt driving, they must pass a Drive Car task check to maintain control and avoid a crash.

Vehicle Speed

Vehicle speed is expressed in five categories: Stationary, Low Speed, Medium Speed, High Speed and Maximum Speed. Each of these speed categories represents a range of possible movement rates and affects a vehicle's ability to be maneuvered safely. These categories are based on the maximum speed of the vehicle, as we assume the vehicle is designed to handle the speeds that it is capable of achieving.

Category	Speed	Modifier
Stationary	0 mph	—
Low	Up to 33% of the vehicle's top speed	+2
Medium	34-66% of the vehicle's top speed	+0
High	67-99% of the vehicle's top speed	-2
Maximum	Vehicle's top speed	-4

The amount of ground a vehicle covers in a round is equal to (approximately) 75 feet per 5 mph of speed. If during a round a vehicle operates at more than one speed, average the speeds to find the distance it has traveled.

In combat, a vehicle's speed imposes a penalty to hit it equal to -1 per 10 mph difference in speed (rounding down) between it and its target, assuming it is moving perpendicularly to its target, or -1 per 20 mph difference in speed (rounding down) if it is moving away from the target.

Vehicle Initiative

When staging chases and vehicular combat you should roll initiative for each vehicle, using the vehicle's maneuverability modifier. Everyone aboard the vehicle acts at the same time.

Vehicle Chases

Vehicle chases are a matter of "follow the leader". In short, the lead vehicle makes its move, possibly attempts a stunt, and the following vehicle tries to keep up.

Driving Stunts

The table below lists several dangerous driving stunts. Each stunt imposes a penalty on a Drive Car or Ride Bike check to avoid crashing. If multiple stunts are being attempted, the penalties they impose are cumulative.

Stunt	Penalty
Exceed speed limit in heavy traffic, weave through traffic, avoid accident at high speed	-1
Drive in reverse at more than "idle" speed, or drive on sidewalks	-2
Make "bootlegger" turn or jump over obstacle	-3
Make "moonshiner" turn	-4

Vehicle jumps suffer an additional -1 penalty to the task check for every 10 feet you are jumping the vehicle.

Vehicle Crashes

When a driver loses control over his vehicle, it crashes. When a vehicle crashes, you need to determine what it crashes into and the resulting damage. Roll on the following table:

d20	Crash Effect
1-3	Crash into small stationary object
4-6	Crash into medium stationary object
7-8	Crash into large stationary object
9	Crash into huge or larger stationary object
10-12	Crash into small moving object
13-15	Crash into medium moving object
16-17	Crash into large moving object
18	Crash into huge moving object
19-20	Crash into a person or animal

Small objects include bicycles, scooters and traffic signs.

Medium objects include traffic barriers, light poles and traffic poles, post office boxes, telephone booths and motorcycles.

Large objects include fruit stands, newspaper stands, cars and trees.

Huge objects include buildings, trucks and trees.

Damage from the crash depends on the size of the object hit, and the speeds of the objects in the crash. The size of the dice rolled for damage is determined by the size of the object being crashed into: Small 1d4, Medium 1d6, Large 1d8, Huge+ 1d10.

The number of dice rolled is equal to the combined speeds of the two objects involved in the crash divided by 10 mph. If you do not know how fast a moving object was moving, assume that it was moving at a "safe speed" for that object, perhaps 30% of its top speed.

If a crash occurs in light traffic, there is a 1 in 6 chance that an additional vehicle will hit the vehicles that crashed. If the crash occurs in heavy traffic, there is a 2 in 6 chance that an additional vehicle will hit the vehicle that has crashed. As additional vehicles crash, continue rolling for the possibility of even more vehicles crashing into the newly crashed vehicles.

Example: A masked vigilante is roaring through light traffic after a carload of gangsters. He attempts to make a hard right turn at high speed (45 mph) and crashes. The VM rolls 1d20 and determines that he crashes into a large moving object, in this case another car. This car is driving at 25 mph, so combined speed is 70 mph, so seven dice of damage is rolled

for each vehicle in the crash. Since both objects in the crash are large, each rolls d8 for damage, thus 7d8.

Vehicle Combat

When attacking from a vehicle or with a vehicle, a character suffers a tactical disadvantage just as if they were attacking from horseback or any other unstable, moving platform.

Dogfights

Aircraft dogfights work somewhat like vehicle chases. Each pilot rolls initiative at the beginning of the combat, with the high roller becoming the attacker.

Each round, the defender attempts a maneuver by making a Pilot Aircraft task check. If the maneuver fails, the attacker may attack the defender with his aircraft's weapons.

If the maneuver is successful, the attacker must attempt the same maneuver, or a more difficult maneuver. If the attacker's maneuver fails, the defender may decide to become the attacker, or he may extend the distance between himself and the attacker by half his current speed.

If the attacker is successful at the same maneuver, he maintains his role as attacker, but may not attack this round.

If the attacker is successful at a more difficult maneuver, he maintains his role as attacker, and may attack this round.

Maneuver	Penalty
Break, Split-S	-2
Pitchback, Wingover	-3
Low Yo-yo, High Yo-yo, Lag Roll, Unloaded Extension	-4
Scissors, Jinking, High-G Barrell Roll, Defensive Spiral	-5

Naval Combat

Naval battles are best handled on either a ship vs. ship basis, or a fleet vs. fleet basis, to keep things simple. The rules are essentially the same as for dogfights. Each ship captain (or each fleet commander) makes a Seamanship task check. The faster ship enjoys a +2 bonus to this task check. The captain that beats his target number by the most (or fails by the least) has the advantage, and can either close with his enemy or increase the distance between them.

If one of the ships involved in the combat is sail driven while the other is steam driven, the sail driven vessel suffer a -2 penalty to his Seamanship task check to simulate the vagaries of the wind that he must tangle with. If both ships are sail-driven or both ships are steam-driven, there is no penalty.

If the ship with the advantage beats his opponent's task check by five or more, he may make a full attack while his opponent may only make a partial attack. Otherwise, both vessels can make a full attack.

For our purposes, a full attack uses all the vessel's ship-to-ship weapons on turrets, and half of its non-turreted ship-to-ship weapons. A partial attack only permits the vessel to use its forward or rear weapons.

The character on board a vessel with the best Gunnery skill makes the Gunnery task check to fire the weapons. Follow the normal rules for firing artillery (see Tools: Artillery).

Each ship deducts damage from its hit points, and makes a roll on the following table. If the ship has lost less than 25% of its hit points, roll 1d6. If it has lost 25-49% of its hit points, roll 1d8. If it has lost 50-74% of its hit points, roll 1d10. If it has lost 75-99% of its hit points, roll 1d12.

Roll	Special Effect
1-2	No special effect
3	Rudder damaged; opponent gets +2 bonus to next Seamanship task check to determine advantage in combat
4	All PC's suffer 1d4 points of damage from flying debris (Reflex saving throw for half damage)
5	10% of cargo destroyed
6	Fire! All PC's in area suffer 1d6 damage per round from flames and smoke until fire is subdued (Reflex save for half damage)
7	Random weapon or turret is destroyed or disabled
8	Random PC must pass a Reflex save or be thrown overboard
9	Engine or sail damage; speed reduced by half
10	Hull breached, sinks in 1d6 turns
11	Ship torn in two, sinks in 1d6 minutes
12	Ship explodes, dealing 6d6 damage to all on board (Reflex saving throw for half damage)

If a ship's hit points are reduced to 0, it sinks in 1d6 turns. People aboard the ship have to either make their way to a lifeboat or jump overboard and swim. Swimmers suffer 1d6 points of cold damage per round in cold waters, or 1d6 points of cold damage per minute in temperate water.

Aircraft in the air can attack a ship each round, and in turn can be targeted by the ship's anti-aircraft weapons aboard. Use the normal rules for attacking vehicles to resolve attacks against aircraft, and attacks by aircraft.

Damaging Vehicles

All vehicles have hit points, which are roughly equivalent to a character's hit points. When a land or air vehicle is reduced to 0 hit points, it is disabled. Although it might be repairable, it ceases functioning. A vehicle that is disabled while it is moving decreases its speed by half each round until it effectively comes to a stop at less than 1 mph. The driver cannot attempt any dangerous maneuvers.

A vehicle is destroyed when it loses hit points equal to twice its full normal total. A destroyed vehicle cannot be repaired.

When a vehicle suffers damage, there is a 1 in 6 chance that a random occupant or an important component is hit. Roll on the table below to see what happens:

d20	Effect of Damage
1-7	Vehicle suffers a -1 penalty to maneuver
8-12	Vehicle's top speed is reduced by 10 mph
13-16	Vehicle's top speed is reduced by 50%
17-19	One random weapon on the vehicle is disabled
20	Random occupant suffers half damage from the attack

Hollywood Explosions

To simulate the bizarre explosions to which gasoline vehicles suffer in movies and television, use the following rule:

If the attack that disables a vehicle deals damage equal to half its full normal hit points or more, the vehicle explodes after 1d6 rounds. This explosion deals 10d6 points of fire damage to everyone within the vehicle (Reflex save for half damage), and half that much to everyone and everything within 30 feet of the explosion (Reflex save for half damage).

Repairing Damage

Repairing damage to a vehicle takes a full hour of work, a mechanical tool kit, and a garage or some other suitable facility. Without the tool kit, a character takes a -2 penalty on his task check. At the end of the hour, make a Mechanics task check. Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all of the vehicle's hit points.



Buildings and Complexes

A complex can either be man-made (i.e. a building, fortress, etc.) or natural (i.e. a cave system). Complexes come in many different shapes and sizes, and might be the focus of an exploration, or merely a place that must be visited in the course of a different kind of adventure, such as a hideout for criminals or a military base that must be infiltrated.

Mapping the Complex

While it is possible to find the plan of a complex with a scale that makes it usable as an adventure map, it is likely that you will have to draw the plans that you need. Complex maps are usually drawn on graph paper. The scale of each square on the grid is usually 10 ft. x 10 ft. or 5 ft. x 5 ft., though you can choose any scale you like.

You want to draw each wall as a thick line, so it shows up well, and shading around those lines might also help make the complex clearer. A set of symbols can be devised to represent doors, stairs, trapdoors, pitfalls, statues, pools, etc.

Constructed walls are usually nice and straight. Cavern walls are usually drawn in a zigzag fashion, to help you remember that adventurers are entering an area of natural caves. Some Venture Masters make notes directly on a map to help them

remember the location of important traps, treasures and creatures, while others simply key their map, numbering important locations, and then making notes on a separate piece of paper as to what those locations contain.

When designing a complex, remember to keep it interesting for the players. Use a variety of shapes for chambers, allow some tunnels to weave under other tunnels, etc. Give them a good reason to draw a map of their own.

If the purpose of an adventure is exploration, it is important to provide multiple ways to access different areas of the complex. Do not allow a complex to be completely linear, with one chamber simply following the next. Multiple paths to reach the same destination permits adventurers to use their brains to get around hazards they could not overcome with combat or task resolution rolls. It is also good to provide multiple ways to access higher or lower levels, rather than a simple staircase from one level to another. Perhaps there is also a dumbwaiter that can take adventurers directly from one level to another.

Walls

Sometimes, masonry walls divide complexes into corridors and chambers. Walls can also be hewn from solid rock, leaving them with a rough, chiseled look, or they can be the smooth, unblemished stone of a naturally occurring cave. Walls are difficult to break down or through, but they're generally easy to climb. You can use the rules for materials and damage resistance for times when adventurers attempt to break through walls using tools or explosives.

Floors

Floors may be composed of flagstones, hewn stone covered with loose gravel, dust and other debris, or they might consist of nothing but rubble. Floors may be smooth or uneven, and when uneven present the possibility of tripping.

Floors that are covered by or consist of debris reduce normal movement by half or more. Slippery floors, whether due to ice, grease or blood, not only slow movement, but might also force creatures to pass Reflex saving throws to avoid falling, especially if they are fighting or running.

Floors need not be confined to a single level. There might be ledges or balconies that are connected by ladders, stairs, fireman's poles, or nothing at all.

Floors might contain trapdoors, pressure plates that activate high tech traps, or they might be traps in and of themselves. Some floors are designed to become suddenly dangerous. With the application of just the right amount of weight, or the pull of a lever somewhere nearby, spikes protrude from the floor,

gouts of steam or flame shoot up from hidden holes, or the entire floor tilts. These strange floors are sometimes found in an arena, designed to make combats more exciting and deadly.

Doors

Doors may be locked, trapped, reinforced, barred, sealed, or stuck. All but the weakest characters can eventually knock down a door with a heavy tool such as a sledgehammer.

Special doors might slide open, or have pivots instead of hinges. Doors with pivots are usually stone and are often quite wide since they pivot in the middle. One can also place the pivot on one side of the door and have the door be thicker at that end and thinner toward the other end so that it opens more like a normal door.

Doors that have been spiked or otherwise held open have a 2 in 6 chance of the spike slipping and the door closing some time after adventurers move on.

Secret doors are disguised as a bare patch of wall, floor, or ceiling, a bookcase, a fireplace, or a fountain. A secret door leads to a secret passage or room. Someone examining the area finds a secret door with a successful Search task check.

Finding a secret door does not necessarily mean finding the way to open it. Many secret doors require a special method of opening, such as a hidden button or pressure plate. Secret doors can open like normal doors, or they may pivot, slide, sink, rise, or even lower like a drawbridge to permit access. Builders might put a secret door down low near the floor or high up in a wall, making it difficult to find or reach.

Portcullises consist of shafts that descend from a recess in the ceiling. Sometimes a portcullis has crossbars that create a grid. Typically raised by means of a winch or a capstan, a portcullis can be dropped quickly, and the shafts might end in spikes to discourage anyone from standing underneath it or from attempting to dive under it as it drops. Once it is dropped, a portcullis locks, unless it is so large that no normal person could lift it anyway.

Rooms

Rooms in complexes vary in shape and size. Although many are simple in construction and appearance, more interesting rooms have multiple levels joined by stairs, ramps, or ladders, as well as statuary, altars, pits, chasms, bridges, and more. Underground chambers are prone to collapse, so many rooms, particularly large ones, have arched ceilings or pillars to support the weight of the rock overhead.

Rooms might be used as guard posts, living quarters, workrooms, shrines, temples, vaults, crypts, storage, laboratories, libraries, etc.

Corridors

While most corridors just connect rooms to one another, they can also be encounter areas in their own right because of the presence of traps and/or guards.

Because passageways can be narrow, offering few movement options, builders like to place traps in them. In a cramped passageway, there's no way for intruders to move around concealed pits, falling stones, poison dart traps, tilting floors, and sliding or rolling rocks that fill up the passage.

Usually, passages connect chambers in the simplest and most straightforward manner. Some builders, however, design a maze to foil exploration. This sort of construction is difficult to navigate (or at least to navigate quickly) and, when filled with guards and/or traps, forms an effective fortification.

Other Features

Stairs: The usual way to connect different levels of a complex is with stairs or elevators. Straight stairways, spiral staircases or stairwells with multiple landings between flights of stairs are all common in complexes, as are ramps. Stairs are important accessways and are sometimes guarded or trapped. Traps on stairs often cause intruders to slide or fall down to the bottom, where a pit, spikes, a pool of acid, or some other danger awaits.

Elevator: In place of, or in addition to stairs, an elevator (or lift) can take people from one level to the next. The safety elevator we know today was invented in 1853 by Elisha Otis. Safe elevator doors were invented in 1874 by J. W. Meaker.

An elevator might also take the form of an entire room. A clever builder might design an elevator room that moves up or down without the occupants' knowledge to catch them in a trap, or one that appears to have moved when it has actually remained stationary.

Bridge: Nothing focuses an adventurer's attention like a bridge. Bridges are natural choke points and dangerous when trapped. They might stretch across a chasm, river, lava, acid, spiked stones or a pit. A bridge might be a single wooden plank, while more elaborate bridges can be made of mortared stone with iron supports and side rails. Rope bridges are constructed of wooden planks suspended from ropes, a rope bridge is convenient because it's portable and can be easily removed. Some bridges have mechanisms that allow them to be extended or retracted from the gap they cross.

Chutes and Chimneys: Stairs are not the only way to move up and down in a complex. Sometimes a vertical shaft connects levels of a complex or links a subterranean complex with the surface. Chutes are usually traps that dump characters into a lower area, often a place featuring some dangerous situation with which they must contend.

Pillar: A common sight in any complex, pillars and columns give support to ceilings. The larger the room, the more likely it has pillars. Pillars might have carvings, paintings, or inscriptions upon them or be trapped to collapse.

Stalagmite and Stalactite: These tapering natural rock formations extend from the floor (stalagmite) or the ceiling (stalactite). They might fall on the unwary.

Statue/Suit of Armor: Experienced adventurers learn to avoid statues and suits of armor, for they are often trapped. Statues might be carved into columns, sometimes called caryatid columns, or walls, in which case they are referred to as bas-reliefs. Suits of armor sometimes cleave people with axes or hide the bodies of enemies or victims.

Paintings, Curtains and Tapestries: Paintings can hide wall safes, or, if large enough, serve as secret doors. Passages and other items of interest or danger can also be hidden behind curtains and tapestries.

Pools: Pools of water collect naturally in low spots in cave complexes and cellars, and man-made pools are features in many hotels, mansions and even homes. Pools can also be wells, natural underground springs, basins, cisterns, and fountains. In a natural setting they might harbor sightless fish or aquatic creatures. Pools provide water for cave denizens, and thus are as important an area for a predator to control as a watering hole aboveground in the wild.

Most pools contain water, but pools can hold any liquid, including acid, blood, poison, oil, or magma. And even if a pool holds water, it can be tainted with disease.

Shifting Walls: These features can cut off access to a passage or room, trapping adventurers in a dead end or preventing escape out of the complex. Shifting walls can force explorers to go down a dangerous path or prevent them from entering a special area. Not all shifting walls need be traps. Stones controlled by pressure plates, counter-weights, or a secret lever can shift out of a wall to become a staircase leading to a hidden upper room or secret ledge.

Cave-Ins

Characters in the area of a cave-in take 5d6 points of damage, or half that amount if they make a Reflex save, and they are

d20	Trap Encountered
1-3	Pit trap
4	Pit trap with spikes, monster or other added danger
5-6	Projectile trap (darts, bolts or spears)
7	Projectile trap with poison
8-9	Fusillade trap (darts or bolts)
10	Fusillade trap with poison
11-12	Blade trap (axe, scythe, spear, pendulum)
13-14	Poison trap (needle or gas; sleep)
15-16	Poison trap (needle or gas; paralysis)
17	Poison trap (needle or gas; 1d6 damage per complex level)
18	Poison trap (needle or gas; lethal)
19	Crushing trap (spiked portcullis, rolling boulder, masonry, collapsing column, crushing walls, crushing ceiling, net)
20	Other trap

subsequently buried. Characters take 1d6 points of damage per minute while buried and can be dug out by friends in about 1d6 turns with bare hands, or 1d6 minutes with tools.

Traps

Traps can be as simple or complicated as a Venture Master likes. Simple traps are often present to harass players who forget to search for them or to hamper groups without the ability to remove them. Complex traps exist as puzzles for players, rather than their characters, to solve.

Foiling a trap is worth 10 XP per character level for simple traps and 250 XP per character level for complex traps.

Blade Traps: Blade traps consist of spring-loaded blades triggered by trip wires or pressure plates. A successful Reflex save can avoid a blade trap. The blades might be poisoned.

Crushing Traps: Crushing traps come in several forms. They can be bricks or blocks falling from a ceiling, a collapsing wall, dropping portcullises, rolling boulders, walls that move inward to crush all within a room, or ceilings that descend to do the same. Crushing traps can be avoided with a Reflex saving throw, but crushing walls and ceilings are inescapable and can only be stopped by bracing the walls or ceiling with something or pushing on them with all one's strength (Lift Gates task check).

Fusillade Traps: Fusillade traps are projectile traps that fill an area with many small projectiles, usually fired from holes in the floor, wall or ceiling. All creatures within the area must

pass a Reflex saving throw or be struck by a variable number of projectiles. One usually notes the number of potential hits (1d4 darts, 1d8 bullets, etc.) that strike a person who triggers the trap, and the damage from each projectile that hits. Missiles can be coated with poison.

High-Tech Traps: High tech traps are rigged to deliver fire, electricity, acid, cold or sonic damage. The trap can affect a single target or a group of targets. Determine the area of effect as you like. The trap can either have a trigger, or it can be permanently activated, such as an electrified floor or a curtain of flame. Damage usually ranges from 3d6 to 6d6.

Pit Traps: There is nothing complicated about a pit. The basic design is a simple hole in the ground to block travel or catch people unawares in the dark. Pits can also be covered with trapdoors that spring open when one or more people step on them. The pit can be made more dangerous by adding spikes, pools of acid or water or various creatures being the most practical. Pits can be avoided with successful Reflex saving throws. Most are 10 to 60 feet deep.

Projectile Traps: Arrow traps consist of spring-loaded darts or firearms that shoot when a trip wire is broken. A successful Reflex saving throw allows the victim to step out of the way in time. People behind the initial target may have to save as well to avoid the projectile. They can be poisoned.

Poison Traps: Poison traps can use any type of poison and can deliver them in many different ways. Poison needle traps are often hidden in locks or other places where they can be sprung by the touch of a finger. Poison gas or vapor traps are triggered by pressure plates and fill an entire room. Poison can also be added to spikes in pits or to arrows or darts.

Other Traps: Some traps defy categorization, like razor sharp wire strung across a hall or threshold that scores 1d6 points of damage and might cripple adventurers (or chop off a foot or two), boxes of endothermic mold or green slime, spiked chains that spring up to deal damage and tear out throats and rooms that flood with water, poison gas or acid.

Wilderness Dangers

Many dangers must be planned for and dealt with while traveling through the wilderness. Each danger listed below is provided with the ways it can be avoided, and the penalties if those precautions are not taken.

Cliffs

Adventurers that are traveling through mountains and rugged hills need to link themselves with ropes and carry miner's picks. Most importantly, they need to avoid being encumbered.

Gear: 100-ft. rope, iron spikes, hammer or pick

Penalties: One Reflex save per day or fall 1d10 x 10 feet

Cold

Characters need to consume double food rations in cold weather. Characters must find shelter at night and start a camp fire. Shelter can be found in a cave, or it can be built from available materials. Building a shelter requires such items as pickaxes (for an igloo), hammers, rope and axes.

Gear: Bedroll, flint and steel, tinder box, lighter, matches, winter clothing, winter blanket

Penalties: Fortitude saving throw or fatigued the next day

Dry Heat

Characters should only travel at night and must consume an extra water ration each day to avoid dehydration. If traveling during the day, one must keep the sun off their skin by dressing in robes, cloaks, caftans, wide-brimmed hats or carrying an umbrella. Characters should avoid heavier than medium armor. It is also important to rest often by cutting daily travel distance in half.

Gear: Hat, cloak or robes, extra water ration per day

Penalties: Fortitude saving throw or fatigued the next day

Humid Heat

Heat mixed with humidity is draining. One should avoid wearing much clothing, including armor. Characters must rest more often by cutting in half their daily travel distance.

Gear: Lack of clothing, extra water ration per day, armor lighter than chainmail

Penalties: Fortitude saving throw or fatigued the next day

Ice

Moving safely across ice involves moving slowly and carefully. Moving slowly helps keep you from slipping, and moving carefully means avoiding falling through ice into freezing water or a crevasse.

Gear: Ice cleats

Penalties: Trying to walk on ice presents two problems. The slippery nature of ice forces people to walk at no more than half speed. Walking faster forces a Reflex saving throw, the failure of which means a fall for 1d6 points of damage. Combat on ice imposes a -2 penalty to hit and damage, and missed attacks force a Reflex save (as above).

If ice is less than 3 inches thick, it cannot reliably hold the weight of a human being. Walking on such ice causes it to break within 1d6 paces. A character exposed to freezing water suffers 1d3 points of Constitution damage each round, besides the normal chances for drowning.

Starvation and Thirst

Bring food or bring somebody who can hunt, because nothing puts a damper on an adventure like starvation. Horses need about 10 gallons of water per day and about 20 lb. of food per day. Camels can drink 30 gallons of water at a time and then go 1 week without drinking more. Camels eat about 10 lb. of food per day.

Gear: Trail rations, animal traps, fishing gear, waterskins

Penalties: See above for the effects of Starvation and Thirst

Storms

When the weather is pleasant, enjoy the hike. When the weather turns ugly, you had better watch out. You can use the following table to determine dangerous weather conditions.

Blizzard: The combination of high winds, 1d3 feet of heavy snow, and bitter cold make blizzards deadly for all who are unprepared for them. High winds extinguish unprotected flames automatically. Blizzards last for 1d3 days.

Cold Snap: The temperature suddenly plunges, bringing on cold conditions (see above). In an already cold environment, Fortitude saving throws against the cold are made at -2.

Downpour: A downpour conceals as well as fog, and can create floods. A downpour lasts for 2d4 hours.

Fog: Fog obscures vision (-10 to vision-related task checks). Fog lasts for 1d4 days.

Hailstorm: Hailstorms last for 1d20 minutes and are accompanied by 1d4 hours of rain. People caught unprotected in a hailstorm suffer 1d3 damage per minute.

Heatwave: The temperature suddenly rises, bringing on dry heat or humid heat conditions as appropriate (see above). In an already hot environment, Fortitude saves vs. the heat are made at a -2 penalty.

Cold	Temp.	Hot	Stormy Weather
01	-	-	Blizzard
02-39	01-04	01	Cold snap
-	05-14	02	Downpour
40-49	15-16	03	Fog
50-56	-	-	Hailstorm
-	17-20	04-49	Heatwave
-	-	-	Hurricane or Tsunami
57-66	21-30	50-54	Rainstorm
67-76	-	-	Snowstorm
77-83	31-50	55-59	Storm
-	51-60	60	Thunderstorm
-	61	-	Tornado
84-93	62-85	61-85	Windy
94-00	86-00	86-00	Windstorm

Hurricane: In addition to very high winds and heavy rain, hurricanes are accompanied by floods. Most adventuring activity is impossible under such conditions. Hurricane-force winds extinguish all flames and make ranged attacks and task checks involving hearing impossible. They last for 1d6 days.

Rainstorm: A rainstorm lasts for 1d8 hours.

Snowstorm: In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward. Snowstorms last for 1d6 hours.

Storm: Visibility is cut in half, so wilderness encounters occur at a range 900 yards. Storms put out protected and unprotected flames 50% of the time, and impose a -4 penalty on ranged attacks. Storms last for 1d8 hours.

Thunderstorm: In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter. As a rule of thumb, assume a 1% chance per hour of a character being struck by lightning for 6d6 points of electricity damage. 10% of thunderstorms is accompanied by a tornado. Thunderstorms last for 1d6 hours.

Activity	Task Check	Money Earned	Special Bonus
Play the Market	Gamble	\$25 per point (Lose \$10 per point of failed check)	Fame
Lecture Tour	Display Knowledge	\$10 per point	Fame
Go Hollywood	Perform	\$20 per point	Fame
Write Book	Communicate	\$15 per point	Fame
Dock Work	Lift Gates	\$3 per point	Vigor
Consult on Case	Crack Code	\$5 per point	Fame
Wildcat or Prospect	Spelunking	\$25 per point	Vigor
Archaeology	Search	\$5 per point	Fame
Prize Fight	Reflex save	\$10 per point (lose half hit points on failed save)	Fame & Vigor
Factory Work	Endurance	\$5 per point	Vigor
Athletics	Athletics	\$10 per point	Vigor
Go to Sea	Seamanship	\$5 per point	Vigor

Tornado: Tornadoes extinguish all flames, and make ranged attacks impossible. Characters who fail a Fortitude saving throw are sucked into the tornado for 1d10 rounds, taking 6d6 points of damage per round. When expelled, they suffer an additional 3d6 points of damage. Tornadoes last for 1d6 turns.

Windstorm: Windstorms are powerful enough to bring down branches and small trees. They extinguish unprotected flames and have a 75% chance of blowing out protected flames. Windstorms impose a -4 penalty on ranged attacks. They last for 1d6 hours.

In deserts, wind storms turn into duststorms. They blow fine grains of sand into the air that obscures vision (like fog), smother unprotected flames, and can even choke protected flames (50% chance). They deal 1d3 points of damage each round to anyone caught out in the open without shelter and also pose a choking hazard. Duststorms leave 2d4 feet of fine sand in their wake.

Wind: These winds can extinguish small, unprotected flames and impose a -2 penalty on ranged attacks.

Vermin

Depending on the terrain, vermin are almost impossible to deal with. Food can be kept in sacks and hung from trees to make it safer from vermin. Adventurers can sleep in tents and burn sticks of incense to ward away mosquitoes and other disease carriers. Boots should be shaken vigorously before being put on in the morning.

Gear: Sacks, tents, incense sticks

Penalties: Lose one day of rations, Fortitude saving throw or catch a disease like yellow fever or malaria.

Wear and Tear

Each night, firearms, weapons and ancient armor must be oiled and stowed away. Bows should be unstrung (a spare bow could be unstrung during the day and kept strung at night). Metal weaponry should be oiled and sharpened.

Gear: Armor and weapon oil, whetstone, brushes, rags

Penalties: -1 penalty to AC bonus from armor, -1 penalty to hit with weapons

Downtime

In between adventures, characters usually need to spend some time recuperating, relaxing and preparing for their next adventure. We call this downtime.

Downtime is taken in one month increments. Each player chooses how their character spends his downtime, devoting it to leisure, training, working, sinning or experimentation.

Experimentation

Experimentation is time spent in the laboratory or workshop. Experimentation costs \$50 per month for living plus the cost of invention. The experimenter is allowed one task check of the appropriate type – Chemistry, Electronics, or Mechanics. If successful, he has a breakthrough.

The patent for “possible” invention can be sold for 1d6 x \$5,000. The patent for a “plausible” invention can be sold for 1d6 x \$25,000. The patent for a “fantastic” invention can be sold for 1d6 x \$100,000.

Leisure

No drama here, just the opportunity to regain lost hit points and ability score points. After one month of leisure, the adventurer regains all lost hit points and ability score points. Leisure costs \$100 per month.

Sinning

Some characters are bad boys, and bad boys just have to get into trouble. The player rolls 1d12 to discover what happens when they break the rules:

Sinning

Some characters are bad boys, and bad boys just have to get into trouble. The player rolls 1d12 to discover what happens when they break the rules:

d20	Wages of Sin
1	Earns 1d6 x \$100
2	Lose 1d6 x \$50
3	Gain a femme fatale (NPC)
4	Gain an underworld contact (NPC)
5	Gain an underworld enemy (NPC of equal level to the PC)
6	Gain enemy among authorities (NPC of equal level to the PC)
7	Earn hard-won experience and a hell of a story (+10% XP)
8	Earn a friend for life (NPC of half the PC's level)
9	Learn a secret about a random PC or NPC
10	Spend 1d6 months in prison
11	Suffer 1d6 points of constitution damage
12	Suffer 1d6 points of charisma damage

Training

Training gives a character a chance to earn extra experience points. Training costs \$50 (cost of living) plus \$10 per level as a base cost. For every dollar spent beyond that, the character earns one experience point. The character's training cannot earn more experience points than it would take to increase their level – i.e. they can earn just enough to bring them to within 1 XP of earning their next level.

Working

Working gives those characters that are short on bread (dough, moolah) a chance to earn a few bucks in between adventures. The player should choose an endeavor for his character (one that makes sense), and then make the appropriate task check (see table on next page). If successful, he earns money based on the amount that he beats his task check. If not, no money is earned. Unfortunately, the character still has costs amounting to \$50 per month, which must be paid. If the character rolls a natural '20', they may get a special bonus (once again, you'll have to see the table).

Fame and Vigor

Earning fame means the character automatically succeeds on his next Influence People task check.

Earning vigor means the character automatically succeeds on his next Reflex or Fortitude saving throw.

Example of Play

The following example of play might be useful to new VM and players, as it shows a snippet of a typical session of *GRIT & VIGOR*. In this sample of play, four players are on a mission to recover stolen diamonds from the townhouse of a mob boss.

The players are playing first level characters: Emerson McLeod, the private eye with a heart of gold, Alvin “Doc” Bailey, a scholar with a penchant for explosives, John Harrow, a sinister duelist and Sally Rae Stewart, a freedom-loving grease monkey. Play begins with the VM explaining to the players what they see as they approach a warehouse where they believe a kidnapped heiress is being held.

VM: The warehouse is made of brick, and is about 20 feet tall, 40 feet wide and 100 feet long. It is flanked by alleys, about 10 feet wide, with another alley along the back. The warehouse has normal doors on the east side, facing the alley where you parked your sedan, and the north side, in the rear of the warehouse, and two roll-up doors facing the street. The warehouse has skylights and some small windows near the roofline. You don't see anyone in the alley.

McLeod: I'll check the door – is it locked?

VM: The door is locked.

Harrow: Well, we're fresh out of lockpicks, and I've always liked the element of surprise, so I'll draw my pistol and dagger and try to kick in the door.

McLeod: Crap! I'll draw my revolver. Sally Rae, you stay back in case we need to make a quick getaway. Doc – draw your gun and get ready ... and no explosives!

[The VM asks Harrow's player to roll a Break Down Doors task check. Duelists are skilled at breaking down doors. As a 1st level character, Harrow needs a "14" to succeed, and he does not have a Strength bonus. Harrow's player rolls 1d20 and gets a "16", so she succeeds!]

VM: The door flies open, making a terrible racket. The warehouse is dimly lit. From the door, you can see a veritable wall of wooden crates in front of you, about 18' tall and 60' long. To the left, near the end of the building, you can see an elevated office space, with metal stairs leading up to it. There is no light on in the office.

[The players discuss it, and decide Harrow, McLeod and Bailey should go in and check things out. Stewart will stay near the door, watching the office and the alley for movement. The VM knows that there are four thugs in the warehouse. Three of them are investigating the noise – two approaching from the north, and one from the south. He rolls a surprise check on 1d6, and finds that the player characters will not be surprised.]

VM: As you proceed towards the office, Stewart alerts you to a man rounding the corner of the wall of crates on the south end of the wall. As she shouts, two others round the corner on the north end of the wall. They don't look happy to see you, so please roll initiative.

[The VM makes a single initiative roll for the thugs, and gets an "8" for the thugs. McLeod gets a "7", Bailey a "3", Harrow "2" and Stewart "10". This means the order of play will go Stewart, the thugs, McLeod, Bailey and then Harrow.]

Stewart: I'll take a shot at the guy coming from the south, since nobody is in my way.

[Stewart's player has a revolver, which has a rate of fire of 2 shots per round. She'll fire at both thugs. Since she's attacking multiple targets, she suffers a cumulative -2 penalty per target after the first, or in this case a -2 penalty on each attack roll. Since it is a ranged attack, she adds +1 for her Dexterity bonus. 1st level daredevils have an attack bonus of +0 at 1st level, so the total modifier is +1 for Dex and -2 for multiple targets, so -1. The rolls turn out to be a "17" and "13", modified to a "16" and "13". The thugs have an AC of 10, so both thugs suffer damage. Revolvers deal 1d6 damage. Stewart's player rolls a "2" and a "5". The thugs started with 4 hit points each, so one is reduced to 2 hit points, and the other to -1 hit point. He'll die without getting some medical attention. The other thug ducks behind the crates and fires back at Stewart. He also has a revolver, and he'll

fire both shots at Stewart, getting a +1 bonus. As a 1 HD thug, his one hit dice gives him a +1 bonus to attack, for a total bonus of +2. The VM rolls 1d20+2 and gets a "9". Stewart has an AC of 11, so the shots miss her. The thug coming from the north also ducks behind the crates and opens fire on McLeod. Firing two shots at the private eye, he'll also roll 1d20+2. He gets a "5" and also misses his mark.]

McLeod: Element of surprise, huh? I'll crouch down and fire both shots at the guy to the north. [Rolls dice]. I got a "9", plus two for my Dex and the revolver's two shots is "11". That should hit. I roll "4" for damage.

VM: The thug goes down.

Bailey: I'll run over to the fallen thug and kick his gun away, and then peek around the corner of the crates.

VM: Okay. You think the thug is down, but not out. You don't see anyone around the corner.

Harrow: Sorry chaps, guess I let my enthusiasm get the better of me. I'll crack off three shots from my pistol at the remaining thug. [Rolls dice] I got a "9", plus my attack bonus of +1 and my Dex bonus of +1 gives me an "11". That should hit.

VM: Not so fast. The thug has cover from the crates, so I'm going to give him a +4 to AC. An "11" isn't good enough. Stewart now hears another car outside – it's pulling up in the alley behind the warehouse.

Stewart: Uh oh guys – looks like reinforcements are here. I'll dash to the car and get it started.

VM: The remaining thug fires two shots at Harrow and manages to score two hits. He does 6 points of damage, leaving Harrow with 2 hit points.

McLeod: Let's get out of here. I think we found the place, but we're going to get killed if we stay here.

[The others agree, and they also run to the car and get in.]

Stewart: I'm going to jam on the pedal and get moving. For this round, I'm going to hit 25 mph and make a hard left onto the street. You guys check to see if we're being followed.

[At this point, a car chase might ensue, or perhaps the kidnappers will let them go and work on moving the prisoner.]

Chapter V

BOLD VENTURES

Designing Adventures and Campaigns

GRIT & VIGOR is about adventure! The setting in which adventures take place is called a “campaign”.

A campaign can be set in any era, and in any place in the world, real or imagined. This rulebook provides guidance for setting campaigns between 1880 and 1959, but future expansions will cover other time periods. An adventure can involve solving a mystery, exploring the unknown, going to war, pulling off a heist or any other activity wracked with conflict and danger.

This chapter covers the elements that might be included in a campaign, the different eras, genres, beasts, exotic settings, etc. This chapter should give a VM enough to get started.

Genres

When designing a game, the Venture Master’s first step is to choose a genre. This sets the pace and tone of the game, gives the VM a checklist of items that he or she must design to run the game, and guides the players in designing characters that will work well in the game. You shouldn’t bring a knife to a gunfight, and you shouldn’t bring Sherlock Holmes to explore the Amazon (although ...).

Crime

A crime campaign pits cops vs. robbers. The players in a crime game might be either the bad guys or the good guys.

If the players are the criminals, they are the primary actors in the game. They plan their crime and then attempt to pull it off and make a clean getaway. If the players are the authorities, they must react to the crime or to suspicions of a future crime, collecting clues that allow them to either capture the criminals during or after they have committed their crime, or to prevent the crime from ever being committed in the first place.

A few common capers include jewel heists, bank robberies, train robberies, kidnappings and con games. A crime campaign might be set in the 1940’s, during the “film noir” and “pulp fiction” periods of hardboiled detective and gangster stories, during the mob days of the Roaring ‘20s, or on the gas-lit foggy streets of Victorian London.

While gangsters share many qualities, they come in different styles in different places and eras. New York City in the mid-1800’s played host to such gangs as the Bowery Boys, Dead Rabbits, Boodle Gang, Baxter Street Dudes (who mixed crime and theater) and Gas House Gang. These gangs were mostly known for brigandry – hijacking, street crime and thuggery.

In the 1920’s, Chicago became famous for its mobs, who made their money smuggling alcohol during Prohibition, as well as for the numbers racket, selling protection, prostitution and gambling. Al Capone typifies the Chicago mob boss, but the Depression-era also saw the likes of Bonny & Clyde, Pretty Boy Floyd, Baby Face Nelson and John Dillinger. The police of the era may be typified by Eliot Ness of the F.B.I. and his team of “Untouchables”.

Some classic tropes of crime fiction include double-crosses, complicated plots, anti-heroes and femme fatales, shadowy bars, nightclubs, juke joints, speak-easies and gambling halls. Characters in crime dramas are often cynical, and even the heroes are pessimistic and morally ambiguous.

If characters are investigators, make sure to provide clues that make almost every NPC a suspect. Treat the investigation as though it were a quest, with each clue and interrogation leading to another clue (some of them false) before the characters finally discover the guilty party.

It is often a good idea to include a “race against time” element as well, to heighten the drama, danger and difficulty.

If the investigators are members of law enforcement, they have resources that private detectives do not, but they also have restraints put on their actions. To keep it simple, dock them a cumulative 5% or 10% of their earned XP each time they venture outside the bounds of the law.

Experience Points

Experience points in a crime caper are handed out for successful task checks, as normal (100 XP plus 100 XP times the total penalty to the roll) and for combat as normal. In addition, the following XP rewards can be doled out:

For each dollar stolen (cash or equal value) or ransom gained by robbers or recovered by cops ... 25 XP

For criminals framing an innocent person ... 1,000 XP

For criminals framing an enemy ... 2,000 XP

Espionage

Espionage is a game that has been played by men and women for thousands of years. Modern espionage can be said to have had its start in Elizabethan England with Francis Walsingham. Spies, secret codes and clever gadgets entered the picture in Elizabethan times. In literature, spies first show up in James Fenimore Cooper's *The Spy* in 1821 and *The Bravo* in 1831. In the 20th century, *Kim* by Rudyard Kipling in 1901 and *The Secret Agent* by Joseph Conrad in 1907 expanded the genre, which probably reached its height in Ian Fleming's James Bond novels of the 1950's and 1960's.

Espionage games can put the adventurers in the active role, with a specific objective they must achieve, or in the passive role, with a specific objective they must protect and/or deliver.

In the active role, agents are asked to procure an item, such as a secret formula or plans, procure a person, such as a kidnapped scientist or diplomat, or eliminate a person, such as an enemy spy or traitor.

In the passive role, the agents are asked to protect one of the above items from enemy agents, usually while in the process of delivering it somewhere, or during some major event. Remember, the time factor is what makes an espionage game exciting and interesting.

In the process of achieving their goal, the agents must put many of their skills to the test, make contact with exotic, interesting and often dangerous people, get into fights with



Captain Nemo / Prince Dakkar

Created by Jules Verne, 1870

Prince Dakkar is the son of the Raja of Bundelkund, bent on destroying imperialism, particularly the British Empire, with his amazing creation, the submarine called Nautilus. In his submarine he collects bullion from shipwrecks and does his best to ignore the surface world, only occasionally striking out at imperialists such as the Ottoman Empire, the British Empire and the United States. Besides his native tongue, he speaks French, English, Latin and German fluently.

CG Inventor, LVL 8, HP 19, AC 11, MV 40, ATK +3, SV FI2 R10
W9, Str 10 Int 18 Wis 12 Dex 13 Con 11 Chr 13

Special: Specialist (Electronics), Research, Improvisation, Maximize Performance, Invention

Knacks: Crack Codes, Display Knowledge*, Seamanship

Skills: Chemistry, Demolitions, Display Knowledge, Electronics, Mechanics, Search

Feats: Eureka!, Expertise, Feint, Iron Will

Weapons: Underwater Pellet Gun (1d6 electricity), talwar (1d8), bichawa (1d4+1)

henchmen, assassins and thugs, and all the while do their best to figure out the enemy's next move.

Spy fiction is known for three tropes that you may wish to include in your game: Masterminds, gadgets and death traps.

Masterminds are the men and women who lead the forces opposed to the agents. They are usually smarter than their henchmen, and have as many or more resources at their fingertips as the agents. If a mastermind is not personally deadly, then their lieutenant is. While most spy fiction involves a single special agent as the protagonist, and thus a single, evenly matched lieutenant to oppose them, games of *GRIT & VIGOR* will usually involve multiple agents. If this is the case, make sure that the mastermind's protector or protectors are evenly matched with the agents.

Gadgets used in spying are numerous, and many that were once thought to be mere inventions of fiction are now real. Classic items include invisible ink, poisoned darts fired from seemingly everyday items, hidden weapons, miniature cameras and microphones, poisons and other substances delivered through a variety of media, and disguise kits that produce astoundingly realistic results. It is a common trope of the genre that agents are provided with a series of special gadgets by their agency to help them in the mission ahead. A

Venture Master will find no time is ill spent devising secret gadgets for the players and for their enemies.

Death traps are used by masterminds in campy spy thrillers to eliminate their opponents. In more down-to-earth thrillers, masterminds simply shoot or poison their enemies. Campy masterminds prefer to prolong the death, giving the agents time to escape if they can discover the death trap's weakness. Often, this escape is affected with a gadget received at the beginning of an adventure which is used by the agent in a novel or an ingenious way.

Experience Points

Experience points in an espionage adventure are handed out for successful task checks, as normal (100 XP plus 100 XP times the total penalty to the roll) and for combat as normal. In addition, the following XP rewards can be doled out:

For obtaining or protecting an object ... 2,500 XP

For obtaining or protecting a person ... 5,000 XP

For eliminating a counter-spy ... double normal XP

-10% XP for each friendly NPC killed

Lose all XP for causing an international incident

Expeditions into the Unknown

An expedition into the unknown involves trekking through the wilderness in search of something. The something in question can be known to the explorers (i.e. the Lost City of Irem), something they expect to find (the Northwest Passage) or they could be exploring in the hope of discovering something.

The exact character of an expedition into the unknown is determined by the environment being explored. The following sections cover a variety of possible environments.

Aquatic

By the 1870's, most of the world's oceans and seas had already been discovered. Many river systems, on the other hand, still needed some exploring, and journeys up these rivers make for excellent campaign fodder. From 1872-1876, H.M.S. *Challenger* traveled around the world on a scientific expedition that, provided it was spiced up a bit with forgotten islands, pirate attacks and terrible storms, could serve as a model for campaigns of ocean exploration.

Key to any aquatic adventure is transportation, i.e. boats. Boats range in size from small rowboats to massive aircraft carriers. Propulsion is provided by wind or steam, and that

steam can be generated by burning coal or oil or by atomic fission. The exact style of ship depends on the era and the resources of the adventurers.

Diving suits make adventures underwater possible, though they still remain fraught with danger and expense. Augustus Siebe developed the standard diving suit in the 1830's, and by 1873, George Edwards had improved the design. Standard diving dress consists of a solid sheet of rubber between layers of tan twill and a helmet. In the 1940's, diving suits made entirely of rubber were used by frogmen (i.e. combat divers) for the first time. Diving suits protect divers from the cold.

Air hoses or scuba (self-contained underwater breathing apparatus) provide oxygen to the diver. The first scuba was invented in 1878, with the devices being more commonly employed by the early 1900's.

While there are plenty of natural wonders and treasure ships to discover under the waves, games that stray into supernatural territory can also involve dives searching for the ruins of Atlantis and Lemuria, or the existence of sea monsters.

The dangers in an aquatic environment include cold, thirst, storms, wear and tear and the possibility of drowning.

Animals of the deep include squid and octopus (which are usually harmless to humans), orcas, sharks, leopard seals and angry walruses.

Arctic / Antarctic

The frozen north has long held a fascination for adventurers. The ancient Greeks, for example, had their tales of Hyperborea, the northern lands beyond civilization where the god of the north wind lived. The ancients didn't just dream about the frozen north, though, they actually explored it. The ancient Greek sailor Pytheas apparently reached a frozen sea in his northern explorations. The Vikings settled Greenland and Renaissance explorers headed north in search of the fabled Northwest Passage that would serve as a faster way to travel from the Atlantic Ocean to the Pacific Ocean.

Modern exploration of the Arctic began in the 19th century. In the 1900's the quest for the North Pole began in earnest. Robert Peary reached (or claimed to reach) the North Pole in 1909 – perhaps your band of adventurers can get there first.

Antarctica, or Terra Australis, was equally fascinating. It was first sighted by William Smith of England in 1819. Exploration of the Antarctic began in 1821. The "Heroic Age of Antarctic Exploration" began in 1917 with Earnest Shackleton's Imperial Trans-Antarctic Exploration. Numerous explorations were

soon launched by multiple nations. A race to the South Pole between national teams would make a wonderful adventure.

The dangers in a cold environment include cold, ice, starvation and thirst, storms and wear and tear.

Animals common to the Arctic Circle include foxes, wolves, reindeer, sharks, narwhals, orcas, wolverines, walruses and polar bears. Antarctic animals include penguins (not among the more dangerous of beasts), orcas and leopard seals.

There are numerous modern myths about the poles. Being so hard to explore, and thus retaining their mystery well into the modern age, they were a natural place to imagine all manner of strangeness, such as the idea of a passage at the North Pole into the “hollow earth”, notions of a supernatural people controlling a powerful energy called vril, hidden bases where Nazi scientists build flying saucers and, in Antarctica, a hidden alien city in Lovecraft’s “Mountains of Madness”.

Grasslands

At first blush, the grasslands of the world seem boring. They’re just a flat expanse of grass with a few trees and shrubs. This impression couldn’t be further from the truth. Africa’s savannas, replete with amazing wildlife, are grasslands, as are the lands that birthed the Mongols and Huns. The American prairie, witness to the buffalo hunts of the Native Americans, pioneer wagon trains and the clash between those civilizations are grasslands, and an orderly grassland, fields recently harvested of their corn, was the backdrop for one of the most memorable scenes in film history, pitting Cary Grant against a crop duster in Alfred Hitchcock’s *North by Northwest*.

The power of the grassland is much the same as the power of a desert or ocean, a wide expanse, as far as the eye can see, with no place to hide. Grasslands pit man against nature as well as any environment, with storms racing across the prairie, tornadoes whisking farmgirls off to Oz and the ever-present danger of nomadic bands appearing from just over the horizon and descending on travelers.

Besides the aforementioned grasslands, there is also the llanos and pampas of South America and the grasslands of Australia.

As vast as they are, grasslands are often civilized. They offer prime real estate for grazing animals, and, with water pumped from an aquifer or diverted from a river, can support crops with minimal efforts towards reshaping the land.

The dangers in a grassland environment include cold in the winter months, dry or humid heat in the summer months, starvation and thirst, storms, vermin and wear and tear.

Grasslands are home to many grazing animals, including wild asses, horses, cattle, gazelles, sheep and antelopes. Large herbivores like elephants and rhinoceros offer plentiful danger to interlopers. Grassland predators include baboons, wolves, coyotes, and lions. In fact, most of the animals that showed up in Hollywood’s “jungle pictures” really belonged on the grasslands of Africa, not the central woodlands. If one dips their toes in a river cutting across grassland, they might run afoul of a crocodile or hippopotamus.

Perhaps the best modern myth concerning grasslands is the one mentioned above, concerning the transportation of Dorothy and Toto to Oz via tornado.

Highlands

Highlands include both hills (not the rolling, gentle kind – those are more properly classified as grasslands or woodlands, depending on the flora) and mountains. Humans have been climbing mountains (or at least cliffs) probably from the beginning, given our evolution in the Olduvai Gorge in East Africa. In modern times, the quest to conquer Mount Everest, the tallest mountain on Earth, garnered the attention of the world. The first confirmed ascent of Everest was made by Tenzing Norgay and Edmund Hillary in 1953.

All of the tallest mountains in the world are located in the Himalayas. Other impressive peaks include Kibo in Tanzania, Mount McKinley in Alaska, Mont Blanc in Europe and Aconcagua in South America.

Dangers in highlands include cliffs, cold and ice, dry or humid heat, starvation and thirst, storms, vermin and wear and tear.

Perhaps the most dangerous animals associated with highlands are mountain lions and bears of various types. Mountain sheep and goats can also be dangerous.

For supernatural adventures in the mountains, you can’t beat variations on Shangri-La and the Yeti.

Jungle

The term jungle is quite a misnomer. The word is adapted from a Hindi word meaning wilderness. In English, the word gradually turned into a term for rain forests.

Jungles have been a source of adventure from the earliest days. They are dark and crowded, and that makes them mysterious and unknown, and thus prime territory for explorers. Tropical and sub-tropical jungles exist in Central Africa, India, Southeast Asia, Pacific islands, Australia, South America’s Amazon Basin, and America’s Pacific Northwest.

Many animals lurk in jungles, including poisonous and constrictor snakes, monkeys and apes, including chimpanzees, gorillas and orangutans, tigers, wolves and Indian elephants.

The dangers in a jungle environment include humid heat, starvation and thirst, vermin and wear and tear.

The most persistent modern myth of jungles is the lost city, an ancient outpost of a forgotten civilization. These civilizations might be in ruins, or they might be vital and either hold-overs from primitive or ancient times, or else possessed of magic or futuristic technology.

Wetlands

Wetlands can be categorized as swamps, which are wooded, and marshes, which are not. Wetlands present a serious obstacle to travelers. They are difficult to move through, are rife with disease and vermin, and are particularly easy to get lost in. The key to wetlands is surprise. The tall grasses, reeds and thick trees obscure vision, and make it all the easier for animals and people to jump out and attack adventurers. The people who live in swamps in the real world are normal, though perhaps provincial, folk who make a living fishing, hunting and gathering, or guiding tourists. In movies and stories, swamps and marshes are home to the insane and the inbred. It's an unfair stereotype (Hollywood specializes in those, after all), but adventure games often make use of such

stereotypes.

The dangers in a wetlands environment include humid heat, starvation and thirst, vermin and wear and tear.

The dangerous animals most associated with wetlands are venomous snakes and alligators. Swarms of snapping turtles and wild cats might also attack swamp travelers.

The swamps of Louisiana (and the islands of the Caribbean) are associated with voodoo, and swamp witches are a fine supernatural trope to use in your games.

Woodlands

Woodlands in this game include everything other than non-tropical rain forests. They might be broadleaf or coniferous, and are notable for the same reason as jungles. Woodlands are wild. Even small copses in a suburban development can feel wild when one loses sight of the houses.

The dangers in woodlands include cold and ice in the winter, starvation and thirst, storms, vermin and wear and tear.

Woodland predators (or just dangerous beasts) include wild boars, predatory cats, bears and snakes.



Modern myths associated with woodlands involve extraordinary things that are revealed to one person or a small group, but which disappear before others can see them, thus resulting in the masses thinking that the explorers are crazy. These sightings include ghosts, cryptids and aliens.

Expeditions

A major part of expeditions into the unknown is wrapped up in logistics – i.e. supplies and transportation. While it may seem like boring paperwork, the players must sit down with pencil and paper and decide what and how much of a variety of supplies they take, and the Venture Master must be equally careful to record what they have used. A lack of supplies can become a major obstacle, and thus a major source of adventure, to a successful exploration.

VM's might also want to consider introducing a rival explorer. This brings in the "race against time" aspect of an adventure, and might turn into a chase through the wilderness to recover a stolen relic or artifact.

Experience Points

Experience points in an exploration adventure are handed out for successful task checks at double the normal rate (200 XP + 200 XP times the total penalty to the roll) and for combat as normal. In addition, you can award the following:

For each square mile of unexplored land explored (not just seen from a high mountain or airplane) ... 1 XP

For a minor discovery (e.g. something suspected or expected, but not yet found) ... 2,500 XP

For a major discovery (e.g. something completely unexpected) ... 5,000 XP

Horror

In horror adventures, the name of the game is survival. The adventurers are faced with a threat, usually supernatural in nature, and while they need not defeat the threat, they do need escape it.

The horror genre can be divided into a few broad sub-genres, all of which offer opportunities for excellent game play:

Ghost Stories

Especially popular in Victorian times, ghost stories involve spirits that are usually unable to harm people materially (with the poltergeist being a notable exception), but rather harm them mentally or spiritually.

A twist on ghost stories is the hoax, in which the ghost is not supernatural at all, but just a trick. The protagonists must uncover the plot and the perpetrator. If memory serves, there was a famous group of meddling kids and their goofy dog who did this bit to death.

Edgar Allen Poe

The stories of author Edgar Allen Poe sometimes had a supernatural element, but often focused on man vs. man, who were driven by, or led to insanity. Among his best stories are

"The Cask of Amontillado" (1846), "The Tell-Tale Heart" (1850), "The Black Cat" (1845), and "The Fall of the House of Usher" (1839). Many make use of the gradual build-up to a horrifying realization (such as being bricked up and left to die) or losing one's mind (due to a guilty conscience, for example). Mr. Poe also helped invent the detective genre, and his works inspired the works of our next example, H. P. Lovecraft.

H. P. Lovecraft

Lovecraft took up where Poe left off. To the basic premise of Poe, Lovecraft added a dose of the Cosmic Unknown – giant forces, beyond the ken of mankind but interacting with us in a dangerous and destructive way, often without ever noticing us. A Lovecraft campaign is about survival, sometimes physical, but more often mental, as the realization of the supernatural forces involved challenges the character's concept of reality. The key to a good Lovecraft campaign is to make sure the players do not know they are involved in a Lovecraft campaign, at least not right away. Whatever they are investigating, there must at first appear to be logical, non-supernatural explanations. Only gradually do they discover the true nature of the dangers they face, and as they do, their sanity is peeled away layer by layer until they finally go stark, raving mad.



Monsters

The monster tale only differs from the ghost story in that it involves a physical being, rather than an insubstantial spirit. Monsters don't just frighten people and drive them insane, they rip people apart. The greatest monster tales involve the "big four" of Universal Pictures fame – the vampire (Dracula), the werewolf, Frankenstein's monster and the mummy. This can be expanded to include fish-men, giant animals, and mythical beasts like the chimera, Medusa and rakshasa.

Predator and Prey

Modern horror, especially in film, is concerned with the idea of predators and prey. In some ways, this is like the monster sub-genre, but those who have watched monster movies and modern horror movies will know the difference. The predator and prey sub-genre is typified by the slasher and zombie movies. Slasher movies involve a seemingly unstoppable madman hunting a party of people, often teenagers, killing them one by one. Zombie films involve a small party of people who are trapped by a horde of mindless zombies, and must somehow escape or survive long enough to be rescued.

Horror adventures are tricky to run. Horror works because of the feeling of danger. This is hard to achieve when, ultimately, the only thing being threatened is a make-believe character on a piece of paper. The key is having a group that is really into the idea – players who want to be frightened. The use of props and atmosphere during game play might also help create the proper mood.

Experience Points

Experience points should be handed out normally for task checks and combat. XP should also be doled out for surviving encounters with the supernatural or monstrous. Getting away from the monster should be worth as much as defeating the monster in combat. You should also grant a character 100 XP per point of Wisdom he retains, if you use the madness rules detailed below.

Madness

Madness is the result of the mind being unable to cope with the things that it confronts. These may simply be horrifying acts or objects, or they may be things which force a person to question everything they thought they knew about reality.

When so confronted, a character suffers Wisdom damage. This Wisdom damage heals the same way as normal ability damage, except that for each point of Wisdom damage suffered due to horror, the character must pass a Will saving throw to keep that damage from being permanent.

The following table suggests the amount of Wisdom damage that might result from different experiences:

Experience	Damage
Finding a corpse or severed body part	1d3
Finding a mangled corpse or witnessing a violent death	1d4
Awakening in a sealed coffin or witnessing the violent death of a friend or family member	1d6
See an undead or mythical creature	1d8
Undergoing severe torture	1d10
Seeing something that defies the laws of physics or otherwise CANNOT BE!	1d12

If a character loses half their normal Wisdom points, they are struck with temporary madness. This may be short term, lasting 1d10+4 rounds, or long term, lasting for 1d10 x 10 hours. Roll on the short term insanity table below to discover the effect of the madness. Note that a roll of 100 indicates that the madness is long term, and requires you to roll again on the long term temporary madness table.

d%	Short Term Madness
01-20	Character faints and is shaken until duration expires
21-30	Character has a screaming fit
31-40	Character flees in panic
41-50	Character shows physical hysterics or emotional outburst (laughing, crying, and so on)
51-55	Character babbles in incoherent rapid speech or in logorrhea (a torrent of coherent speech)
56-60	Character gripped by intense phobia, perhaps rooting him to the spot
61-65	Character becomes homicidal, dealing harm to nearest person as efficiently as possible
66-70	Character has hallucinations or delusions (details at the discretion of the VM)
71-75	Character gripped with echopraxia or echolalia (saying or doing whatever those nearby say or do)
76-80	Character gripped with strange or deviant eating desire (dirt, slime, cannibalism, and so on)
81-90	Character falls into a stupor (assumes fetal position, oblivious to events around him)
91-99	Character becomes catatonic (can stand but has no will or interest; may be led or forced to simple actions but takes no independent action)
100	Roll on Long-Term Temporary Insanity Effects below.

d%	Long Term Insanity
01-10	Character performs compulsive rituals
11-20	Character has hallucinations or delusions
21-30	Character becomes paranoid
31-40	Character gripped with severe phobia (refuses to approach object of phobia except on successful Will save)
41-45	Character has aberrant desires (exhibitionism, nymphomania or satyriasis, etc.)
46-55	Character develops an attachment to a “lucky charm” (embraces object, type of object, or person as a safety blanket) and cannot function without it
56-65	Character develops psychosomatic blindness, deafness, or the loss of the use of a limb or limbs
66-75	Character has uncontrollable tics or tremors (-4 penalty on attack rolls, task checks, and saves, except those purely mental in nature)
76-85	Character has amnesia (memories of intimate friends and family are usually lost first)
86-90	Character has bouts of reactive psychosis (incoherence, delusions, aberrant behavior, and/or hallucinations)
91-95	Character loses ability to communicate via speech or writing
96-100	Character becomes catatonic (can stand but has no will or interest; may be led or forced into simple actions but takes no independent action)

If a character loses 20% of his current Wisdom score in the space of one hour, he develops a mental disorder. Mental disorders last for 1d6 months. Roll on the following table to generate a mental disorder:

d%	Mental Disorder Type
01-15	Anxiety (includes severe phobias)
16-20	Dissociative (amnesia, multiple personalities)
21-25	Eating (anorexia, bulimia)
26-30	Impulse control (compulsions)
31-35	Mood (manic/depressive)
36-45	Personality (various neuroses)
46-50	Psychosexual (sadism, nymphomania)
51-55	Psychospecies
56-70	Schizophrenia/psychotic (delusions, hallucinations, paranoia, catatonia)
71-80	Sleep (night terrors, sleepwalking)
81-85	Somatoform (psychosomatic conditions)
86-95	Substance abuse (alcoholic, drug addict)
96-100	Other (megalomania, quixotism, panzaism)

A character that has their Wisdom score reduced to 2 or lower is struck permanently insane and is removed from play.

Kung-Fu

Kung-fu adventures are usually wrapped around the pursuit of perfection. Kung-fu really just denotes a person’s chosen occupation. “Your kung-fu is no good” is just another way of saying “You’re lousy at your job”.

The classic kung-fu adventure involves a quest for revenge or justice, or a quest to improve one’s kung-fu by overcoming a specific challenge or seeking out a reclusive kung-fu master to receive training. During the course of the adventure, there are duels and dangerous challenges.

The history of the version of kung-fu that figures into action and adventure literature and film comes from two main historical sources. The first, and perhaps most important, is the Shaolin Monastery in China. The first Shaolin Monastery was founded in 464 A.D. by Batuo, a dhyana master who traveled to China from India or Greco-Buddhist Central Asia to teach Buddhism to the Chinese. From this real monastery came the largely fictional Shaolin Sect of fighting monks of *wuxia* (“martial hero”) fiction.

This brings up the second inspiration for most kung-fu adventures, the *Water Margin*, or *Outlaws of the Marsh*. This tells the stories of 108 outlaws who form an army and are eventually granted amnesty by the government, who then use them against their enemies, foreign and domestic.

A kung-fu film set in the modern era involves a band of adventurers who may or may not trust and respect one another when the adventure begins. They undertake a journey with clear goals in mind. These goals might involve revenge, justice or advancement of their art, and individuals may also have their own personal goals.

On their journey, adventurers face challenges both physical and mental. They must face the ravages of nature, rival martial artists, cunning outlaws and assassins, and corrupt soldiers and government officials. Traditionally, the adventurers must overcome a “big boss” to complete their quest. While boxers may dominate the proceedings, all members of the band must work together and overcome challenges suited to their skills to make the adventure work.

Common stock characters are the “mooks” (low-level martial artists meant to attack en masse), the lieutenant (the big boss’ second-in-command who can nearly match the hero’s ability and is meant to soften him up) and, of course, the big boss himself, who is the hero’s equal in skill.

Okita Sōji (1842-1868)

Born into a samurai family, Okita was the first captain of the *Shinsengumi*, a special police force established in Kyoto during the late shogunate period in Japan. Okita was honest, polite and good-natured to most who knew him, but with his students he was strict and quick to anger. He was also regarded as one of the best swordsmen in Japan while he was alive. His signature move was the *Sandanzuki* ("three piece thrust"), which struck an opponent's neck, left shoulder and right shoulder with one fluid strike.

LG Samurai: LVL 5, HP 27, AC 11, MV 40, ATK +5, SV F11 R11
W10, Str 14 Int 12 Wis 13 Dex 15 Con 9 Cha 10

Special: Extra attack against opponents with fewer hit dice, +2 save vs. fear and temptation, +2 initiative in melee, ki strike 1/day

Knack: Search

Skills: Bend Bars, Break Down Doors, Display Knowledge, Etiquette, Jump, Lift Gates, Perform, Ride Mount

Feats: Dodge, Iron Will, Knack (Search), Mounted Combat, Run, Two-Weapon Fighting

Weapons: Katana (1d6+1), wakizashi (1d4+1), dagger (1d4)

Experience Points

Experience points in a kung-fu adventure are handed out for successful task checks (100 XP plus 100 XP times the total penalty to the roll) and for combat as normal. Bonus XP might be handed out for overcoming a personal rival or inventing a new special maneuver.

Mystery and Suspense

The mystery genre differs slightly from the crime genre. Crime stories as we think of them are usually gritty and rough, while mysteries are usually urbane – it's the difference between Hammett's Sam Spade and Doyle's Sherlock Holmes.

A mystery needs, first and foremost, a victim. They may be a victim of robbery, murder, blackmail, or some other crime. Next, we have the criminal. Beyond those two key players are the witnesses, accomplices, red herrings (folks with motive but not opportunity or opportunity but not motive), and police detectives, whether bumbling, friendly or downright hostile.

The Venture Master needs to figure out every detail of the mystery at the center of the adventure. Who was the victim? Who was the criminal? How did they do it? Why did they do it? Where did they do it? When did they do it? How are they going to get away? This last point is important. If the adventurers have all the time in the world to solve the mystery, there isn't

much point to the game. There should be a time limit, either due to perishable clues, or the guilty party having tickets for a conveyance that will take them beyond the reach of the law.

Once the VM knows the facts, he needs to form those facts into clues. These clues must be scattered about for the clever adventurers to discover or track down. Do not be surprised if the adventurers' line of inquiry goes in directions you did not anticipate. If this happens, you can create one or two opportunities to get them back on track, but ultimately a bad inquiry should lead to the guilty party getting away with it. It is a game, after all, and losing is as important to a good game as winning.

Speaking of an inquiry going down the wrong path, it is very important that you sprinkle the game with a few false leads. Think in terms of motive, method and opportunity. One person, the criminal, should meet all three requirements. A few others should meet one or two of those requirements. It will be the job of the adventurers to eliminate the possible suspects by seeking out clues.

Experience Points

Experience points in a mystery adventure are handed out for successful task checks (100 XP plus 100 XP times the total penalty to the roll) and for combat as normal. In addition, the following XP rewards can be doled out:

Recovering a lost article ... gain 500 XP

Recovering a lost article of great value ... gain 1,000 XP

Catching a petty thief ... gain 1,000 XP

Catching a grand thief ... gain 3,000 XP

Catching a murderer ... gain 5,000 XP

Catching a multiple murderer ... gain 8,000 XP

For each false accusation ... lose 150 XP

For each additional crime committed ... lose 500 XP

Siege

Sieges are about survival against the odds. In these adventures, the adventurers begin the game in a bad position. They might be in a military base under siege by terrorists, defending a village from bandits or a shopping mall under siege by zombies (see the Horror genre above). Either way, an adventure like this carries a high likelihood of the characters dying if they are not clever enough to find a way out.

Siege adventures require a good understanding of tactics. Some adventures like this are apt to play more like wargames than role playing games. They might also involve exploration by searching for a secret way out.

For a siege to really work, a Venture Master needs to pit a band of adventurers against overwhelming numerical odds. The actual odds might be even – i.e. high level adventurers against a large number of low-level adversaries, but the possibility of being overwhelmed and overrun must be felt by the adventurers. The real trick is to make a situation that seems hopeless, but is winnable if people make the right moves. The frontal assault cannot work in a siege adventure if they siege adventure is to work.

A nice twist on the siege adventure is to saddle the characters with NPC's that must be rescued or saved. Not only does this present a new layer of difficulties to surviving the siege, but it also allows the VM to introduce a key stock character – the loud-mouth contrarian. In every good siege, there is one character who always argues with the tactics of the hero and who often seeks to undermine him and assume command.

Experience Points

Experience points in a siege adventure are handed out for successful task checks (100 XP plus 100 XP times the total penalty to the roll) and for combat as normal. In addition, the following XP rewards can be doled out:

For each innocent kept alive ... 1,000 XP

Surviving the allotted time ... 5,000 XP

War

War is a tragedy, but it is also perhaps the most difficult and terrible challenge a human being will ever face. War *en masse* presents dangers that do not exist in one-on-one fights. Against a single opponent, one knows from where the killing blow will come. In war, one's opponents are often unseen. They don't kill you because they hate you, but because you're there. Bullets whiz by, shrapnel from artillery shells rains down, and maybe chemical gases drift across the battlefield, all capable of killing, but none of them aimed specifically at the character they might kill.

A war campaign puts the player characters into the role of soldiers. Adventures might involve going behind enemy lines (in a manner similar to espionage campaigns) or simply taking or holding objectives within the context of a large battle. In such a campaign, there is the possibility that the characters have NPC soldiers under their command, or that they make up an elite unit that does its dirty work without the help of NPCs.



Indirect Fire

The easiest way to handle the chaos of a large battle is to calculate the relative danger of passing through (or staying in) an area due to small arms and artillery fire, stated in a number of dice of damage. Characters moving through the area or staying in the area must pass a Reflex save or suffer damage.

A typical battlefield, between two forces armed with rifles might carry with it a damage potential of 3d6 per round. Machine guns add in another 1d6, as do aircraft overhead or mines underfoot.

If they pass their saving throw, they suffer either half that amount of damage, or no damage at all (depending on the circumstances). The trick, of course, is to find a way to avoid the area, or to stop the fire before moving through it.

Timeline of Adventure

Once a campaign's genre is known, it is time to decide when and where it will take place. The "when" is of supreme importance, for like the genre of the game, the time period has a tremendous effect on the design of the characters in the game and in the gear available to these characters.

While the *GRIT* & *VIGOR* rules could be used for virtually any time period at all, including the Middle Ages, they are most applicable to eras in which firearms, a hallmark of modern versus pre-modern adventure fiction, is possible.

The following section presents several decades in timeline form, highlighting wars, battles, inventions, books, films and other items to fire your imagination.

1880-1889

The 1880's were part of the "Gilded Age", and saw a continuation of the wars of the European empires. The Germans began to colonize Africa, the French Indo-China, and the British established a protectorate in Egypt. The decade also saw the rise of anarchy and assassination, with such political leaders as Tsar Alexander II of Russia, President James A. Garfield of the United States and Lord Frederick Cavendish, Chief Secretary for Ireland, falling to the bullets of assassins.

Seeing all of these man-made disasters, Mother Nature decided to show humanity what she could do. In 1883, Krakatoa erupted cataclysmically. Between the eruption and the resulting tsunami, 36,000 people were killed.

The march of technological advancement continued unabated. Electricity was beginning to transform the world, lighting cities and electrifying vehicles, and the age of the submarine was just dawning. The first skyscraper was built in Chicago, and Coca-Cola was invented.

Corsets and bustles were the order of the day in women's fashion, while the fellows were wearing top hats, frock coats, waistcoats (or sack coats if informal) and trousers. Tuxedos arrived mid-decade. Collars were pressed into wings, and ties were of the four-in-hand or Ascot variety. For casual dress, top hats gave way to felt hats and bowlers, or straw boaters for nautical pastimes.

Gold in this decade was valued at approx. \$19 an ounce. Silver was valued at approx. \$1.16 per ounce.

1880

Billy the Kid (1859-1881)

Born Henry McCarty, and also known as William H. Bonney, was one of the most famous outlaws of the "Old West". Legend said he killed 21 men, but historical research suggests the number is more like eight, starting in 1877 during the Lincoln County War. McCarty was born in New York, and eventually settled in New Mexico. His activities in the Lincoln County War ultimately led him to a life of crime. He was arrested for the murder of Sheriff Brady, but escaped. In 1881, he was found and killed by Pat Garrett. Apparently, he was a fun-loving fellow, and loyal to those he liked. He was fluent in Spanish, and his many Hispanic friends viewed him as a defender of the people, not a killer.

CE Gunfighter: LVL 5, HP 32, AC 13, MV 40, ATK +5, SV F I R 9
W I I, Str 13 Int 8 Wis 11 Dex 18 Con 11 Cha 12

Special: Extra attack against opponents with fewer hit dice, specialized with revolver (double damage), fight defensively (+4 AC), quick on the draw (+2 initiative)

Knack: Ride Mount*, Survive Outdoors

Skills: Bend Bars, Bluff, Break Down Doors, Escape Bonds, Gamble, Lift Gates, Ride Mount*, and Sleight of Hand

Feats: Iron Will, Point Blank Shot, Precise Shot, Rough & Tumble, Two-Gun Fighting

Weapons: Winchester Model 1873 Carbine (1d8), Colt Army Model 1860 Revolver (1d6)

Adventures

A stagecoach trip across the western wastelands of the United States, and one passenger may be a murderer! Or, if a stagecoach is too small a setting, consider a murder on the newly minted *Orient Express*.

If you are interested in the "Wild West", you could spend some time tracking down a bandit or doing a little banditry yourself. There are revolutions in South America, imperial affairs to meddle in, and plenty of undiscovered country to explore.

1880 *Stagecoach* (set in 1880, filmed 1939), Black Donnelly Massacre, first electrically lit city (Wabash, Ind.), Basuto Gun War (S. Africa), P.M. Gladstone (U.K.), electric railway tested, Barnum & Bailey Circus, Second Anglo-Afghan War ends, Blizzard of 1880 (U.S.A.), Pres. James Garfield (U.S.A.), cash register patented, Ned Kelly hanged (Australia), First Boer War and Transvaal Republic founded

6 Bore BP Shotgun (UK): CAL 92, DMG 2d8, ROF ½, SHOTS 1, RNG 30 ft, WT 10 lb

Enfield Mk 1 Revolver (UK): CAL 48, DMG 1d6, ROF 3, SHOTS 6 (Cylinder), RNG 80 ft, WT 3 lb | Carried by Canadian Mounties and British army

Meiji Type 13 Murata Rifle (Japan): CAL 43, DMG 2d4, ROF 1, SHOTS 1, RNG 300 ft, WT 9 lb | Imperial Japanese Army rifle

Nordenfeldt-Maxim QF 1-Pdr Pom Pom Gun (UK): CAL 100, DMG 5d6, ROF 50, SHOTS 140 (Magazine), RNG 6750 ft, WT 410 lb

Geneva Steam Bicycle (USA): Medium Construct, HD 1 (4 hp), AC 16, SPD 12 mph, ACC 3 mph, MVR +0, CP 1/0, WT 100 lb

Long Steam Tricycle (USA): Medium Construct, HD 3 (11 hp), AC 16, SPD 10 mph, MVR +0, CP 1/0, WT 350 lb

1881 “The Clock that Went Backward” by Edward Page Mitchell, Oriental Telephone Company founded, Phoenix, Ariz. incorporated, Canadian Pacific Railway incorporated, first steel transatlantic liner SS *Servia*, Czar Alexander II assassinated (Russia), First Boer War ends, Four Dead in Five Seconds Gunfight (El Paso), anti-Semitic pogroms in Southern Russia, American Red Cross founded, Pres. Garfield assassinated (U.S.A.), Billy the Kid killed by Pat Garrett, Sitting Bull surrenders, Pres. Chester A. Arthur (U.S.A.), Gunfight at O.K. Corral (Tombstone, Ariz.), Kinshasa founded (Congo)

M1881 Hammerless Coach Gun (Shotgun) (USA): CAL 73, DMG 2d4+1, ROF 2, SHOTS 2, RNG 30 ft, WT 7 lb

HMS *Polyphemus* Torpedo Boat (UK): Tremendous Construct, HD 100 (350 hp), AC 2 (Iron 3), SPD 21 mph, MVR -2, ATK 6 x 1” guns, 5 x 14” torpedo tubes and 1 x iron ram, CP 80/0, WT 2,600 tons

1882 *Have Gun, Will Travel* set in these years, Standard Oil Trust secretly created, Jumbo the elephant acquired by Barnum, assassination attempt of Queen Victoria, British gunboats enter Monrovia, Jesse James killed by Robert Ford, Phoenix Park Murders (Ireland), Chinese Exclusion Act (U.S.A.), Urabi Revolt (Egypt), Anglo-Egyptian War, first commercial electricity plant (Manhattan), The Society for Psychical Research founded (London)

Springfield M1882 Carbine Rifle (USA): CAL 45, DMG 2d4, ROF 2, SHOTS 1, RNG 1500 ft, WT 9 lb

USS *Albatross* Steamship (USA): Super-Colossal Construct, HD 98 (343 hp), AC 2 (Iron 0.25), SPD 12 mph, MVR -4, ATK 2 x 4” guns, 1 x 53mm gun and 2 x 37mm guns, CP 110/0, WT 640 tons, COST \$180,000

1883 *The Adventures of Pinocchio* by Carlo Collodi, oxygen liquified, Brooklyn Bridge completed, first rodeo (Pecos, TX),

Krakatoa erupts, Boys’ Brigade founded (Scotland), Orient Express begins to run, bombs explode in London underground, “Black Bart the Po-8” stages his last stagecoach robbery

Imperator Aleksandr II Battleship (Russia): Gigantic Construct, HD 120 (420 hp), AC 25 (Steel 14), SPD 18 mph, MVR -6, ATK 2 x 12” guns, 4 x 9” guns, 8 x 6” guns, 10 x 47mm guns and 5 x 15” torpedo tubes, CP 616/0, WT 9,200 tons

Pinocchio: Small Construct, HD 1 (3 hp), AC 14, ATK 1 unarmed (1d4), MV 30, SV F16 R15 W15, XP 50.

1884 *King Solomon’s Mines* by H. Rider Haggard, Fabian Society founded, Siege of Khartoum (Sudan), ‘scramble for Africa’ initiated, German protectorate in South-West Africa, espresso machine patented, Sino-French War, local anesthesia invented, Pres. Grover Cleveland elected (U.S.A.), Elfego Baca holds off 80 cowboys in Frisco Shootout (N. Mex.), economic depression in U.S.A., Lord Francis Hope obtains Hope Diamond

Nordenfelt 5-Barrell Machine Gun (UK): CAL 45, DMG 2d4, ROF 100, SHOTS 50 (Magazine), RNG 900 ft, WT 370 lb

Copeland Moto-Cycle (USA): Medium Construct, HD 1 (4 hp), AC 15, SPD 15 mph, ACC 4 mph, MVR +2, CP 1/0, WT 100 lb

Michaux-Perreux Steam Tricycle (France): Medium Construct, HD 1 (4 hp), AC 15, SPD 18 mph, ACC 3 mph, MVR +0, CP 1/0, WT 220 lb

1885 First appendectomy, Mahdist War (Sudan), roller coaster patented, Westminster Hall and Tower of London damaged by Irish terrorists, North-West Rebellion (Canada), Panjdeh Incident, Frog Lake Massacre, water-cooled engine patented, Sino-French War ends, Statue of Liberty arrives in New York, P.M. Gascoyne-Cecil (U.K.), rabies vaccine tested, motorcycle patented, Rock Springs Massacre, Serbo-Bulgarian War, first modern bicycle, Third Anglo-Burmese War

Daimler Einspur Motorcycle (Germany): Medium Construct, HD 1 (4 hp), AC 15, SPD 8 mph, ACC 2 mph, MVR -1, CP 1/0, WT 198 lb

1886 *She* by H. Rider Haggard, *Robur the Conqueror* by Jules Verne, *Strange Case of Dr Jekyll and Mr Hyde I* by Robert Louis Stevenson, *The Secret Agent* by Joseph Conrad (set in 1886, written 1907), gasoline automobile patented, Carrollton Massacre, Haymarket Riot, *Coca-Cola* invented, King Ludwig II dies under mysterious circumstances (Bavaria), Great Vancouver Fire, P.M Robert Cecil (U.K.), Geronimo surrenders, induction coil patented, Statue of Liberty dedicated, electromagnetic waves verified

Épée-Baïonnette Modèle 1886 (FRA): DMG 1d6+1, LNG 25 in., WT 2 lb

Allan Quatermain (1817-1885)

Created by H. Rider Haggard, 1887

Quatermain is a big game hunter who has lived most of his life in southern Africa, having been brought up there by his father, a Christian missionary. He finds the climate and cities of Europe distasteful, and shows more respect for the native Africans than the average Briton of his era. The native Africans refer to him as *Macumazahn*, the "Watcher by Night". Towards the end of his life, Quatermain hunts because he must, but finds no pleasure in it, knowing he has helped destroy the wildness of Africa.

CN Big Game Hunter, LVL 8, HP 38, AC 12, MV 45, ATK +5, SV F8 R8 W9, Str 13 Int 10 Wis 16 Dex 14 Con 15 Cha 9

Special: Fearless, Adrenaline Boost, Delay Damage, Ambush, Trophy Hunter, Surprised on d8

Knacks: Ride Mount, Survive Outdoors*

Skilled: Climb Sheer Surfaces, Endure, Handle Animal, Jump, Move Silently, Search, Survive Outdoors*, Swim, Track

Feats: Iron Will, Point Blank Shot, Precise Shot, Rapid Reload

Weapons: Express Rifle (1d12+1), Winchester Model 69 Repeating Rifle (1d6), Colt 45 Revolver, (1d6), Bowie Knife (1d4+1)

Doyle, gramophone patented, Bloody Sunday (Ireland), Japan annexes Iwo Jima, French Indochina adds Laos and Cambodia, British take Balochistan, Hermetic Order of the Golden Dawn founded in London

Webley Mk 1 Revolver (UK): CAL 46, DMG 1d6, ROF 4, SHOTS 6 (Cylinder), RNG 165 ft, WT 2 lb, COST \$13.00

Winchester M1887 Shotgun: CAL 72, DMG 1d12, ROF 2, SHOTS 5 (Magazine), RNG 66 ft, WT 8 lb, COST \$26.00

1888 *The Man Who Would Be King* and *Plain Tales from the Hills* by Rudyard Kipling, "The Chronic Argonauts" by H.G. Wells, Schoolhouse Blizzard, National Geographic Society founded at Cosmos Club in Washington D.C., Emperor Frederick III (Germany), Sikkim Expedition, Emperor Wilhelm II (Germany), Jack the Ripper's Whitechapel murders begin, Kodak camera patented, Pres. Benjamin Harrison (U.S.A.), ruins of Mesa Verde discovered, van Gogh cuts off part of ear, first electric vehicle

Hanyang 88 Bolt-Action Rifle (China): CAL 31, DMG 2d4, ROF 3, SHOTS 5 (Magazine), RNG 1650 ft, WT 9 lb

Lee-Metford Rifle (UK): CAL 30, DMG 2d4, ROF 3, SHOTS 8 or 10 (Magazine), RNG 2625 ft, WT 9 lb

Mauser Gewehr 1888 "Reichsgewehr" Rifle (Germany): CAL 30, DMG 1d10, ROF 2, SHOTS 5 (Magazine), RNG 2400 ft, WT 9 lb

Hotchkiss QF-3 Pdr Autocannon (France): CAL 185, DMG 9d6, ROF 5, SHOTS 1, RNG 6000 ft, WT 800 lb

Lebel M1886 Rifle (France): CAL 31, DMG 2d4, ROF 2, SHOTS 8 (Magazine), RNG 1320 ft, WT 10 lb | Standard French rifle of WW1

Winchester M1886 Repeating Rifle: CAL 47, DMG 1d10, ROF 2, SHOTS 9 (Magazine), RNG 1200 ft, WT 9 lb

Benz Patent-Motorwagen Runabout (Germany): Medium Construct, HD 5 (18 hp), AC 11, SPD 10 mph, ACC 2 mph, MVR -5, CP 1/0, WT 220 lb

Albatross Gyrodyne: Colossal Construct, HD 96 (336 hp), AC 2, SPD 150 mph, MVR -5, ATK 2 gatling guns (6d6), CP 30/0, WT 220 tons | Airship of Robur the Conquerer

1887 Anti-rabies vaccine, naval base at Pearl Harbor, Battle of Dogali, earmuffs patented, Schnaebeli incident, *Buffalo Bill's Wild West Show* opens in London, Queen Victoria's Golden Jubilee celebrated, comptometer patented, Yellow River flood kills up to 2 million, Michelson-Morley experiment, Sherlock Holmes first appears in *A Study in Scarlet* by Arthur Conan

Flocken Elektrowagen (Germany): Large Construct, HD 6 (21 hp), AC 12, SPD 9 mph, ACC 2 mph, MVR -4, CP 1/1, WT 990 lb

Abdül Hamid Submarine (Turkey): Colossal Construct, HD 82 (287 hp), AC 7 (Iron 1), SPD 7 mph, MVR -3, ATK 2 x heavy machine guns and 2 x 14" torpedo tubes, CP 7/0, WT 100 tons

1889 Ghost Dance movement (Dakotas), electric tabulating machine patented, Meiji Constitution adopted (Japan), North Dakota, South Dakota, Montana and Washington admitted to U.S.A., German and American warships stand-off in Apia harbor, Eiffel Tower inaugurated, Georges Boulanger attempts coup in France, Land Rush in Oklahoma, Emperor Menelik II (Ethiopia), \$28,000 stolen in theft of U.S. Army pay, first long distance electric power transmission line (U.S.), Great Seattle Fire, John L. Sullivan defeats Jake Kilrain in last official bare-knuckles boxing match, Nintendo Company founded, *Moulin Rouge* cabaret opens, Brazilian monarchy toppled in coup, first jukebox (San Francisco), cordite invented, Yellow Fever disrupts Panama Canal construction, flu pandemic in Russia

Bodeo M1889 Revolver (Italy): CAL 41, DMG 1d6, ROF 3, SHOTS 6 (Cylinder), RNG 100 ft, WT 2 lb

Colt-Browning M1895 MMG (USA): CAL 30, DMG 2d4, ROF 60, SHOTS 100 (Belt), RNG 6000 ft, WT 65 lb

Maxim Gun (MMG): CAL 30, DMG 2d4, ROF 80, SHOTS 250 (Belt), RNG 4500 ft, WT 60 lb

Smith & Wesson SW Model 67 "38 Special" Revolver: CAL 38, DMG 1d6, ROF 1, SHOTS 6 (Cylinder), RNG 450 ft, WT 2 lb

Ekaterina II-class Battleship (Russia): Gigantic Construct, HD 120 (420 hp), AC 29 (Steel 16), SPD 19 mph, MVR -6, ATK 6 x 12" guns (3x2), 7 x 6" guns, 8 x 47mm guns, 4 x 37mm guns and 7 x 14-inch torpedo tubes, CP 642/0, WT 11,400 tons

PS Portland Riverboat (USA): Tremendous Construct, HD 100 (350 hp), AC 2, SPD 14 mph, MVR -6, CARGO 400 tons, CP 63/700, WT 2,275 tons, COST \$263,000



1890

1890-1899

This was known the so-called "Mauve Decade", a reference to William Henry Perkin's aniline dye, as well as the "Gay Nineties" or "Naughty Nineties". The decade was marked by economic depression, industrial strikes, and rampant crime. The European powers, along with the United States and Japan, expanded through the "New Imperialism", and this expansionism was a major factor in sending adventurers all

over the globe. Of course, it was gold, not the march of empire that sent adventurers to the Klondike.

Technologically, scientists were experimenting with flight, both powered and gliders. Commercial automobile production began in France, and the motion picture industry saw its beginning with Edison's invention of the Kinetoscope. Scientists also discovered radioactivity and the mysterious X-rays. The idea of invisible rays would be used by Edgar Rice Burroughs in describing Martian technology.

Art in this period became raucous and decadent. Fashion was elegant, but more casual than in past decades. Women's fashion was less extravagant and featured long, flowing lines. The hourglass figure, popularized by the art of Charles Dana Gibson, was the thing to have, and corsets were the way to have it. Men wore their clothes long, lean and athletic. Hair was short, with a pointed beard and generous mustache.

Gold in this decade was valued at approx. \$23 per ounce. Silver was valued at approx. \$0.70 per ounce.

Adventures

The player characters make the journey north to the Klondike to try their hand at prospecting. Along the way, they might rub shoulders with famous scout and globe-trotting adventurer Frederick Russell Burnham (a 9th level ranger) and future President of the United States, William Howard Taft.

If the north is too chilly, the adventurers can join in on the "Scramble for Africa", seeking out lost civilizations, diamonds, and gold, or maybe intervening on behalf of the beleaguered native peoples of the world.

While traffic is brought to a stand-still in New York due to the Newsboys Strike, a band of thieves take advantage of the situation to steal a valuable diamond or maybe kidnap a millionaire's son. The adventurers are called in to crack the case, or perhaps they are among the newsboys.

The popular Moulin Rouge in Paris is a fine setting for intrigues, crime and the depredations of vampires. Aesthetic Bohemians and tawdry showgirls – what more could you ask?

Any number of adventures can be inspired by the fiction of the decade, with Dracula, Sherlock Holmes, Dorian Grey and Wells' Martians all visiting or living in London.

1890 British Ultimatum to Portugal, Nellie Bly travels around the world in 72 days, 6 hours and 11 minutes, U.S. Census Bureau uses punch-card tabulating machine, *The Picture of Dorian Gray* by Oscar Wilde, Idaho and Wyoming admitted to U.S.A., first execution in electric chair (N.Y.), first flight of

steam-powered fixed-wing aircraft (France), Queen Wilhelmina (Neth.), New Scotland Yard, Wounded Knee Massacre, corrugated cardboard box invented, steam-powered flight achieved in France

Howdah Pistol (Double Barrell) (UK): CAL 46, DMG 1d6, ROF 1, SHOTS 1, RNG 150 ft, WT 4 lb

Maxim QF 1-pdr Pom-Pom Autocannon (UK): CAL 146, DMG 1d12+1, ROF 50, SHOTS 100 (Belt), RNG 6750 ft, WT 410 lb

Ader Éole Airplane (France): Medium Construct, HD 4 (14 hp), AC 9, SPD 36 mph, MVR -1, CP 1/0, CEILING 168 ft, CLIMB 20 fpr, WT .25 t

USS *Maine* Cruiser (USA): Gigantic Construct, HD 110 (385 hp), AC 16 (Steel 9), SPD 19 mph, MVR -4, ATK 2 x twin 10" guns, 6 x 6" guns, 7 x 6-pdr guns, 4 x 1.5" guns, 4 x gatling guns, and 4 x 18" torpedo tubes, CP 374/0, WT 6,700 tons | "Remember the Maine" was the rallying cry during the Spanish-American War

1891 Chilean Civil War, Queen Liliuokalani (Hawaii), escalator patented, kinetoscope displayed, 'Java Man' (Homo Erectus) discovered, Tesla coil invented, removeable pneumatic bicycle tire patented, Sherlock Holmes apparently dies at the Reichenbach Falls (Switzerland)

Martini Cadet Single-Shot Rifle (UK): CAL 31, DMG 1d6, ROF 2, SHOTS 1, RNG 900 ft, WT 8 lb

Mosin-Nagant M1891 Bolt-Action Rifle (Russia): CAL 30, DMG 1d10, ROF 2, SHOTS 5 (Magazine), RNG 1650 ft, WT 9 lb

Maria Rickmers Steamship (Germany): Gigantic Construct, HD 110 (385 hp), AC 2, SPD 17 mph, MVR -3, CP unknown/0, WT 7,600 tons

1892 Ellis Island opens, basketball rules published, Diesel engine patented, first fingerprinting bureau (Buenos Aires), Johnson County War (Wyo.), General Electric founded, Maxim gun first used in battle, Sierra Club founded, Abercrombie & Fitch established, Lizzie Borden murders, two-way telegraph patented, Dalton Gang killed by townspeople in Kansas, Pres. Grover Cleveland again (U.S.A.), anarchist bomb in Paris, Carnegie Steel Company combined to form monopoly

Gothic-hilted infantry sword (UK): DMG 1d6+1, LNG 32 inches, WT 2 lb

Mannlicher-Carcano Rifle (Italy): CAL 26, DMG 2d4, ROF 2, SHOTS 6 (Magazine), RNG 1965 ft, WT 8 lb

Nellie Bly (1864-1922)

Nellie Bly was the pen name of Elizabeth Jane Cochrane, a true adventuress. She got into the newspaper game in 1880 after she wrote a passionate rebuttal to an unfriendly column called "What Girls Are Good For" in the *Pittsburgh Dispatch*. Soon, Nellie was bucking her editors and investigating the conditions of woman workers and working as a foreign correspondent in Mexico. She was forced to quit Mexico when she criticized Dictator Porfirio Diaz. In 1887, she left Pittsburgh for New York and made history with her undercover assignment as an insane person in Bellevue Hospital. In 1888, she attempted to turn the fictional *Around the World in Eighty Days* into reality ... and beat Phileas Fogg by a week. Cochrane retired in 1895.

NG Ace Reporter: LVL 6, HP 32, AC 10, MV 40, ATK +3, SV F6 R10 W7, Str 9 Int 15 Wis 15 Dex 10 Con 12 Cha 14

Special: Adrenaline, Note Clue, Note Deception, Analyze Photo, Peep Through Keyhole, Read Lips, +2 save vs. fear

Knacks: Crack Codes, Endure*, Perform

Skills: Climb Sheer Surfaces, Don Disguise, Endure*, Gather Intelligence, Influence People, Listen at Doors, Move Silently, Search

Feats: Fearless, Great Fortitude, Iron Will

MAS Modele D'ordonnance 1892 Revolver (France): CAL 31, DMG 1d6, ROF 1, SHOTS 6 (Cylinder), RNG 150 ft, WT 2 lb | 350,000 produced

Savage Model 99 Lever-Action Rifle (USA): CAL 30, DMG 2d4, ROF 3, SHOTS 5 (Magazine), RNG 900 ft, WT 7 lb

Springfield M1892 Rifle (USA): CAL 30, DMG 1d8, ROF 5, SHOTS 5 (Magazine), RNG 1500 ft, WT 8 lb

Winchester M1892 Lever-Action Rifle (USA): CAL 32, DMG 1d6, ROF 5, SHOTS 15 (Magazine), RNG 300 ft, WT 9 lb | Over 1 million produced

1893 *The People of the Mist* by H. Rider Haggard, *Dracula* by Bram Stoker (set in 1893, written in 1897), Sexton Blake first appears, U.S. Marines overthrow monarchy in Hawaii, first motion picture studio (New Jersey), World's Columbian Exposition (Chicago), Panic of 1893, gold struck in Western Australia, Nicaraguan revolution, method to grow cultured pearls developed, IMRO founded, First Matabele War

Salvatore-Dormus M1893 HMG (Austria-Hungary): CAL 31, DMG 2d4, ROF 40, SHOTS 20 or 30 (Magazine), RNG 7000 ft, WT 44 lb

Type 26 Revolver (Japan): CAL 35, DMG 1d6, ROF 1, SHOTS 6 (Cylinder), RNG 66 ft, WT 2 lb

Alarm-class Torpedo Gunboat (UK): Super-Colossal Construct, HD 98 (343 hp), AC 4, SPD 21 mph, MVR -1, ATK 2 x 4.7" guns, 4 x 3-pdr guns, 1 x medium machine gun, and 3 x 14" torpedo tubes, CP 91/0, WT 810 tons

1894 *The Prisoner of Zenda* by Anthony Hope, *The Jungle Book* by Rudyard Kipling, French-Russian alliance, motion picture film patented, Donghak Peasant Revolution (Korea), anarchist attempts to destroy Royal Greenwich Observatory, Coca-Cola sold in bottles, bubonic plague in Hong Kong, Pres. Carnot assassinated (France), Sino-Japanese War, Dreyfus affair, Czar Nicholas II (Russia), argon discovered, actress May Yohé obtains Hope Diamond

Winchester M1894 Hunting Rifle (USA): CAL 30, DMG 2d4, ROF 1, SHOTS 6 (Magazine), RNG 450 ft, WT 7 lb

Hildebrand & Wolfmuller Motorcycle (Germany): Medium Construct, HD 1 (4 hp), AC 15, SPD 28 mph, ACC 8 mph, MVR +1, CP 1/0, WT 110 lb

1895 *The Time Machine* by H. G. Wells, Sandokan in *The Mystery of the Black Jungle* by Emilio Salgari, Alfred Dreyfus sent to Devil's Island, Pres. Felix Faure (France), volleyball invented, Bridget Cleary killed for being a fairy changeling in Ireland, short-lived Republic of Formosa, Barony of Arizona fraud, John Wesley Hardin killed in El Paso, Japanese agents kill Empress Myeongseong (Korea), x-rays discovered, Fourth Anglo-Ashanti War, space elevator proposed, U.S. Treasury gold reserved saved by loan of \$65 million in gold

Lee-Enfield "Emily" Rifle (UK): CAL 30, DMG 2d4, ROF 3, SHOTS 10 (Magazine), RNG 1650 ft, WT 9 lb

Nagant M1895 Revolver (Russia): CAL 30, DMG 1d6, ROF 4, SHOTS 7 (Cylinder), RNG 75 ft, WT 2 lb

Steyr-Mannlicher M1895 Rifle (Austria-Hungary): CAL 31, DMG 2d4, ROF 1, SHOTS 5 (Magazine), RNG 1980 ft, WT 8 lb, COST \$795

Webley-Fosbery Automatic Revolver (UK): CAL 45, DMG 1d6, ROF 5 SHOTS 6 (Cylinder), RNG 50 ft, WT 3 lb

Winchester M1895 Lee Navy Bolt-Action Rifle (USA): CAL 24, DMG 1d8, ROF 5 SHOTS 5 (Magazine), RNG 2400 ft, WT 8 lb

Esmerelda Cruiser (Chile): Gigantic Construct, HD 110 (385 hp), AC 9 (Steel 6), SPD 26 mph, MVR -3, ATK 2 x 8" guns, 8 x 3" AA guns, 10 x 57mm guns, 4 x heavy machine guns and 3 x 18" torpedo tubes, CP 513/0, WT 3,400 t

1896 *The Island of Doctor Moreau* by H.G. Wells, Jameson Raid ends, Utah admitted to U.S.A., First Italo-Ethiopian War ends, first modern Olympic Games, Nansen's expedition to Arctic, Philippine Revolution, gold struck in Yukon, Anglo-Zanzibar War lasts 45 minutes, Pres. William McKinley (U.S.A), St.

Augustine monster (Florida), great stone pillar at Ashoka re-discovered (India)

USS *Puritan* Monitor (USA): Gigantic Construct, HD 110 (385 hp), AC 2 (Iron 7), SPD 14 mph, MVR -6, ATK 4 x 12" guns, 6 x 4" guns, 2 x 57mm guns, CP 200/0, WT 6,100 tons

1897 *Captains Courageous* by Rudyard Kipling, *The Invisible Man* by H.G. Wells, British troops ambushed in Benin, spectral evidence convicts murderer (West Virginia), Queen Victoria's Diamond Jubilee celebrated, Klondike gold rush, Siege of Malakand, word 'computer' first used, electrons discovered

Infantry Officer's Sword (UK): DMG 1d6+1, LNG 32 in., WT 2 lb

Type 30 Sword Bayonet (JPN): DMG 1d6+1, LNG 16 in., WT 1.5 lb

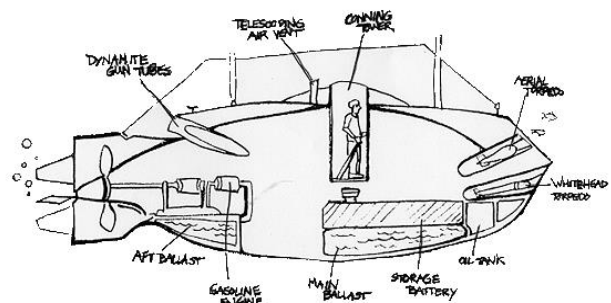
Hotchkiss M1897 Machine Gun (France): CAL 32, DMG 1d10, ROF 100, SHOTS 24 or 30 (Strip), RNG 1200 ft, WT 52 lb

Winchester M1897 Pump-Action Shotgun (USA): CAL 72, DMG 1d12, ROF 2, SHOTS 5 (Magazine), RNG 66 ft, WT 9 lb

De Dion-Bouton Tricycle (France): Medium Construct, HD 1 (4 hp), AC 15, SPD 10 mph, ACC 2 mph, MVR +0, CP 1/0, WT 110 lb

Präsident Runabout (Austria-Hungary): Large Construct, HD 9 (32 hp), AC 14, SPD 19 mph, ACC 5 mph, MVR -5, CP 1/3, WT 1.2 tons

USS *Holland* Submarine: Colossal Construct, HD 66 (231 hp), AC 10 (Steel 0.5), SPD 9 mph, MVR -4, DEPTH 75 ft, ATK 1 x 18" torpedo tube and 1 x 8.4" gun, CP 6/0, WT 64 tons



1898 *The War of the Worlds* by H.G. Wells, Spanish-American War, Kwang-Chou-Wan leased to France, Hong Kong leased to U.K., Joshua Slocum completes solo circumnavigation of world, U.S.A. annexes Hawaiian Islands, *Pepsi-Cola* invented, British dominate Sudan, Empress Elisabeth assassinated (Austria-Hungary), Empress Dowager Cixi engineers coup d'état in China, Battle of Sugar Point, Tsavo Man-Eaters hunted

(Kenya), radium discovered, epinephrine isolated, neon discovered, semi-automatic shotgun invented, Louis de Rougemont's adventures published

Seitengewehr 98 Sword Bayonet (UK): DMG 1d6+1, LNG 20 in., WT 2 lb

Browning Auto 5 Shotgun (USA): CAL 72, DMG 1d12, ROF 2, SHOTS 3 or 5 (Magazine), RNG 66 ft, WT 9 lb

Colt New Service Revolver (USA): CAL 45, DMG 1d8, ROF 1, SHOTS 6 (Cylinder), RNG 300 ft, WT 3 lb

Express Rifle (UK): CAL 58, DMG 1d12+1, ROF 1, SHOTS 1, RNG 500 ft, WT 12 lb | Standard rifle for ivory hunters

Mauser Gewehr 98 Bolt-Action Rifle (Germany): CAL 31, DMG 1d10, ROF 2, SHOTS 5 (Magazine), RNG 1650 ft, WT 9 lb

Rast-Gasser M1898 Revolver (Austria-Hungary): CAL 31, DMG 1d6, ROF 1, SHOTS 8 (Cylinder), RNG 60 ft, WT 3 lb, COST \$150

Martian Tripod Fighting Machine (Mars): Huge Construct, HD 27 (95 hp), AC 27 (DR 60 Adamantine), SPD 10 mph, ACC 5 mph, MVR +2, ATK 1 x Heat-Ray (10d6 fire) and 1 x Black Smoke projector (60' radius cloud, Poison IV), CP 1/0, WT 10 tons

1899 *Heart of Darkness* by Joseph Conrad, Anglo-Egyptian Sudan formed, Philippine-American War, Great Blizzard of 1889 (N. America), voting machines approved (U.S.A.), Capt. George Roos-Keppel captures 100 Afghanis and 3,000 cattle, aspirin patented, Marconi transmits radio signal across Atlantic, Pearl Hart robs stagecoach (Globe, Ariz.), paperclip patented, Battle of Togbao (Chad), Newsboys Strike (New York), Harriman Alaska Expedition, RMS *Oceanic* sails, ragtime becomes popular, Second Boer War, Mahdist War ends (Sudan), modern geometry conceived, flash lamp patented

Mauser C96 Semi-Automatic Pistol (Germany): CAL 35, DMG 1d6, ROF 160, SHOTS 6 or 10 or 20 (Magazine), RNG 490 ft, WT 3 lb

*"Truth is stranger than fiction
But De Rougemont is stranger than
both." – The Wide World Magazine,
June 1899, No. 14*

SAMPLE CAMPAIGN: RACE TO THE MINES

A band of adventurers is dispatched by King Edward VIII's government to disrupt German intrigues in East Africa. The Germans seek King Solomon's mines, and have dispatched their agents to find the mines. The agents have a number of natives working for them, as well as a squad of German marines and the cruiser SMS *Prinz Heinrich* (or perhaps an early u-boat or even a zeppelin if you like a fanciful campaign) to back them up.

The mercenary adventurers, some of whom may be English, others hailing from other nations, have been hired to beat the Germans to the mines, which are believed to be in German East Africa. Naturally, the King's government cannot be implicated in such a violation of German territory, which is why they've hired mercenaries to do their bidding. The mission is to find the mines and destroy them, confiscating whatever wealth you can. The team will need weapons, survival supplies and plenty of TNT!

Smith & Wesson Model 10 Revolver (USA): CAL 38, DMG 1d6, ROF 1, SHOTS 6 (Cylinder), RNG 300 ft, WT 2 lb

Arthur Foss Tugboat (USA): Colossal Construct, HD 96 (336 hp), AC 3, SPD 15 mph, MVR -3, CP unknown/0, WT 250 tons

1900-1909

The first decade of the twentieth century marked the end of the Victorian Era and the beginning of the Edwardian. During this period, the Great Powers of Europe, as well as the United States and Japan, were engaged in the race to plant colonies all over the world, creating closed markets for their goods, securing access to resources, and creating webs of military bases, mostly ports in those days, to protect their holdings.

At the same time, anarchists were still making their presence felt in the world, with kings, princes and presidents all falling to the bullets and bombs of assassins.

Fashion for women in the first decade of the new century continued to feature long lines and full hair, and also trailing skirts, high collars and broad hats. Late in the decade, things changed. The corset was on its way out, and the hour-glass silhouette was being exchanged for long, form-fitting, ankle-length gown with an indistinct waist. Men's fashion was much the same as a decade before, though the beards became less pointy and the mustaches were now often curled. Top hats,

1900

homburgs, bowlers and straw boaters sat atop the gentleman's head and ties were wide.

Gold in this decade is valued at approx. \$22 per ounce. Silver in this decade is valued at approx. \$0.75 per ounce.

Adventures

A band of adventurers sets out in the South Pacific to find the wonderful Land of Oz, first visited by a Kansas girl by the name of Dorothy Gale.

The adventurers join Peary's expedition to the North Pole, or seek lost cities in the Amazon or Africa.

The adventurers follow in the footsteps of Lt. Gullivar Jones and travel to Mars in (yes, in) a *magic carpet*, or with Messrs. Bedford and Cavor to the Moon.

The adventurers try to capture or out-do gentleman thieves Lupin or Raffles. They must beware the world's first consulting detective, Sherlock Holmes.

The adventurers become mercenaries in the Boxer Rebellion in China, the Boer War in South Africa, or the Turkish uprising in the Ottoman Empire.

Perhaps they enter the Peking to Paris auto race – so much ground to cover, so many things to see and do – or they must survive the San Francisco earthquake.

1900 Open Door Policy in China (U.S.A.), Boxer Rebellion (China), Sir Arthur Evans unearths palace of Knossos (was the minotaur waiting for him?), *Wonderful Wizard of Oz* by Frank L. Baum, Russia invades Manchuria, Carrie Nation begins destroying saloons, first zeppelin flight, King Umberto I assassinated (Italy), Butch Cassidy's largest bank robbery (\$33,000), Gran Prix of ballooning, USS *Holland* commissioned, Pres. William McKinley re-elected (U.S.A.), caterpillar tractor patented, Anglo-Ashanti war ends, Nikola Tesla claims to have received intelligent communication from Mars, quantum mechanics conceived, three men disappear mysteriously from light house in Scotland, first hamburger sandwich

Browning M1900 Pistol (USA): CAL 38, DMG 1d6, ROF 1, SHOTS 7 (Magazine), RNG 120 ft, WT 1 lb | First success for Browning

Colt M1900 Pistol (USA): CAL 38, DMG 1d6, ROF 2, SHOTS 7 (Magazine), RNG 75 ft, WT 2 lb

Fusil Mondragón Rifle (Mexico): CAL 28, DMG 2d4, ROF 160, SHOTS 10 or 20 (Magazine), RNG 1800 ft, WT 9 lb

Luger P08 Pistol (Germany): CAL 45, DMG 1d4, ROF 160, SHOTS 8 or 32 (Magazine), RNG 165 ft, WT 2 lb | The classic automatic pistol

Thomas Auto-Bi Motorcycle (USA): Medium Construct, HD 1 (4 hp), AC 13, SPD 35 mph, ACC 10 mph, MVR +1, CP 1/0, WT 115 lb

USS *Nevada* Monitor (USA): Tremendous Construct, HD 100 (350 hp), AC 3 (Iron 11), SPD 14 mph, MVR -6, ATK 2 x 12" guns, 4 x 4" guns and 2 x 2" guns, CP 220/0, WT 3,200 tons

1901 *First Men in the Moon* by H.G. Wells, Commonwealth of Australia established, Nigeria becomes British protectorate, first great Texas gusher, Queen Victoria dies (U.K.), U.S.A. controls Panama Canal, U.S. Steel incorporated as first billion-dollar company, U.S. stock market crashes, Discovery Expedition to Antarctica, electric vacuum cleaner patented, Pres. McKinley assassinated (U.S.A.) and succeeded by Pres. Theodore Roosevelt, Boxer Rebellion ends, Brownie cameras (only \$1), Scotland Yard creates fingerprint archive, okapi observed in C. Africa, Edison invents nickel-alkaline battery, London jewel merchant Adolph Weil obtains Hope Diamond

Hotchkiss M1909 Benet-Mercie LMG (France): CAL 30, DMG 2d4, ROF 60, SHOTS 30 (Magazine), RNG 600 ft, WT 26 lb

Perino M1908 LMG (Italy): CAL 26, DMG 2d4, ROF 75, SHOTS 25 (Strip), RNG 450 ft, WT 60 lb

Fiat 10 Runabout (Italy): Large Construct, HD 9 (32 hp), AC 15, SPD 28 mph, ACC 8 mph, MVR -5, CP 1/3, WT 1.3 tons

New Wener Motorcycle (France): Medium Construct, HD 1 (4 hp), AC 16, SPD 30 mph, ACC 10 mph, MVR +1, CP 1/0, WT 100 lb

Oldsmobile Curved Dash Runabout (USA): Large Construct, HD 5 (18 hp), AC 15, SPD 20 mph, ACC 5 mph, MVR -4, CP 1/1, WT 850 lb

Formidable-class Battleship (UK): Gigantic Construct, HD 120 (420 hp), AC 7 (Steel 5), SPD 21 mph, MVR -6, ATK 4 x 12" guns, 12 x 6" guns, 16 x 12-pdr guns, 6 x 3-pdr guns, 2 x medium machine guns, and 4 x 18" torpedo tubes, CP 780/0, WT 15,500 tons

1902 *The Hound of the Baskervilles* by Sir Arthur Conan Doyle, first Rose Bowl (Michigan defeats Stanford 49-0), Second Boer War, new car speed record of 74 mph set, King Alfonso XIII (Spain), Cuban independence from U.S.A., King Edward VII (U.K.), first Aswan Dam on Nile completed, mobile phone demonstrated, practical air conditioning invented

Colt M1902 Semi-Automatic Pistol (USA): CAL 38, DMG 1d6, ROF 3, SHOTS 8 (Magazine), RNG 75 ft, WT 2 lb

M1902 3-inch Field Gun (USA): CAL 300, DMG 2d6 x 100, ROF 3, SHOTS 1, RNG 12,000 ft, WT 835 lb | Used by Pershing in Mexican campaign

Cyklon Cyclonette Motorcycle (Germany): Medium Construct, HD 1 (4 hp), AC 16, SPD 22 mph, ACC 7 mph, MVR +2, CP 1/0, WT 175 lb

Charron Girardot et Voigt Armored Car (UK): Large Construct, HD 14 (49 hp), AC 17 (Steel 3), SPD 31 mph, ACC 6 mph, MVR -4, CP 3/0, WT 3.3 tons, ATK 1 light machine gun, COST \$51,000

F.R. Simms Motor War Car (UK): Huge Construct, HD 18 (63 hp), AC 15 (Steel 3), SPD 9 mph, ACC 3 mph, MVR -5, CP 4/12, WT 5 tons, ATK 1 heavy machine gun

Preußen Sailing Ship (Germany): Gigantic Construct, HD 120 (420 hp), AC 2, SPD 24 mph, MVR -6, CARGO 8 tons, CP 49/0, WT 11,200 tons, COST \$340,000

1903 *Call of the Wild* by Jack London, *Great Train Robbery*, Guantanamo Bay leased to U.S.A., King Alexander Obrenovic and Queen Draga assassinated (Serbia), British conquer Fulani Empire, first stock car event (Milwaukee), Panama declares independence from Columbia, first documented powered flight (North Carolina), Stanley Steamer racecar sets speed record (128 mph) at Daytona, Autochrome Lumière patented, Tom Horn executed in Wyoming for murder

Browning M1903 Pistol (USA): CAL 35, DMG 1d6, ROF 70, SHOTS 7 (Magazine), RNG 75 ft, WT 2 lb

Colt M1903 Pocket Hammerless Semi-Automatic Pistol (USA): CAL 32, DMG 1d6, ROF 100, SHOTS 8 (Magazine), RNG 75 ft, WT 2 lb | Favored by Al Capone and US general officers

Smith & Wesson Model 30 Revolver: CAL 32, DMG 1d6, ROF 1, SHOTS 6 (Cylinder), RNG 150 ft, WT 2 lb

Springfield M1903 Bolt-Action Rifle: CAL 30, DMG 2d4, ROF 3, SHOTS 25 (Magazine), RNG 1950 ft, WT 9 lb

Fiat 16-20 HP Full-Size (Italy): Large Construct, HD 9 (32 hp), AC 15, SPD 47 mph, ACC 15 mph, MVR -2, CP 1/5, WT 1 ton

Ford 999 Racecar (USA): Large Construct, HD 6 (21 hp), AC 15, SPD 91 mph, ACC 25 mph, MVR +2, CP 1/0, WT 1200 lb

Ford Model A Runabout (USA): Large Construct, HD 6 (21 hp), AC 15, SPD 28 mph, ACC 9 mph, MVR -4, CP 1/1, WT 1240 lb

Mercedes 60 HP Full-Size (Germany): Large Construct, HD 12 (42 hp), AC 15, SPD 56 mph, ACC 18 mph, MVR -2, CP 1/5, WT 2.5 tons

Wright Flyer Airplane (USA): Large Construct, HD 5 (18 hp), AC 7, SPD 10 mph, MVR -2, CP 1/0, CEILING 30 ft, CLIMB 20 fpr, WT 0.3 tons

Moshulu Windjammer (USA): Gigantic Construct, HD 110 (385 hp), AC 2, SPD 20 mph, MVR -6, CP 35/0, WT 7,000 tons | Largest original windjammer constructed

RMS *Carpathia* Passenger Liner (UK): Giantic Construct, HD 120 (420 hp), AC 2, SPD 20 mph, MVR -7, CP 100/1704, WT 8,600 tons

1904 *The Sea-Wolf* by Joseph Conrad, *The Land Ironclads* and *The Food of the Gods and How It Came to Earth* by H.G. Wells, new automobile speed record of 91 mph set by Henry Ford, Herero Rebellion (German SW Africa), Russo-Japanese War, U.S.A. gains control of Panama Canal Zone for \$10 million, British expedition to Tibet, St. Louis World's Fair, ground broken on Panama Canal, New York subway opens, President Theodore Roosevelt re-elected (U.S.A.), Trans-Siberian Railway finished

Madsen LMG (Denmark): CAL 30, DMG 2d4, ROF 75, SHOTS 20, 25, 30 or 40 (Magazine), RNG 1890 ft, WT 20 lb

Ordnance QF 13-Pounder Gun: CAL 300, DMG 3d10x10, ROF 1, SHOTS 1, RNG 7500 ft, WT 685 lb

Fiat 60 HP Full-Size (Italy): Large Construct, HD 11 (39 hp), AC 15, SPD 50 mph, ACC 18 mph, MVR -2, CP 1/5, WT 1.9 tons, COST \$19,200

Ford Model B Full-Size (USA): Large Construct, HD 8 (28 hp), AC 15, SPD 40, ACC 15 mph, MVR -2, CP 1/5, WT 1700 lb, COST \$2,200

Maxwell Model A Junior Roadster (USA): Large Construct, HD 6 (21 hp), AC 15, SPD 35, ACC 15 mph, MVR +0, CP 1/1, WT 1100 lb

USS *New Jersey* Battleship (USA): Gigantic Construct, HD 120 (420 hp), AC 14 (Steel 8), SPD 22 mph, MVR -8, ATK 4 x 12" guns, 8 x 8" guns, 12 x 6" guns, 4 x 18" torpedo tubes, CP 812/0, WT 14,900 tons

1905 *Lighthouse at the End of the World* by Jules Verne, *With the Night Mail* by Rudyard Kipling (set in 2000 A.D.), Edwin Lester Arnold's *Lieut. Gullivar Jones* visits Mars, Maurice Leblanc's Arsene Lupin and E.W. Hornung's A.J. Raffles first appear, Russian Revolution of 1905, Mata Hari dances in Paris, Einstein's Theory of Relativity, First Moroccan Crisis, Las Vegas (Nev.) founded, Norwegian independence, Ancient Order of Druids founded, novocaine introduced

Arisaka Type 38 Bolt-Action Rifle: CAL 26, DMG 2d4, ROF 5, SHOTS 5 (Magazine), RNG 1500 ft, WT 9 lb

Schwarzlose MG M.07/12 MMG: CAL 31, DMG 2d4, ROF 90, SHOTS 250 (Belt), RNG 1740 yd, WT 91 lb

Smith & Wesson M1905 Revolver: CAL 38, DMG 1d6, ROF 1, SHOTS 6 (Cylinder), RNG 450 ft, WT 2 lb

Winchester M1905 Rifle: CAL 32, DMG 1d8, ROF 1, SHOTS 5 or 10 (Magazine), RNG 600 ft, WT 7 lb

Cadillac Model D Full-Size (USA): Large Construct, HD 9 (32 hp), AC 15, SPD 50 mph, ACC 20 mph, MVR -2, CP 1/5, WT 1.3 tons, COST \$3100

Ford Model F Full-Size (USA): Large Construct, HD 7 (25 hp), AC 15, SPD 45 mph, ACC 15 mph, MVR -2, CP 1/5, WT 1400 lb, COST \$2200

Indian V-Twin Motorcycle (USA): Medium Construct, HD 1 (4 hp), AC 16, SPD 56 mph, ACC 20 mph, MVR +0, CP 1/0, WT 150 lb

Peugeot 69 Bebe Roadster (France): Large Construct, HD 5 (18 hp), AC 15, SPD 25 mph, ACC 5 mp, MVR +0, CP 1/1, WT 770 lb

Wright Flyer II (USA): Large Construct, HD 6 (21 hp), AC 7, SPD 35 mph,



MVR -2, CP 1/0, CEILING 20 ft, CLIMB 20 fpr, WT 0.5 tons

Pamir Sailing Ship (Germany): Gigantic Construct, HD 110 (385 hp), AC 2, SPD 18 mph, MVR -6, CP unknown, WT 4,500 tons

Potemkin Battleship (Russia): Gigantic Construct, HD 120 (420 hp), AC 15 (Steel 9), SPD 18 mph, MVR -6, ATK 2 x twin 12" guns, 16 x 6" guns, 14 x 3" guns, 6 x 1.5" guns, and 5 x 15" torpedo tubes, CP 731/0, WT 12,480 tons | First shots of the Russian Revolution fired on this ship

1906 *The Scarlet Empire* by David MacLean Parry, *White Fang* by Jack London, HMS *Dreadnaught* launched, San Francisco earthquake, first German submarine launched, U.S. intervenes in Cuba, imposter Wilhelm Voigt takes over city of Köpenick for a short time, first radio broadcast, first feature film

Type 14 Nambu Semi-Auto Pistol: CAL 31, DMG 1d6, ROF 50, SHOTS 8 (Magazine), RNG 96 ft, WT 2 lb

Curtiss V-8 Motorcycle (UK): Medium Construct, HD 2 (7 hp), AC 16, SPD 136 mph, ACC 30 mph, MVR +5, CP 1/0, WT 275 lb

Ford Model K Full-Size (UK): Large Construct, HD 9 (32 hp), AC 15, SPD 70 mph, ACC 25 mph, MVR -2, CP 1/3, WT 1.2 tons

HMS *Dreadnought* Battleship (UK): Titanic Construct, HD 130 (455 hp), AC 12 (Steel 7), SPD 26 mph, MVR -6, ATK 10 x twin 12" guns, 24 x 12-pdr guns, and 5 x 18" torpedo tubes, CP 773/0, WT 17,100 tons

RMS *Lusitania* Passenger Liner (UK): Titanic Construct, HD 140 (490 hp), AC 2 (Steel 0.5), SPD 29 mph, MVR -6, CP 850/2198, WT 44,000 tons

1907 Romanian Peasants' Revolt, taximeter cabs (i.e. taxis) begin operating (London), Tiflis bank robbery (Georgia), first Boy Scout camp, King Gustaf V (Sweden), triode thermionic amplifier invented launching electronics technology, Peking to Paris motor race, Ten Rules of War, electric washing machine patented, Photostat machine invented (\$520)

Colt Police Positive: CAL 32, DMG 1d6, ROF 1, SHOTS 6 (Cylinder), RNG 75 ft, WT 2 lb | Wielded by Charles Bronson in *Death Wish*

Dreyse M1907 Semi-Auto Pistol: CAL 32, DMG 1d6, ROF 70, SHOTS 7 (Magazine), RNG 80 ft, WT 2 lb

Lee-Enfield SMLE Mk III Rifle: CAL 30, DMG 2d4, ROF 5, SHOTS 10 (Magazine), RNG 1650 ft, WT 8 lb, COST \$15.50

St. Etienne Mle 1907 MMG: CAL 30, DMG 1d10, ROF 100, SHOTS 25 (Strip) or 300 (Belt), RNG 6000 ft, WT 58 lb

Winchester M1907 Police Rifle: CAL 35, DMG 2d4, ROF 100, SHOTS 5 or 10 (Magazine), RNG 450 ft, WT 8 lb, COST \$29

Colt Runabout (USA): Large Construct, HD 8 (28 hp), AC 15, SPD 60 mph, ACC 20 mph, MVR -3, CP 1/1, WT 1800 lb, COST \$1550

Rolls-Royce Silver Ghost Full-Size (UK): Large Construct, HD 9 (32 hp), AC 16, SPD 60 mph, ACC 30 mph, MVR -1, CP 1/5, WT 1 ton

British Army Dirigible No 1 (UK): Large Construct, HD 9 (32 hp), AC 5, SPD 40 mph, MVR -4, CP 2/0, CEILING 8,000 ft, CLIMB 150 fpr, WT 1.5 tons

RMS *Mauritania* Passenger Liner (UK): Titanic Construct, HD 140 (490 hp), AC 2 (Steel 0.5), SPD 28 mph, MVR -6, CP 802/2165, WT 65,000 tons

1908 *The War in the Air* by H.G. Wells, *The Man Who Was Thursday* by G. K. Chesterton, *The House on the Borderland* by William Hope Hodgson, Nimrod Expedition, King Carlos I and Infante Luis Filipe assassinated (Portugal), New York to Paris car race, first passenger flight, Cook claims to reach North Pole, oil discovered in Persia, Tunguska event (Siberia), Young Turk Revolution, first fully animated film, Sultan Abd al-Hafid deposes brother (Morocco), first Model-T produced by Ford, Tsar Ferdinand I (Bulgaria), Bosnian crisis, Butch Cassidy and Sundance Kid supposedly killed in Bolivia, Emperor Pu Yi (China), Pres. William Howard Taft (U.S.A.), Geiger counter invented, Sultan Abdul Hamid of Turkey obtains the Hope Diamond

Cavalry Sword (UK): DMG 1d8, LNG 35 in., WT 2.5 lb

Farquhar-Hill Automatic Rifle: CAL 30, DMG 2d4, ROF 110, SHOTS 20 or 65 (Magazine), RNG 2700 ft, WT 8 lb

Fusil-Mitrailleur M1915 "Chauchat" LMG: CAL 31, DMG 2d4, ROF 40, SHOTS 20 (Magazine), RNG 200 ft, WT 20 lb | Most produced automatic weapon of World War I

Marble Game Getter Double Barrel Pistol: CAL 22 and 44, DMG 1d6 and 1d8, ROF 1, SHOTS 1, RNG 300 ft and 150 ft, WT 2 lb, COST \$27

Maxim MG08 HMG: CAL 31, DMG 1d10, ROF 75, SHOTS 250 (Belt), RNG 6600 ft, WT 152 lb

Smith & Wesson Triple Lock Revolver: CAL 44, DMG 1d6, ROF 1, SHOTS 6 (Cylinder), RNG 75 ft, WT 3 lb; COST \$22

Elmore Model 40 Full-Size (USA): Large Construct, HD 7 (25 hp), AC 15, SPD 60 mph, ACC 20 mph, MVR -2, CP 1/5, WT 1500 lb, COST \$1470

British Army Aeroplane No 1 (UK): Large Construct, HD 9 (32 hp), AC 7, SPD 65 mph, MVR -2, CP 1/0, CEILING 10k ft, CLIMB 100 fpr, WT 1.3 tons

Yelcho Steamship (UK): Super-Colossal Construct, HD 98 (343 hp), AC 4 (Steel 0.25), SPD 12 mph, MVR -4, CP 22/0, WT 515 tons



1909 Shakleton's expedition to South Pole, Peary comes within a few miles of the North Pole, Tel Aviv founded, Adana Massacre, Anglo-Persian Oil Company incorporated, Sultan Mehmed V (Ottoman Empire), Ahmad Shah Qajar (Persia), Rosicrucian Fellowship founded (Seattle), P.M. Itō Hirobumi assassinated (Japan), King Albert I (Belgium), Bakelite invented, first Grey Cup championship

Hotchkiss M1909 LMG: CAL 30, DMG 1d10, ROF 60, SHOTS 30 (Magazine), RNG 200 ft, WT 27 lb

Roth-Steyr M1907 Pistol: CAL 31, DMG 1d6, ROF 5, SHOTS 10 (Magazine), RNG 250 ft, WT 2 lb, COST \$320

Blitzen Benz Racecar (Germany): Large Construct, HD 10 (35 hp), AC 15, SPD 142 mph, ACC 30 mph, MVR +2, CP 1/0, WT 1.6 tons

Ford Model T Full-Size (USA): Large Construct, HD 6 (21 hp), AC 15, SPD 45 mph, ACC 15 mph, MVR -2, CP 1/5, WT 1200 lb, COST \$886

Opel 4/8 PS Doktorwagen Runabout (Germany): Large Construct, HD 6 (21 hp), AC 15, SPD 17 mph, ACC 5 mph, MVR -4, CP 1/1, WT 1150 lb

Pierce Four Motorcycle (USA): Medium Construct, HD 2 (7 hp), AC 16, SPD 60 mph, ACC 25 mph, MVR +1, CP 1/0, WT 275 lb

Bleriot XI (France): Large Construct, HD 5 (18 hp), AC 9, SPD 47 mph, MVR +0, CP 1/0, CEILING 3.3k ft, CLIMB 100 fpr, WT 0.25 tons

Beagle-class Destroyer (UK): Super-Colossal Construct, HD 98 (343 hp), AC 5 (Steel 1), SPD 31 mph, MVR -2, ATK 1 x 4" gun, 3 x 12-pdr guns, and 2 x 21" torpedo tubes, CP 96/0, WT 940 tons

Dresden-class Cruisers (Germany): Gigantic Construct, HD 110 (385 hp), AC 2 (Steel 2), SPD 27 mph, MVR -3, ATK 10 x 4" guns, and 2 x 20" torpedo tubes, CP 361/0, WT 4,200 tons | The SMS *Dresden* and *Emden* became famous as raiders during the First World War

1910

1910-1919

The prosperity and anarchy of the prior decade continued until 1914, when Archduke Franz Ferdinand was killed by Gavrilo Princip, an assassin of the Black Hand. The delicate balance of power in Europe established a century earlier at the Congress of Vienna now worked against the continent, drawing its powers and their colonial possessions and allies into the First World War, the "Great War", the "War to End All Wars". By the time the war was over, Central Europe was a shambles and many of its people ready to lose themselves in drink, song or hatred.

In fashion, the long, lean elegance of the previous two decades was being dropped for something more opulent and rich, only to have the opulence replaced by more somber, sober clothes when The First World War began. Skirts rose to well above the ankle, and women would start bobbing their hair by the end of the decade. Men dressed much as they had before.

Gold in this decade is valued at approx. \$9 per ounce. Silver in this decade is valued at approx. \$0.50 per ounce.

Adventures

One shouldn't be surprised if most of the adventures in this decade are set in or around the events of the First World War. These adventures could be set in Europe on the front lines, in the smaller-scale hostilities associated with that war in Africa and Asia, or behind the lines. This was the decade in which Mata Hari and spying became a household name and the decade in which dogfights between airplanes, the hottest and highest technology of the day, were invented.

Towards the close of the decade, Russia was wracked by revolution and emerged as the world's first communist country. During the revolution, outside powers meddled in

Russian affairs, and after the revolution, many people were desperate to escape the clutches of the vengeful Bolsheviks. One could imagine a mission in 1919 involving adventurers helping a young princess by the name of Anastasia escape the communists for a new life in the West.

Lovecraft's *Statement of Randolph Carter* suggests an even stranger vista than "no man's land" that daring adventurers of the 1910's might explore. Adventurers might also take up the mantle of Thomas Carnacki and become professional investigators of the supernatural (i.e. ghost hunters).

The *Titanic* makes a wonderful setting for spy thrillers or heists, with characters forced to run against the clock and then crown their successful venture by trying to escape the sinking ship and survive the freezing cold.

By the end of the decade, prohibition of alcohol begins in the United States. Like other enterprising fellows, the characters can go into business for themselves as smugglers.

Assassinations were all the craze in this decade, with George I of Greece, Madmud Şevket Pasha, Grand Vizier of the Ottoman Empire, Emiliano Zapata (Viva Zapata!), and a fellow by the name of Archduke Franz Ferdinand all being murdered. The player characters might become the assassins in these scenarios, or take the roll of bodyguards.

1910 Thomas Carnacki the ghost hunter by William Hope Hodgson, *Phantom of the Opera* by Gaston Leroux, Boy Scouts of America founded, P.M. Boutros Ghali assassinated (Egypt), Albanian uprising, Union of South Africa created, *Terra Nova* Antarctic expedition, first commercial dirigible flight, Jack Johnson defeats James J. Jeffries in boxing match, Dr. Hawley Crippen arrested for murder, King Nicholas I (Montenegro), end of Korean monarchy, infrared photos published, First Portuguese Republic, King Rama VI (Siam), Mexican Revolution, pneumonic plague in China, Henry Ford sells 10,000 automobiles, tango danced, little green alien captured in Puglia (Italy), Cartier obtains Hope Diamond

Bergmann MG 15nA LMG (Germany): CAL 30, DMG 1d10, ROF 80, SHOTS 100 or 200 or 250 (Belt), RNG 6600 ft, WT 28 lb

Browning M1910 Semi-Auto Pistol (USA): CAL 32, DMG 1d6, ROF 2, SHOTS 6 or 7 or 8 or 9 (Magazine), RNG 150 ft, WT 2 lb | The pistol used to assassinate Archduke Franz Ferdinand

PM M1910 HMG (Russia): CAL 30, DMG 2d4, ROF 100, SHOTS 250 (Belt), RNG 3300 ft, WT 140 lb

Bugatti Type 13 Roadster (France): Large Construct, HD 5 (18 hp), AC 15, SPD 60 mph, ACC 20 mph, MVR +2, CP 1/1, WT 680 lb

Pancho Villa (1878-1923)

Born a peasant, José Doroteo Arango Arámbula became a bandit after he shot a rich hacienda owner after that hacienda owner raped his sister. He took the name Pancho Villa, and before long became a folk hero in Mexico. He robbed and commandeered trains, seized hacienda land for peasants, and helped lead the revolution against the dictator Porfirio Díaz. All was well until Villa turned an eye towards politics. Assassination soon followed.

CN Fighter, LVL 7, HP 45, AC 11, MV 40, ATK +6, SV F9 R11 W13, Str 13 Int 10 Wis 10 Dex 14 Con 16 Cha 10

Special: Two attacks per round

Knacks: Ride Mount*

Skills: Bend Bars, Break Down Doors, Endure, Lift Gates, Ride Mount, Jump

Feats: Dodge, Mounted Combat, Point Blank Shot

Weapons: Colt Single-Action Army (1d6), Winchester M1894 repeating rifle (2d4), Bowie knife (1d4+1)

Mercedes 37/95 Full-Size (Germany): Large Construct, HD 11 (39 hp), AC 15, SPD 71 mph, ACC 25 mph, MVR -1, CP 1/5, WT 2.1 tons

Nieuport II (France): Large Construct, HD 5 (18 hp), AC 9, SPD 71 mph, MVR +0, CEILING 1.5k ft, CLIMB 100 fpr, CP 1/0, WT 0.25 tons

HMS *Swift* Destroyer (UK): Tremendous Construct, HD 99 (347 hp), AC 5 (Steel 2), SPD 39 mph, MVR -2, ATK 4 x 4" guns, 1 x 2-pdr autocannon, and 2 x 18" torpedo tubes, CP 138/0, WT 1,800 tons

U-9 Submarine (Germany): Super-Colossal Construct, HD 98 (343 hp), AC 5 (Steel 1), SPD 16 mph, MVR -4, ATK 1 x 50mm gun, 1 x 37mm guns, and 4 x 18" torpedo tubes, CP 29/0, WT 540 tons

Carnacki's Electric Pentacle: This device creates a field of protection 10 feet in radius that blocks out supernatural creatures. Supernatural creatures suffer a -1 penalty to hit anyone within the protected area, and shielded individuals gain +1 on all saving throws against such attacks.

1911 *An Exchange of Souls* (mind transference) by Barry Pain, Fantômas, Nyctalope, first landing of aircraft on ship, first official airmail, M1911 pistol adopted by army (U.S.A.), super-conductivity discovered, Huanghuagang Uprising (China), first Indianapolis 500, King George V (U.K.), Agadir crisis, Machu Pichu rediscovered, Mona Lisa stolen from Louvre, Italo-Turkish War, Wuchang Uprising (China), first aerial bombing,

Amundsen reaches South Pole, Pres. Sun Yat-sen (Rep. of China), first police motorcycle patrol (Berkeley, Cal.), ESP studied at Stanford University, Hope Diamond obtained by Edward Beale McLean and Evalyn Walsh McLean

Colt M1911 Semi-Automatic Pistol (USA): CAL 45, DMG 1d6, ROF 10, SHOTS 7 (Magazine), RNG 80 ft, WT 2 lb

HDH Double-Barrell Revolver (Belgium): CAL 35, DMG 1d6, ROF 2, SHOTS 20 (Cylinder), RNG 60 ft, WT 5 lb

Webley Self-Loading Semi-Automatic Pistol (UK): CAL 46, DMG 1d6, ROF 10, SHOTS 7 (Magazine), RNG 150 ft, WT 3 lb

Winchester M1911 Shotgun (USA): CAL 72, DMG 1d12, ROF 2, SHOTS 5 (Magazine), RNG 90 ft, WT 8 lb

Harley Davidson 7D Motorcycle (USA): Medium Construct, HD 2 (7 hp), AC 16, SPD 60 mph, ACC 30 mph, MVR +1, CP 1/0, WT 295 lb, COST \$300

Lancia Epsilon Full-Size (Italy): Large Construct, HD 9 (32 hp), AC 15, SPD 72 mph, ACC 25 mph, MVR -1, CP 1/5, WT 1 ton

LGOC B-Type Bus (UK): Huge Construct, HD 16 (56 hp), AC 14, SPD 16 mph, ACC 5 mph, MVR -4, CP 1/34, WT 4.3 tons

Vauxhall Prince Henry Roadster (UK): Large Construct, HD 9 (32 hp), AC 15, SPD 100 mph, ACC 35 mph, MVR +1, CP 1/1, WT 1.4 tons

Curtiss Model D "Pusher" (USA): Large Construct, HD 5 (18 hp), AC 8, SPD 50 mph, MVR -1, CEILING 16,500 ft, CLIMB 130 fpr, CP 1/1, WT 0.35 t

Acheron-class Destroyer (UK): Super-Colossal Construct, HD 98 (343 hp), AC 4, SPD 31 mph, MVR -2, ATK 2 x 4" guns, 2 x 76mm guns, and 2 x 21" torpedo tubes, CP unknown, WT 790 tons

Peking Steamship (Germany): Gigantic Construct, HD 110 (385 hp), AC 2, SPD 20 mph, MVR -5, CARGO 3,000 tons, CP unknown, WT 6,200 t

1912 *A Princess of Mars* and *Tarzan of the Apes* by Edgar Rice Burroughs, *Mystery of Fu Manchu* by Sax Rohmer, Conan Doyle's Professor Challenger discovers *The Lost World*, *The Musketeers of Pig Alley* becomes the first mob movie, New Mexico and Arizona admitted to U.S.A., Scott reaches South Pole, first parachute jump, RMS *Titanic* sinks, Alaska becomes territory of U.S.A., Royal Flying Corps founded, Emperor Taishō (Japan), U.S. occupies Nicaragua, First Balkan War, stainless steel patented, Pres. Woodrow Wilson (U.S.A.)

Pattern 1912 Cavalry Sword (UK): DMG 1d8, LNG 35 in., WT 2.5 lb

Arisaka Type 44 Cavalry Carbine Rifle (Japan): CAL 26, DMG 2d4, ROF 1, SHOTS 5 (Magazine), RNG 1980 ft, WT 7 lb

Steyr M1912 Pistol (Austria-Hungary): CAL 35, DMG 1d6, ROF 130, SHOTS 8 (Clip), RNG 160 ft, WT 3 lb

Vickers MMG (UK): CAL 30, DMG 2d4, ROF 80, SHOTS 250 (Belt), RNG 6600 ft, WT 33 lb

Winchester M1912 Shotgun (USA): CAL 72, DMG 1d12, ROF 2, SHOTS 6 (Magazine), RNG 60 ft, WT 10 lb

Bugatti Type 18 Roadster (France): Large Construct, HD 9 (32 hp), AC 15, SPD 105 mph, ACC 35 mph, MVR +1, CP 1/1, WT 1.4 tons

Cyclone Motorcycle (USA): Medium Construct, HD 2 (7 hp), AC 16, SPD 115 mph, ACC 50 mph, MVR +5, CP 1/0, WT 250 lb

Fiat Tipo 28 Compact (Italy): Large Construct, HD 8 (28 hp), AC 15, SPD 43 mph, ACC 15 mph, MVR -2, CP 1/3, WT 1680 lb

Williamson Flat Twin Motorcycle (UK): Medium Construct, HD 3 (11 hp), AC 16, SPD 55 mph, ACC 28 mph, MVR +0, CP 1/0, WT 399 lb

Curtiss Model F Seaplane (USA): Large Construct, HD 8 (28 hp), AC 9, SPD 69 mph, MVR +0, CP 2/0, CEILING 4,500 ft, CLIMB 40 fpr, WT 1.2 tons

Royal Aircraft Factory B.E.2 Bomber (UK): Large Construct, HD 7 (25 hp), AC 9, SPD 72 mph, MVR +0, ATK 1 x light machine gun, and bombs (280 lb), CP 2/0, CEILING 10,000 ft, CLIMB 90 fpr, WT 0.7 tons

African Queen Riverboat (USA): Huge Construct, HD 24 (84 hp), AC 11, SPD 15 mph, MVR -2, CP 1/8, WT 8 tons

Orion-class Battleships (UK): Titanic Construct, HD 130 (455 hp), AC 17 (Steel 10), SPD 24 mph, MVR -6, ATK 10 x twin 13.5" guns, 16 x 4" guns, 1 x 4" AA gun, 1 x 3" AA gun, 4 x 3-pdr guns, and 2 x 21" torpedo tubes, CP 752/0, WT 22,200 tons

RMS *Titanic* Passenger Liner (UK): Titanic Construct, HD 140 (490 hp), AC 2, SPD 24 mph, MVR -6, CP 892/2435, WT 52,300 tons

Barsoom Scout Flyer (Mars): Large Construct, HD 11 (39 hp), AC 21, SPD 300 mph (1470), MVR +2, CEILING 11k ft, CLIMB 300 fpr, WT 0.8 tons

1913 Enver Pasha coup d'etat (Ottoman Empire), Yuan Shikai coup d'etat (China), Pancho Villa returns to Mexico, King George I assassinated (Greece), Woolworth Building tallest in world (U.S.A.), Second Balkan War, stainless steel invented, "Bloody Sunday" in Dublin, Panama Canal finished, HMS *Queen Elizabeth* first oil-fired battleship, King Ludwig III deposes

cousin (Bavaria), Ford's first assembly line, Federal Reserve System created (U.S.A.), Grand Central Station opens (New York), income tax introduced (U.S.A.)

M1913 "Patton" Cavalry Saber (USA): DMG 1d8, LNG 44 in., WT 3 lb

17cm mittlerer Minenwerfer Mortar (Germany): CAL 669, DMG 2d4 x 10, ROF 3, SHOTS 1, RNG 975 ft, WT 1065 lb

ALFA 40/60 HP Roadster (Italy): Large Construct, HD 9 (32 hp), AC 15, SPD 78 mph, ACC 25 mph, MVR +1, CP 1/1, WT 1.4 tons

Chevrolet Classic Six Full-Size (USA): Large Construct, HD 10 (35 hp), AC 15, SPD 65 mph, ACC 20 mph, MVR -2, CP 1/5, WT 1.8 tons

Peugeot 500 M Motorcycle (France): Medium Construct, HD 2 (7 hp), AC 16, SPD 76 mph, ACC 25 mph, MVR +2, CP 1/0, WT 250 lb

Vauxhall 30/98 Full-Size (UK): Large Construct, HD 10 (35 hp), AC 15, SPD 100 mph, ACC 50 mph, MVR +0, CP 1/5, WT 1.5 tons

Avro 504 Bomber (UK): Large Construct, HD 6 (21 hp), AC 7, SPD 90 mph, MVR -2, ATK 1 x light machine gun, and bombs (180 lb), CP 2/0, CEILING 16,000 ft, CLIMB 120 fpr, WT 0.6 tons| Used by Col. Roscoe Turner in aerial circus shows

Morane-Saulnier H (France): Medium Construct, HD 4 (14 hp), AC 12, SPD 75 mph, MVR +2, ATK 1 x light machine gun, and bombs (180 lb), CEILING 3,300 ft, CLIMB 150 fpr, CP 1/0, WT 0.2 tons

Sikorsky Ilya Muromets Bomber (Russia): Huge Construct, HD 14 (49 hp), AC 6, SPD 68 mph, MVR -2, ATK 2 x light machine guns, and bombs (1100 lb), CEILING 9,800 ft, CLIMB 80 fpr, CP 6/0, WT 6 tons

Kongō-class Cruiser (Japan): Titanic Construct, HD 130 (455 hp), AC 8 (Steel 5), SPD 32 mph, MVR -3, ATK 4 x dual 356mm guns, 16 x 150mm guns, 4 x 76mm AA guns, and 8 x 21" torpedo tubes, CP 1193/0, WT 52,300 tons

1914 *African Queen* by C.S. Forester (set in 1914, written 1935), *At the Earth's Core* by Edgar Rice Burroughs, Boston Blackie by Jack Boyle, Ford announces 8-hour workday and \$5/day wage, Chaplin's debut, Gaston Calmette murdered by Henriette Caillaux (wife of French Prime Minister), first blood transfusion, Tampico Affair, Ludlow Massacre, Greek genocide, Archduke Franz Ferdinand assassinated, Lexington Avenue bombing (New York), Babe Ruth's debut, USS *Nevada* "super-dreadnaught" launched, Austria-Hungary declares war on Serbia beginning First World War, Shackleton's Trans-Antarctic Expedition, Pope Benedict XV, traffic lights

9.15 cm leichtes Minenwerfer System Lanz Mortar (Germany): CAL 360, DMG 6d6, ROF 1, SHOTS 1, RNG 600 ft, WT 251 lbs

Fiat-Revelli M1914 MMG (Italy): CAL 27, DMG 2d4, ROF 80, SHOTS 50 (Magazine), RNG 6000 ft, WT 50 lb

Hotchkiss M1914 MMG (France): CAL 31, DMG 1d10, ROF 75, SHOTS 250 (Belt), RNG 6000 ft, WT 54 lb

Leach Trench Catapult (UK): CAL 240, DMG 2d10, ROF ½, SHOTS 1, RNG 660 ft, WT 284 lbs | Used for lobbing grenades

Lee-Speed Bolt-Action Rifle (UK): CAL 40, DMG 2d4, ROF 4, SHOTS 5 or 10 (Magazine), RNG 3000 ft, WT 9 lb

Lewis Gun LMG (USA): CAL 30, DMG 2d4, ROF 100, SHOTS 47 or 97 (Magazine), RNG 2640 ft, WT 28 lb

Parabellum MG14 LMG (Germany): CAL 31, DMG 2d4, ROF 110, SHOTS 100 (Magazine), RNG 2100 ft, WT 21 lb

Type 3 Taisho HMG (Japan): CAL 26, DMG 2d4, ROF 75, SHOTS 30 (Magazine), RNG 13200 ft, WT 121 lb

Alfa Romeo 20/30 HP Full-Size (Italy): Large Construct, HD 9 (32 hp), AC 15, SPD 81 mph, ACC 26 mph, MVR -1, CP 1/5, WT 1.3 tons

Chevrolet Light Six Full-Size (USA): Large Construct, HD 9 (32 hp), AC 15, SPD 68 mph, ACC 23 mph, MVR +0, CP 1/5, WT 1.3 tons

Pope Model L Motorcycle (USA): Medium Construct, HD 2 (7 hp), AC 15, SPD 70 mph, ACC 35 mph, MVR +2, CP 1/0, WT 250 lb

Caproni Ca.1 Bomber (Italy): Large Construct, HD 15 (53 hp), AC 7, SPD 75 mph, MVR -2, ATK 1 x medium machine gun, and bombs (1870 lb), CEILING 13,100 ft, CLIMB 100 fpr, CP 4/0, WT 4.4 tons

Morane-Saulnier L Fighter (France): Large Construct, HD 5 (18 hp), AC 11, SPD 78 mph, MVR +2, ATK 1 x light machine gun, CEILING 5000 ft, CLIMB 60 fpr, CP 2/0, WT 0.8 tons

Royal Aircraft Factory S.E. 4 (UK): Large Construct, HD 7 (25 hp), AC 9, SPD 135 mph, MVR +3, CEILING 15k ft, CLIMB 270 fpr, CP 1/0, WT 0.8 tons

Arethusa-class Cruiser (UK): Tremendous Construct, HD 100 (350 hp), AC 5 (Steel 3), SPD 33 mph, MVR -2, ATK 2 x 6" guns, 7 x 4" guns, and 4 x 21" torpedo tubes, AIR 1 x Sopwith Camel, CP 318/0, WT 3,500 tons

Nevada-class Dreadnought (USA): Titanic Construct, HD 130 (455 hp), AC 19 (Steel 10), SPD 24 mph, MVR -6, ATK 10 x 14" guns, 21 x 5" guns, 2 x 3"/50 cal AA guns and 4 x 21" torpedo tubes, AIR 3 x floatplanes, CP 864/0, WT 27,900 tons

1915 *The Thirty-Nine Steps* by John Buchan, *The Metamorphosis* by Franz Kafka, Houdini escapes from straightjacket, Carberry sets altitude record of 11,690 feet, neon tube patented, Rocky Mountain National Park established, Typhoid Mary infects 25 people, locust plague in Levant, precursor of N.A.S.A. founded, Pluto photographed for first time, Armenian genocide begins, sinking of RMS *Lusitania*, Galveston hurricane, prototype military tank tested, millionth Ford automobile produced, Wegener's theory of Pangaea published, Germans use poison gas as a weapon

2-inch Medium Mortar (UK): CAL 200, DMG 7d6, ROF ½, SHOTS 1, RNG 300 ft, WT 105 lb

Colt Woodsman Semi-Auto Pistol (USA): CAL 22, DMG 1d6, ROF 10, SHOTS 10 (Magazine), RNG 450 ft, WT 2 lb

Fedorov Avromat Rifle (Russia): CAL 26, DMG 2d4, ROF 60, SHOTS 25 (Magazine), RNG 1650 ft, WT 10 lb

Sauterelle Bomb-Throwing Catapult (France): CAL 354, DMG 1d20, ROF ½, SHOTS 1, RNG 450 ft, WT 53 lb

Vickers QF 2-pdr Mark II Autocannon (UK): CAL 160, DMG 9d6, ROF 20, SHOTS 14 (Belt), RNG 13,300 ft, WT 850 lb

Autoped Scooter (USA): Small Construct, HD ½ (2 hp), AC 17, SPD 20 mph, ACC 5 mph, MVR +1, CP 1/0, WT 50 lb

Harley-Davidson 11F Motorcycle (USA): Medium Construct, HD 2 (7 hp), AC 16, SPD 65 mph, ACC 33 mph, MVR +2, CP 1/0, WT 325 lb, COST \$250

Triumph Model H Motorcycle (UK): Medium Construct, HD 2 (7 hp), AC 16, SPD 50 mph, ACC 25 mph, MVR +0, WT 325 lb, COST \$280

Frot-Laffly Landship (France): Huge Construct, HD 28 (98 hp), AC 15 (Steel 0.25), SPD 3 mph, ACC 1 mph, MVR -6, ATK 4 light machine guns, CP 9/0, WT 11 tons

Rolls-Royce Armored Car (UK): Huge Construct, HD 18 (63 hp), AC 16 (Steel 0.5), SPD 45 mph, ACC 10 mph, MVR -4, ATK 1 medium machine gun, CP 3/0, WT 5.2 tons

Airco DH.2 Fighter (UK): Large Construct, HD 6 (21 hp), AC 12, SPD 93 mph, MVR +3, ATK 1 x light machine gun, CEILING 14k ft, CLIMB 90 fpr, CP 1/0, WT 0.5 tons

C Star-class Airship (UK): Large Construct, HD 9 (32 hp), AC 9, SPD 58 mph, MVR +0, CEILING 9.5k ft, CLIMB 80 fpr, CP 5/0, WT 1 ton

Curtiss JN-4 Jenny (USA): Large Construct, HD 7 (25 hp), AC 9, SPD 75 mph, MVR +0, CEILING 6.5k ft, CLIMB 60 fpr, CP 1/1, WT 0.8 t, COST \$5.4k

Zeppelin P Class Airship (Germany): Gargantuan Construct, HD 47 (165 hp), AC 2, SPD 57 mph, MVR -4, ATK 8 x light machine guns, and bombs (4400 lb), CEILING 11,600 ft, CLIMB 100 fpr, CP 19/0, WT 28 tons

Andrea Doria (Italy): Titanic Construct, HD 130 (455 hp), AC 17 (Steel 10), SPD 24 mph, MVR -6, ATK 3 x triple 12" guns, 2 x twin 12" guns, 16 x 6" guns, 19 x 3" guns, and 3 x 18" torpedo tubes, CP 1,000/0, WT 24,700 t

1916 Battle of Gallipoli, Battle of Verdun, BMW founded, Pancho Villa attacks Columbus (N. Mex.), last emperor of China abdicates throne, light switch invented, Easter Rising (Ireland), Battle of Jutland, Lawrence of Arabia, Battle of the Somme, inspiration for *Jaws* occurs, Boeing founded, Black Tom explosion in Jersey City by German agents, Iyasu V deposed (Ethiopia), P.M. Karl von Stürgkh assassinated (Austria), Pres. Woodrow Wilson re-elected (U.S.A.), P.M. Asquith resigns (U.K.), Jack London dies

Dayfield Body Armor (UK): AC +1 (Silk), WT 18 lb

Infanterie-Panzer "Lobster Armor" (Germany): AC +3 (Steel), WT 35 lb

Chevrolet Series 490 Compact (USA): Large Construct, HD 9 (32 hp), AC 15, SPD 65 mph, ACC 25 mph, MVR -2, CP 1/3, WT 1.3 tons, COST \$470

Indian Powerplus Motorcycle (USA): Medium Construct, HD 4 (14 hp), AC 16, SPD 60 mph, ACC 30 mph, MVR +2, CP 1/0, WT 430 lb

Flying Elephant Tank (UK): Colossal Construct, HD 82 (287 hp), AC 14 (Steel 3), SPD 5 mph, ACC 1 mph, MVR -5, ATK 1 x 75mm gun, 4 x light machine guns, CP 10/0, WT 100 tons

Handley Page Type O Bomber (UK): Huge Construct, HD 16 (56 hp), AC 5, SPD 98 mph, MVR -3, ATK 5 x light machine guns, and bombs (2,000 lb), CEILING 8.5k ft, CLIMB 36 fpr, CP 5/0, WT 6.7 tons

Junkers J.2 Fighter (Germany): Large Construct, HD 9 (32 hp), AC 11, SPD 124 mph, MVR +2, ATK 1 x light machine gun, CEILING 14.8k ft, CLIMB 120 fpr, CP 1/0, WT 1.3 tons

Nieuport 11 "Bebe" Fighter (France): Large Construct, HD 5 (18 hp), AC 12, SPD 97 mph, MVR +3, ATK 1 x light machine gun, CEILING 15k ft, CLIMB 110 fpr, CP 1/0, WT 0.4 tons

Sopwith Pup Fighter (UK): Large Construct, HD 5 (18 hp), AC 11, SPD 111 mph, MVR +2, ATK 1 x medium machine gun, CEILING 17.5k ft, CLIMB 120 fpr, CP 1/0, WT 0.4 tons

Sopwith Shipstrutter Bomber (UK): Large Construct, HD 8 (28 hp), AC 7, SPD 100 mph, MVR -2, ATK 1 x medium machine gun, 1 x light machine gun, and bombs (130 lb), CEILING 15.5k ft, CLIMB 120 fpr, CP 2/0, WT .9 t

SAMPLE CAMPAIGN: NO MUTANT'S LAND

Imagine a Great War that dragged on for decades, turning all of Central and much of Western Europe into a chemical-soaked Hell that spawned mutant horrors. Into this blasted landscape one generation of soldiers after another has marched, locked in a deadly stalemate while the once great cities of Europe have turned into decadent wonderlands of fashionable men and women waiting for the apocalypse.

Adventurers might be human soldiers, nearly human descendants of the villagers who once farmed this land, or anthropomorphic mutant animals. Are are locked not only in a struggle against the enemy, but also a struggle to survive, beset by mutant beasts, the unquiet souls of the thousands that have died in the trenches and the ever-present dangers of thirst, disease and starvation.

HM Coastal Patrol Boat (UK): Huge Construct, HD 18 (63 hp), AC 15, SPD 29 mph, MVR +1, ATK 4 x heavy machine gun, 1 x 18" torpedo tubes, CP 3/0, WT 5 tons

U-55 Submarine (Germany): Super-Colossal Construct, HD 98 (343 hp), AC 3, SPD 20 mph, MVR -3, ATK 1 x 88mm gun and 6 x 21" torpedo tubes, CP 36/0, WT 715 tons

1917 "Dagon" by H.P. Lovecraft, Feuillade and Bernede's Judex, German saboteurs set off Kingsland explosion, anti-prostitution raid in San Francisco, unrestricted submarine warfare, Mata Hari arrested and executed, February Revolution (Russia), Czar Nicholas II abdicates throne (Russia), U.S.A. enters World War I, Our Lady of Fatima manifests, Selective Service Act (U.S.A.), French Army mutinies, Russian Civil War, P.M. Georges Clemanceau (France), predecessor to K.G.B. founded

M1917 Bayonet (USA): DMG 1d4+1, LNG 16 in., WT 1 lb

Mark I trench Knife (USA): DMG 1d4+1, LNG 7 in., WT 1 lb

US M1917 Bolo Dagger (USA): DMG 1d6, LNG 15 in., WT 1.5 lb

Zande Knife (Sudan): DMG 1d6, LNG 18 in., WT 1 lb

Browning M1917 MMG (USA): CAL 30, DMG 1d10, ROF 100, SHOTS 250 (Belts), RNG 16500 ft, WT 103 lb | Used in all major 20th century conflicts

Colt M1917 Service Revolver (USA): CAL 45, DMG 1d6, ROF 2, SHOTS 6 (Cylinder), RNG 150 ft, WT 3 lb | Over 3 million produced

Enfield M1917 Bolt-Action Rifle (UK): CAL 30, DMG 2d4, ROF 5, SHOTS 6 (Magazine), RNG 1650 ft, WT 9 lb | Over 2.2 million produced

Fusil Automatique M1917 Rifle (France): CAL 31, DMG 1d10, ROF 5, SHOTS 5 (Magazine), RNG 1200 ft, WT 9 lb

Mortier 150mm T Mle1917 Fabry Mortar (France): CAL 587, DMG 10d6, ROF 1, SHOTS 1, RNG 800 ft, WT 1,353 lb | Towed by horse or 8 men

6 mph, ACC 1 mph, MVR -5, ATK 1 x 37mm cannon, CP 2/0, WT 7.3 tons

Mark IV Tank (UK): Gargantuan Construct, HD 49 (172 hp), AC 15 (Steel 0.5), SPD 4 mph, ACC 1 mph, MVR -5, ATK 2 x 57mm cannon and 3 x light machine guns, CP 8/0, WT 29 tons

Mitsubishi Model A Full-Size (Japan): Large Construct, HD 10 (35 hp), AC 15, SPD 20 mph, ACC 8 mph, MVR -2, CP 1/5, WT 2 tons

Peugeot Type 1525 Truck (France): Large Construct, HD 11 (39 hp), AC 15, SPD 19 mph, ACC 5 mph, MVR -4, CP 1/1, CARGO 8800 lb, WT 2 tons

Fiat 2000 Tank (Italy): Gargantuan Construct, HD 55 (193 hp), AC 13 (Steel 0.75), SPD 4 mph, ACC 1 mph, MVR -5, ATK 1 x 65mm cannon and 6 x medium machine guns, CP 10/0, WT 40 tons

Großkampfwagen "K-Wagen" Tank (Germany): Colossal Construct, HD 92 (322 hp), AC 11 (Steel 1), SPD 5 mph, ACC 1 mph, MVR -5, ATK 4 x 77mm cannon and 7 x medium machine guns, CP 27/0, WT 120 tons

M1917 Tank (USA): Huge Construct, HD 22 (77 hp), AC 16 (Steel 0.5), SPD

Breguet 14 Bomber (France): Large Construct, HD 9 (32 hp), AC 9, SPD 109 mph, MVR +0, ATK 1 medium machine gun, 2 x light machine guns, and bombs (660 lb), CEILING 19.7k ft, CLIMB 160 fpr, CP 2/0, WT 1.1 tons | Flown by Col. Roscoe Turner in his flying circus

Fokker Dr.I Dreidecker Fighter (Germany): Large Construct, HD 6 (21 hp), AC 13, SPD 115 mph, MVR +4, ATK 2 x light machine guns, CEILING 20k ft, CLIMB 190 fpr, CP 1/0, WT 0.4 tpms | Flown by the Red Baron

Junkers J.1 'Tin Donkey' Fighter (Germany): Large Construct, HD 9 (32 hp), AC 17, SPD 97 mph, MVR +2, ATK 1 x light machine gun, CEILING 13k ft, CLIMB 120 fpr, CP 2/0, WT 1 ton

Sopwith Camel Fighter (UK): Large Construct, HD 6 (21 hp), AC 13, SPD 115 mph, MVR +4, ATK 2 x medium machine guns, CEILING 21k ft, CLIMB



180 fpr, CP 1/0, WT 0.5 tons | Flown by the famous WW1 flying ace

SPAD S.XIII Fighter (France): Large Construct, HD 6 (21 hp), AC 14, SPD 135 mph, MVR +5, ATK 2 x medium machine guns, CEILING 22k ft, CLIMB 65 fpr, CP 1/0, WT 0.6 tons

V and W-class Destroyers (UK): Tremendous Construct, HD 99 (347 hp), AC 3 (Steel 1), SPD 39 mph, MVR -2, ATK 4 x 4" guns, 2 x 40mm autocannons, and 4 x 21" torpedo tubes, CP 115/0, WT 1,320 t

1918 *The Land That Time Forgot* by Edgar Rice Burroughs, Battle of Bear Valley, HMS *Hermes* aircraft carrier laid down, Spanish flu pandemic starts in Kansas, first pilotless drone flown, 'Paris Gun' shells Paris, Royal Air Force founded, 'Red Baron' dies, Mickey Finn poisonings, Sultan Mehmed VI (Ottoman Empire), Great Train Wreck in Nashville, Czar Nicholas II and family killed, Sgt. Alvin York captures 132 German soldiers and kills 28 more, First World War ends

Best Body Shield (UK): AC +3 (Steel), WT 8 lb

Brewster Armor Shield (UK): AC +3 (Nickel Alloy), WT 40 lb

Bergman MP18 Submachine Gun (Germany): CAL 35, DMG 1d6, ROF 80, SHOTS 20 or 30 or 50 (Magazine), RNG 600 ft, WT 9 lb | First true SMG

Browning M1918 BAR LMG (USA): CAL 30, DMG 1d10, ROF 80, SHOTS 20 (Magazine), RNG 1050 ft, WT 16 lb

Mausers 1918 T-Gewehr Anti-Tank Rifle (Germany): CAL 53, DMG 3d6, ROF 1, SHOTS 1, RNG 1650 ft, WT 35 lb

OVP Submachine Gun (Italy): CAL 35, DMG 1d6, ROF 150, SHOTS 25 (Magazine), RNG 600 ft, WT 8 lb

A7V Tank (Germany): Gargantuan Construct, HD 53 (186 hp), AC 13 (Steel 0.75), SPD 9 mph, ACC 2 mph, MVR -5, ATK 1 x 57mm gun and 6 x light machine guns, CP 18/0, WT 36 tons

LK II Tank (Germany): Huge Construct, HD 25 (88 hp), AC 15 (Steel 0.5), SPD 11 mph, ACC 2 mph, MVR -5, ATK 1 x 57mm gun, CP 3/0, WT 8.8 tons

Mark VIII Tank (UK): Gargantuan Construct, HD 54 (189 hp), AC 12 (Steel 0.5), SPD 5 mph, ACC 1 mph, MVR -5, ATK 2 x 2.2" guns and 4 x light machine guns, CP 12/0, WT 38 tons

Medium Mark A Whippet Tank (UK): Huge Construct, HD 33 (116 hp), AC 15 (Steel 0.5), SPD 8 mph, ACC 2 mph, MVR -5, ATK 4 x light machine guns, CP 3/0, WT 14 tons

Airco DH.9a Bomber (UK): Large Construct, HD 9 (32 hp), AC 10, SPD 123 mph, MVR +1, ATK 1 x medium machine guns, 2 x light machine guns, and bombs (740 lb), CEILING 16.8k ft, CLIMB 100 fpr, CP 2/0, WT 1.4 tons

Dornier-Zeppelin D.I Fighter (Germany): Large Construct, HD 7 (25 hp), AC 19, SPD 124 mph, MVR +4, ATK 2 x light machine guns, CEILING 26.6k ft, CLIMB 150 fpr, CP 1/0, WT 0.8 tons

Handley Page V/1500 Bomber (UK): Huge Construct, HD 25 (88 hp), AC 6, SPD 99 mph, MVR -2, ATK 3 x light machine guns, and bombs (7500 lb), CEILING 11k ft, CLIMB 40 fpr, CP 9/0, WT 9 tons

Short Type 184 Torpedo Bomber (UK): Large Construct, HD 10 (35 hp), AC 7, SPD 89 mph, MVR -2, ATK 1 x medium machine gun, and 1 x torpedo or bombs (520 lb), CEILING 13k ft, CLIMB 190 fpr, CP 2/0, WT 2 tons

HMS *Argus* Aircraft Carrier (UK): Gigantic Construct, HD 120 (420 hp), AC 2 (Steel 1), SPD 23 mph, MVR -6, ATK 4 x 4" AA guns, 2 x 4" guns, AIR 8 x Sopwith Ship Strutter, 4 x Sopwith Camel, 2 x AIRCO DH.9a, 2 x Fairey Campania, CP 495/0, WT 14,450 tons

1919 *The Secret Adversary* by Agatha Christie (set in 1919, written 1922), *Statement of Randolph Carter* by H.P. Lovecraft, predecessor of Nazi Party founded, anarchist uprising in Argentina, Boston Molasses Disaster, Emperor Gojong dies (Korea), Soviet Union founded, Fascist Party founded (Italy), Zapata killed (Mexico), United States anarchist bombings, Third Anglo-Afghan War, Turkish War of Independence, Treaty of Versailles signed, Chicago Race Riot

Browning M1919 MMG (USA): CAL 30, DMG 1d10, ROF 60, SHOTS 250 (Belt), RNG 4500 ft, WT 31 lb

Austin 20 Full-Size (UK): Large Construct, HD 11 (39 hp), AC 15, SPD 60 mph, ACC 20 mph, MVR -2, CP 1/5, WT 2 tons, COST \$320

Fiat 501 Compact (Italy): Large Construct, HD 8 (28 hp), AC 15, SPD 44 mph, ACC 15 mph, MVR -2, CP 1/3, WT 1 ton

Ford Model TT Truck (USA): Large Construct, HD 6 (21 hp), AC 15, SPD 22 mph, ACC 4 mph, MVR -4, CP 1/1, CARGO 2000 lb, WT 1200 lb, COST \$200

Harley Davidson W Motorcycle (USA): Medium Construct, HD 2 (7 hp), AC 16, SPD 50 mph, ACC 25 mph, MVR +1, CP 1/0, WT 265 lb

Sturmpanzerwagen Oberschlesien (Germany): Gargantuan Construct, HD 39 (137 hp), AC 14 (Steel 0.5), SPD 10 mph, ACC 2 mph, MVR -4, ATK 2 x 57mm guns and 2 x light machine guns, CP 3/0, WT 8.8 tons

Farman F.60 Goliath Airliner (France): Large Construct, HD 13 (46 hp), AC 7, SPD 87 mph, MVR -2, CEILING 13k ft, CLIMB 100 fpr, CP 2/14, WT 3 t

Fokker F.II Airliner (Germany): Large Construct, HD 9 (32 hp), AC 7, SPD 93 mph, MVR -2, CEILING 10k ft, CLIMB 80 fpr, CP 1/5, WT 1.3 tons

Clemson-class Destroyer (USA): Tremendous Construct, HD 99 (347 hp), AC 3 (Steel 1), SPD 41 mph, MVR -2, ATK 4 x 4" guns, 1 x 3" AA gun, and 12 x 21" torpedo tubes, CP 122/0, WT 1,200 tons | The USS *Reuben James* was America's first casualty in World War II

Hawkins-class Cruisers (UK): Gigantic Construct, HD 120 (420 hp), AC 3 (Steel 3), SPD 36 mph, MVR -3, ATK 7 x 7.5" guns, 3 x 4" guns, 4 x 3" guns, 2 x 2-pdr guns, and 6 x 21" torpedo tubes, CP 712/0, WT 9,750 t

1920-1929

The 1920's was one heck of a decade, a time of of adventure, prosperity, decadence, social unrest and startling change. The First World War was over, and the western world was bruised, bloodied and desperate to forget.



That forgetfulness often came from a bottle of booze, but while the vast majority of the populace was eager to keep the wine and beer flowing freely, a determined band of activists were even more determined to bring the good times to a stop. In 1920, at the dawn of the new decade, they succeeded in the United States and Prohibition as it came to be known began. Naturally, Americans immediately began disobeying the law, creating an underground market for alcohol and launching some of the fiercest criminal gangs in American history.

With the great powers exhausted from war, peace descended on planet Earth, giving the powers time to wrangle and maneuver for position for the next round of bloodletting.

The 1920's is the beginning of what is called the "modern era" of fashion. The restrictive clothes of yesteryear were replaced by more comfortable clothes. The rise of Hollywood helped speed along these changes. For women, nothing typifies the change in fashion more than the flapper, who wore simple lines, short skirts, rolled-down stockings and bobbed hair. For the lads, baggy pants – the so-called Oxford bags – were all the rage by the middle of the decade, and jackets were worn shorter, with narrow lapels. The upper class wore top hats and homburgs, the middle class fedoras, bowlers and trilbys, and the working class caps. Straw boaters were popular among upper and middle class men in the summer months.

Gold in this decade is valued at approx. \$9 per ounce. Silver in this decade is valued at approx. \$0.15 per ounce.

What Level is Teddy Roosevelt?

Determining the level of an NPC, whether based on a real person or a fictional character, is tricky. In truth, there is no correct or incorrect answer, but it's nice to have a system one can rely on as a guide. I suggest basing an NPC's level on the number of years that NPC has been active in whatever class you have assigned them. I use the following table, deviating from it slightly where necessary. Note that for fictional characters, you should try to figure out how many years, in real time, the character would have been active.

Years Active	Level
0	1
½	2
1	3
2	4
4	5
8	6
15	7
25	8
35	9
45	10
55	11
65	12

Adventures

An Egyptological expedition leads to tangling with the herald of the Old Ones in the depths of a black pyramid.

Adventurers might take the roll of local or federal "gangbusters" or they might work for the gangs themselves, making runs into Canada for gin or fighting in the streets of Chicago or New York in turf wars.

Mercenaries and explorers would find work to do in the colonies, and spies would be very active in probing the strength of the opponents of tomorrow.

1920 "Nyarlatheotep" by H.P. Lovecraft, Hugh Lofting's Dr. John Doolittle, *Voyage to Arcturus* by David Lindsay, *Bulldog Drummond* by "Sapper", Agatha Christie's Hercule Poirot, "The Human Fly" (New York), League of Nations begins, *The New York Times* ridicules Robert H. Goddard, "Prohibition" begins (U.S.A.), Ottoman Empire partitioned, Polish-Soviet War, women's suffrage (U.S.A.), first domestic radio sets (\$5), Pres. Warren G. Harding (U.S.A.), "Bloody Sunday" and the Burning of Cork, (Ireland), first commercial radio broadcast (KDKA Pittsburgh), first telex system

Szabla wz. 21 sabre (Poland): DMG 1d8, LNG 31 in., WT 2 lb

Lanchester 6x4 Armored Car (UK): Huge Construct, HD 22 (77 hp), AC 16 (Steel 0.5), SPD 45 mph, ACC 9 mph, MVR -4, ATK 1 x heavy machine gun and 1 x medium machine guns, CP 4/0, WT 7 tons

Bristol Bullet Racer (UK): Large Construct, HD 8 (28 hp), AC 15, SPD 155 mph, MVR +6, CEILING 12k ft, CLIMB 90 fpr, CP 1/0, WT 0.9 tons

Curtiss Cox Racer (USA): Large Construct, HD 9 (32 hp), AC 12, SPD 196 mph, MVR +3, CEILING 12k ft, CLIMB 110 fpr, CP 1/0, WT 1 ton

Dayton-Wright Racer (USA): Large Construct, HD 7 (25 hp), AC 14, SPD 190 mph, MVR +5, CEILING 15k ft, CLIMB 135 fpr, CP 1/0, WT 0.7 tons

Dornier Delphin Seaplane (Germany): Large Construct, HD 14 (49 hp), AC 16, SPD 112mph, MVR+1, CEILING14k ft, CLIMB 130 fpr, CP 2/10, WT 3.2 t

Martin NSB-1 Bomber (USA): Huge Construct, HD 16 (56 hp), AC 7, SPD 99 mph, MVR -1, ATK 5 x light machine guns and bombs (3800 lb), CEILING 7.7k ft, CLIMB 65 fpr, CP 4/0, WT 4 tons, COST \$11,600

Generali-class Destroyers (Italy): Super-Colossal Construct, HD 98 (343 hp), AC 7 (Steel 2), SPD 35 mph, MVR -2, ATK 3 x 102mm guns, 2 x 76mm guns, and 4 x 450mm torpedo tubes, CP 712/0, WT 9,750 tons

Nyarlahotep: Medium Outsider, HD 15 (90 hp), AC 20 [Silver], ATK 2 strikes (4d6), MV 40, F3 R3 W3, AL Chaotic Evil, XP 3750, Special—Resistance to supernatural attacks (30%), backstab for triple damage, possesses all psychic powers, resistance to acid, electricity and fire

1921 Lovecraft's "Nameless City" explored, Dorothy Sayer's Lord Peter Wimsey, Red Army invades Georgia, Kronstadt Rebellion, White Army captures Mongolia, Polish-Soviet War ends, Emir Abdullah I (Transjordan), major geomagnetic storm, Hitler becomes Führer of the National Socialist Party, King Faisal I (Iraq), martial law in Germany, Einstein awarded Nobel Prize, hyperinflation in Germany (263 marks to the U.S. dollar), Irish Free State founded, Fatty Arbuckle scandal, lie detector invented, 5 million die in Russian famine, Thompson sub-machine gun (\$90)

Browning M2 "Ma Deuce" HMG: CAL 50, DMG 3d6, ROF 80, SHOTS 110 (Belt), RNG 6,600 ft, WT 84 lb

Thompson "Tommy Gun" SMG: CAL 45, DMG 1d6, ROF 110, SHOTS 20 or 30 or 50 (Magazine), RNG 150 ft, WT 11 lb

Peugeot 161 Quadrilette Subcompact (France): Large Construct, HD 5 (18 hp), AC 15, SPD 37 mph, ACC 13 mph, MVR -2, CP 1/1, WT 770 lb

Boeing GA-1 Bomber (USA): Huge Construct, HD 15 (53 hp), AC 14, SPD 105 mph, MVR +0, ATK 1 x heavy machine gun, and 8 x light machine guns or 10 small bombs, CEILING 11.5k ft, CLIMB 100 fpr, CP 3/0, WT 4 tons

Curtiss CR Racer (USA): Large Construct, HD 9 (32 hp), AC 12, SPD 194 mph, MVR +3, CEILING 22k ft, CLIMB 200 fpr, CP 1/0, WT 1.1 tons

R36 Airship (UK): Gargantuan Construct, HD 54 (189 hp), AC 2, SPD 65 mph, MVR -4, CEILING 6,000 ft, CLIMB 55 fpr, CP 28/50, WT 38 tons

København Steamship (Denmark): Gigantic Construct, HD 110 (385 hp), AC 2, SPD 25 mph, MVR -5, CARGO unknown, CP 71/0, WT 7,800 tons

1922 *Nosferatu* and *Nanook of the North* released, British Empire at largest extent, Italian conquest of Libya begins, King Fuad I (Egypt), USS *Langley* first aircraft carrier, Joseph Stalin (U.S.S.R.), Teapot Dome Scandal, 20-ton meteorite lands in Virginia, more hyperinflation in Germany (7,000 marks to the U.S. dollar), Irish Civil War, P.M. Benito Mussolini (Italy), Tomb of King Tut discovered, Caliph Abdülmecid II, IJN Hōshō commissioned, *Vegemite* invented, Barbary lion, Amur tiger and California grizzly bear go extinct

Browning M1922 Semi-Automatic Pistol (USA): CAL 38, DMG 1d6, ROF 2, SHOTS 9 (Magazine), RNG 500 ft, WT 2 lb

FN Browning Trombone Pump-Action Rifle (USA): CAL 38, DMG 1d6, ROF 1, SHOTS 11 (Magazine), RNG 495 ft, WT 4 lb

Type 11 LMG (Japan): CAL 26, DMG 2d4, ROF 80, SHOTS 30 (Belt), RNG 4500 ft, WT 23 lb | Frontline service in World War II

Austin 7 "Baby Austin" Subcompact (UK): Large Construct, HD 5 (18 hp), AC 15, SPD 50 mph, ACC 20 mph, MVR -2, CP 1/3, WT 794 lb

Citroën Méhari Utility (France): Large Construct, HD 7 (25 hp), AC 10, SPD 63 mph, ACC 22 mph, MVR -2, CP 1/3, WT 1260 lb

Indian Chief Motorcycle (USA): Medium Construct, HD 4 (14 hp), AC 16, SPD 90 mph, ACC 45 mph, MVR +5, CP 1/0, WT 430 lb

Vauxhall 23-60 Full-Size (UK): Large Construct, HD 10 (35 hp), AC 15, SPD 60 mph, ACC 20 mph, MVR -2, CP 1/5, WT 1.8 tons

Aeromarine PG-1 Fighter (USA): Large Construct, HD 10 (35 hp), AC 15, SPD 130 mph, MVR +0, ATK 1 x 37mm autocannon, 1 x heavy machine gun, CEILING 19k ft, CLIMB 115 fpr, CP 1/0, WT 1.5 tons

Mitsubishi 2MR Bomber (Japan): Large Construct, HD 9 (32 hp), AC 16, SPD 127 mph, MVR +3, ATK 4 x light machine guns, and 3 bombs (66 lb), CEILING 18k ft, CLIMB 100 fpr, CP 2/0, WT 1.1 tons

Vickers Victoria Transport (UK): Huge Construct, HD 18 (63 hp), AC 6, SPD 110 mph, MVR -2, CEILING 16k ft, CLIMB 75 fpr, CP 2/22, WT 5 tons

Hosho Aircraft Carrier (Japan): Gigantic Construct, HD 110 (385 hp), AC 2 (Steel 1), SPD 29 mph, MVR -5, ATK 4 x 140mm guns, and 2 x 80mm guns, AIR 15 aircraft, CP 512/0, WT 7,500 tons

1923 Dashiell Hammett's *The Continental Op*, *Aelita: Queen of Mars* released, Rosewood Massacre, autogyro invented, Irish Civil War ends, Pancho Villa assassinated (Mexico), even more hyperinflation in Germany (4.2 trillion marks to the U.S. dollar), Pres. Calvin Coolidge (U.S.A.), Kemal Atatürk (Turkey), British Mandate for Palestine, Beer Hall Putsch, television patented, talking movies invented

Bereta M1923 Pistol (Italy): CAL 35, DMG 1d6, ROF 180, SHOTS 7 (Magazine), RNG 165 ft, WT 2 lb

Chevrolet Superior Full-Size (USA): Large Construct, HD 9 (32 hp), AC 15, SPD 65 mph, ACC 25 mph, MVR -2, CP 1/5, WT 1 ton

Fiat Mefistofele Racecar (Italy): Large Construct, HD 11 (39 hp), AC 15, SPD 146 mph, ACC 65 mph, MVR +3, CP 1/0, WT 2 tons

Triumph 10/20 Compact (UK): Large Construct, HD 8 (28 hp), AC 15, SPD 52 mph, ACC 20 mph, MVR -2, CP 1/3, WT 1 ton

Curtiss R2C Racer (USA): Large Construct, HD 8 (28 hp), AC 13, MVR +4, SPD 267 mph, CEILING 32k ft, CLIMB 400 fpr, CP 1/0, WT 0.8 tons

Curtiss P-1 Hawk Fighter (USA): Large Construct, HD 9 (32 hp), AC 14, MVR +5, SPD 155 mph, ATK 2 x light machine guns, CEILING 21k ft, CLIMB 240 fpr, CP 1/0, WT 1.1 tons

Fairey Flycatcher Fighter (UK): Large Construct, HD 9 (32 hp), AC 14, MVR +5, SPD 133 mph, ATK 2 x light machine guns, and 4 bombs (20 lb), CEILING 20k ft, CLIMB 130 fpr, CP 1/0, WT 1 ton | Carrier-borne fighter that could take off with only 50 yards of runway

Mitsubishi 1MF Fighter (Japan): Large Construct, HD 9 (32 hp), AC 14, MVR +5, SPD 132 mph, ATK 2 x light machine guns, CEILING 24k ft, CLIMB 160 fpr, CP 1/0, WT 1 ton

Vickers Vanguard Airliner (UK): Huge Construct, HD 20 (70 hp), AC 7, MVR -1, SPD 112 mph, CEILING 16.4k ft, CLIMB 80 fpr, CP 2/22, WT 6 tons

1924 Lenin dies (U.S.S.R.), P.M. Ramsay MacDonald (U.K.), first execution with poison gas (Nevada), CTR renamed IBM, British

Empire Exhibition, Matthew's "death ray" demonstrated, J. Edgar Hoover appointed director of the F.B.I., first fax sent across Atlantic, Rondout heist (Illinois), Pres. Calvin Coolidge re-elected (U.S.A.), Andromeda revealed to be a galaxy, hydro-mophone delveloped

ZB vz.26 LMG (Czechoslovakia): CAL 31, DMG 1d10, ROF 80, SHOTS 20 (Magazine), RNG 3300 ft, WT 23 lb

Alfa Romeo P2 Racecar (Italy): Large Construct, HD 7 (25 hp), AC 15, SPD 121 mph, ACC 60 mph, MVR +5, CP 1/0, WT 1354 lb

Brough Superior SS100 Motorcycle (UK): Medium Construct, HD 4 (14 hp), AC 16, SPD 100 mph, ACC 50 mph, MVR +4, CP 1/0, WT 450 lb

MG 14/28 Compact (UK): Large Construct, HD 8 (28 hp), AC 15, SPD 65 mph, ACC 35 mph, MVR -2, CP 1/3, WT 1874 lb

Tatra 13 Truck (Czech.): Large Construct, HD 8 (28 hp), AC 15, SPD 75 mph, ACC 20 mph, MVR -4, CP 1/1, CARGO 2200 lb, WT 1800 lb

Vickers A1E1 Independent Tank (UK): Gargantuan Construct, HD 52 (182 hp), AC 13 (Steel 1), SPD 20 mph, ACC 4 mph, MVR -4, ATK 1 x 2-inch gun and 4 x light machine guns, CP 8/0, WT 34 tons

Avro Andover Transport (UK): Large Construct, HD 14 (49 hp), AC 7, SPD 110 mph, MVR -2, CEILING 13k ft, CLIMB 80 fpr, CP 2/12, WT 3.5 tons

Bernard SIMB V.2 Airplane (France): Large Construct, HD 9 (32 hp), AC 18, SPD 280 mph, MVR +3, CEILING 16k ft, CLIMB 150 fpr, CP 1/0, WT 1.1 tons

Bleriot-SPAD S.51 Fighter (France): Large Construct, HD 9 (32 hp), AC 14, SPD 143 mph, MVR +5, ATK 2 x light machine guns, CEILING 29k ft, CLIMB 240 fpr, CP 1/0, WT 1.1 tons

Cierva C.6 Autogyro (UK): Large Construct, HD 8 (28 hp), AC 11, SPD 62 mph, MVR +2, CEILING 60 ft, CLIMB 20 fpr, CP 1/1, WT 1 ton

D Class Blimp (USA): Large Construct, HD 8 (28 hp), AC 7, SPD 58 mph, MVR +1, CEILING 15k ft, CLIMB 50 fpr, CP 4/0, WT 0.9 tons

Driggs-Johnson DJ-1 Bumblebee Aerobatic Plane (USA): Medium Construct, HD 2 (7 hp), AC 12, SPD 85 mph, MVR +2, CEILING 13k ft, CLIMB 300 fpr, CP 1/0, WT 0.2 tons

Farman F.140 Super Goliath Bomber (France): Huge Construct, HD 24 (84 hp), AC 7, SPD 113 mph, MVR -1, ATK Bombs (6610 lb), CEILING 21k ft, CLIMB 80 fpr, CP 6/0, WT 8.5 tons

Fiat CR.1 Fighter (Italy): Large Construct, HD 8 (28 hp), AC 14, SPD 168 mph, MVR +5, ATK 2 x light machine guns, CEILING 26k ft, CLIMB 260 fpr, CP 1/0, WT 0.9 tons

Fokker D.XIII Fighter (Germany): Large Construct, HD 9 (32 hp), AC 14, SPD 170 mph, MVR +5, ATK 2 x light machine guns, CEILING 26k ft, CLIMB 320 fpr, CP 1/0, WT 1.3 tons

Grigorovich I-2 Fighter (USSR): Large Construct, HD 9 (32 hp), AC 14, SPD 147 mph, MVR +5, ATK 2 x light machine guns, CEILING 17k ft, CLIMB 230 fpr, CP 1/0, WT 1.3 tons

Mitsubishi B1M Torpedo Bmr (Japan): Large Construct, HD 10 (35 hp), AC 9, SPD 130 mph, MVR +0, ATK 4 x light machine guns and 2 x bombs (500 lb) or 1 x 18-inch torpedo, CEILING 15k ft, CLIMB 100 fpr, CP 2/0, WT 1.6 t

Nieuport-Delage NiD 38 Airliner (France): Large Construct, HD 9 (32 hp), AC 7, SPD 100 mph, MVR -2, CEILING 13k ft, CLIMB 110 fpr, CP 1/2, WT 1 t

HMS *Hermes* Aircraft Carrier (UK): Gigantic Construct, HD 120 (420 hp), AC 3 (Steel 3), SPD 29 mph, MVR -5, ATK 6 x 5.5" guns, and 4 x 4" AA guns, AIR 20 aircraft, CP 566/0, WT 10,850 tons

I-121 Submarine (Japan): Tremendous Construct, HD 99 (347 hp), AC 3 (Steel 1), SPD 17 mph, MVR -3, ATK 1 x 140mm guns, and 2 x 21" torpedo tubes, CP 51/0, WT 1,100 tons

Zodiac Sailing Ship (USA): Colossal Construct, HD 96 (336 hp), AC 3 (Wood 2), SPD 15 mph, MVR -5, CP unknown/0, WT 220 tons

Death Ray: Death rays have a range of 60 feet. Any target they are turned upon that fails a Reflex saving throw is disintegrated.

1925 *Menace from the Moon* by Bohun Lynch, Earl Derr Bigg's Charlie Chan appears, Great Race of Mercy to Nome, Alaska, Pink's War, Exposition Internationale des Arts Décoratifs et Industriels Modernes (France), Percy Fawcett disappears in Amazon, "radiovision" demonstrated, Mount Rushmore dedicated, secret agent Sidney Reilly executed by OGPU (U.S.S.R.), King Rama VII (Siam), Reza Shah (Persia), Great Sphinx of Gaza unearthed, flapper dresses are all the rage

FM 24/29 LMG (France): CAL 30, DMG 2d4, ROF 75, SHOTS 25 (Magazine), RNG 1800 ft, WT 20 lb

Vickers-Berthier LMG: CAL 30, DMG 2d4, ROF 80, SHOTS 30 (Magazine), RNG 1800 ft, WT 24 lb | Only used in a handful of countries

Winchester Model 54 Lever-Action Rifle: CAL 21, DMG 2d4, ROF 20, SHOTS 5 (Magazine), RNG 600 ft, WT 8 lb

Rolls-Royce Phantom I Full-Size (UK): Large Construct, HD 13 (46 hp), AC 15, SPD 90 mph, ACC 30 mph, MVR -2, CP 1/5, WT 3 tons

Vickers Medium Tank Mark II (UK): Huge Construct, HD 31 (109 hp), AC 15 (Steel 0.5), SPD 15 mph, ACC 3 mph, MVR -5, ATK 1 x 2" gun, 4 x medium machine guns and 2 x light machine guns, CP 5/0, WT 13.2 tons

Bleriot 165 Airliner (France): Huge Construct, HD 14 (49 hp), AC 9, SPD 115 mph, MVR +1, CEILING 13k ft, CLIMB 70 fpr, CP 2/16, WT 3.2 tons

Fairey Fox Fighter/Bomber (UK): Large Construct, HD 10 (35 hp), AC 10, SPD 224 mph, MVR +1, ATK 3 x light machine guns, and bombs (220 lb), CEILING 32k ft, CLIMB 420 fpr, CP 2/0, WT 1.5 tons

Fiat CR.20 Fighter (Italy): Large Construct, HD 9 (32 hp), AC 14, SPD 168 mph, MVR +5, ATK 2 x light machine guns, CEILING 24k ft, CLIMB 200 fpr, CP 1/0, WT 1.1 tons

Ford Trimotor Transport (USA): Huge Construct, HD 14 (49 hp), AC 14, SPD 150 mph, MVR +0, CEILING 18k ft, CLIMB 175 fpr, CP 3/10, CARGO 1.9 tons, WT 3.3 tons

Wright XF3W Apache Airplane (USA): Large Construct, HD 7 (25 hp), AC 19, SPD 162 mph, MVR +4, CEILING 38k ft, CLIMB 500 fpr, CP 1/0, WT .7 t

Circe-class Submarine (France): Super-Colossal Construct, HD 98 (343 hp), AC 5 (Steel 1), SPD 16 mph, MVR -3, ATK 1 x 3" gun, 2 x light machine guns, and 7 x 21" torpedo tubes, CP 41/0, WT 605 tons

1926 *The Sun Also Rises* by Ernest Hemingway, *Pickman's Model* by H.P. Lovecraft, Willard Huntington Wright's Philo Vance appears, Agatha Christie's Miss Marple appears, King Abdul-Aziz ibn Saud (Hejaz), Gen. Francisco Franco (Spain), first liquid fuel rocket launched, Roald Amundsen flies over North Pole, Gen. Antonio Carmona (Portugal), attempt to rub out Al Capone, Harry Houdini dies, U.S. Route 66 established, Emperor Hirohito (Japan), U.S. Marines intervene in Nicaragua

M1926 MMG (Italy): CAL 30, DMG 2d4, ROF 120, SHOTS 100 (Belt), RNG 1950 ft, WT 36 lb

Bentley Speed Six (UK): Large Construct, HD 11 (39 hp), AC 15, SPD 87 mph, ACC 25 mph, MVR +0, CP 1/3, WT 2 tons

Chrysler Imperial Full-Size (USA): Large Construct, HD 11 (39 hp), AC 15, SPD 80 mph, ACC 20 mph, MVR -1, CP 1/5, WT 2.1 tons, COST \$1700

Scott Flying Squirrel Motorcycle (UK): Medium Construct, HD 2 (7 hp), AC 16, SPD 70 mph, ACC 35 mph, MVR +5, CP 1/0, WT 325 lb

Armstrong Whitworth Atlas Seaplane (UK): Large Construct, HD 9 (32 hp), AC 12, SPD 142 mph, MVR +3, ATK 2 x light machine guns, CEILING 16k ft, CLIMB 150 fpr, CP 2/0, WT 1.3 tons

Boeing TB Torpedo Bomber (USA): Huge Construct, HD 13 (46 hp), AC 7, SPD 115 mph, MVR -1, ATK 2 x light machine guns, and 1 x 21-inch torpedo, CEILING 12k ft, CLIMB 120 fpr, CP 3/0, WT 2.8 tons

Curtiss F6C Hawk Fighter (USA): Large Construct, HD 8 (28 hp), AC 14, SPD 155 mph, MVR +5, ATK 2 x light machine guns, CEILING 22k ft, CLIMB 330 fpr, CP 1/0, WT 1 ton

Keystone LB-5 Bomber (USA): Large Construct, HD 14 (49 hp), AC 8, SPD 107 mph, MVR -1, ATK 5 x light machine guns, and bombs (2300 lb), CEILING 8k ft, CLIMB 40 fpr, CP 5/0, WT 3.5 tons

Latecoere 28 Airliner (France): Large Construct, HD 12 (42 hp), AC 7, SPD 138 mph, MVR -2, CEILING 17k ft, CLIMB 70 fpr, CP 2/8, CARGO 1 ton, WT 2.4 tons

Ryan M-1 "Spirit of St. Louis" (USA): Large Construct, HD 12 (42 hp), AC 8, SPD 133 mph, MVR +0, CEILING 16,000 ft, CLIMB 150, WT 2.6 tons

Vought FU Fighter (USA): Large Construct, HD 9 (32 hp), AC 18, SPD 122 mph, MVR +3, ATK 2 x light machine guns, CEILING 26k ft, CLIMB 160 fpr, CP 1/0, WT 1 ton

Active-class Patrol Boat (USA): Colossal Construct, HD 96 (336 hp), AC 9 (Steel 1), SPD 15 mph, MVR -1, ATK 1 x 3" gun, CP 20/0, WT 240 tons

1927 *The Dream Quest of Unknown Kadath* by H.P. Lovecraft, *Treasure of the Sierra Madre* by B. Travern, first transatlantic telephone call, diamond rush in South Africa, first armored car robbery (Pittsburgh), U.S. Bureau of Prohibition, Great Mississippi Flood, Lindbergh flies across the Atlantic, Nanchang Uprising, Trotsky expelled, Ford Model A unveiled, world population reaches 2 billion

Astra Model 900 Machine Pistol (Spain): CAL 35, DMG 1d6, ROF 160, SHOTS 10 or 20 (Magazine), RNG 1650 ft, WT 3 lb

Colt Detective Special (USA): CAL 38, DMG 1d6, ROF 2, SHOTS 6 (Cylinder), RNG 75 ft, WT 3 lb

Nambu Type 14 Semi-Auto Pistol (Japan): CAL 30, DMG 1d6, ROF 60, SHOTS 8 (Magazine), RNG 165 ft, WT 2 lb

Tokarev M1927 SMG (Russia): CAL 30, DMG 1d6, ROF 200, SHOTS 21 (Magazine), RNG 660 ft, WT 7 lb

BMW 3/15 Wartburg Subcompact (Germany): Large Construct, HD 6 (21 hp), AC 15, SPD 50 mph, ACC 20 mph, MVR -1, CP 1/3, WT 882 lb

Bugatti Royale Type 41 (Italy): Large Construct, HD 14 (49 hp), AC 15, SPD 100 mph, ACC 35 mph, MVR +0, CP 1/5, WT 3.5 tons, COST \$16,800

Ford Model A Rumbleseat Coupe (USA): Large Construct, HD 9 (32 hp), AC 15, SPD 75 mph, ACC 25 mph, MVR -2, CP 1/5, WT 1.1 tons, COST \$420

Ford Model AA Truck (USA): Large Construct, HD 9 (32 hp), AC 15, SPD 31 mph, ACC 10 mph, MVR -4, CP 1/1, CARGO 3300 lb, WT 1.1 tons

Leyland Titan Bus (UK): Gargantuan Construct, HD 37 (130 hp), AC 12, SPD 35 mph, ACC 8 mph, MVR -4, CP 1/38, WT 17.9 tons

Vauxhall 20-60 Compact (UK): Large Construct, HD 9 (32 hp), AC 15, SPD 70 mph, ACC 25 mph, MVR -2, CP 1/3, WT 1.3 tons

Carden Loyd Tankette (UK): Large Construct, HD 10 (35 hp), AC 17 (Steel 0.5), SPD 30 mph, ACC 6 mph, MVR -4, ATK 1 x light machine gun, CP 2/0, WT 1.5 tons

Boeing F2B Fighter (USA): Large Construct, HD 8 (28 hp), AC 14, SPD 158 mph, MVR +5, ATK 2 x light machine guns, and 5 x bombs (25 lb), CEILING 21k ft, CLIMB 315 fpr, CP 1/0, WT 1 ton

Boeing Model 95 Transport (USA): Large Construct, HD 10 (35 hp), AC 15, SPD 142 mph, MVR +0, CEILING 16k ft, CLIMB 150 fpr, CP 1/0, CARGO 0.5 tons, WT 1.6 tons

Douglas DA-1 Ambassador (USA): Large Construct, HD 8 (28 hp), AC 11, SPD 140 mph, MVR +2, CEILING 14k ft, CLIMB 150 fpr, CP 1/2, WT 0.9 tons

Hawker Hart Bomber (UK): Large Construct, HD 9 (32 hp), AC 16, SPD 185 mph, MVR +1, ATK 2 x light machine guns, and bombs (500 lb), CEILING 22k ft, CLIMB 190 fpr, CP 2/0, WT 1.3 tons

Lockheed Air Express Airliner (USA): Large Construct, HD 9 (32 hp), AC 9, SPD 176 mph, MVR +0, CEILING 17k ft, CLIMB 240 fpr, CP 1/4, WT 1.3 tons

Vickers Vildebeest Bomber (UK): Huge Construct, HD 12 (42 hp), AC 7, SPD 143 mph, MVR -1, ATK 2 x light machine guns, and bombs (1100 lb) or 18-inch torpedo, CEILING 19k ft, CLIMB 100 fpr, CP 3/0, WT 2.4 tons

Delta Queen Paddle Steamer (USA): Tremendous Construct, HD 99 (347 hp), AC 2 (Wood 1), SPD 20 mph, MVR -6, CP 30/176, WT 1,650 tons

Lexington-class Aircraft Carrier (USA): Titanic Construct, HD 140 (490 hp), AC 9 (Steel 6), SPD 38 mph, MVR -5, ATK 4 x twin 8" guns, 12 x 5" AA guns, AIR 78 aircraft, CP 2791/0, WT 36,000 tons

1928 Lovecraft's Cthulhu gets his first call, Dannay and Lepofsky's Ellery Queen, Leslie Charteris' Simon Templar, DNA discovered, "Pineapple Primary" (Chicago), first regular television programming, first appearance of Mickey Mouse, airship *Italia* crashes at North Pole, Amelia Earhart flies across Atlantic, bubblegum and sliced bread invented, Pres. Alvaro Obregon assassinated (Mexico), King Zog (Albania), war is outlawed (it doesn't stick), Penicillin rediscovered, King Haile Selassie (Ethiopia), iron lung first used, Pres. Herbert Hoover (U.S.A.), Eliot Ness in Chicago, lost Canaanite city of Ugarit discovered, bathysphere invented

Degtaryov DP28 LMG (Russia): CAL 30, DMG 1d10, ROF 91, SHOTS 30 (Magazine) or 47 (Belt), RNG 2625 ft, WT 20 lb

Duesenberg Model J Full-Size (USA): Large Construct, HD 11 (39 hp), AC 15, SPD 140 mph, ACC 45 mph, MVR +1, CP 1/5, WT 1.9 tons, COST \$7,400

Fiat 525 SS Compact (Italy): Large Construct, HD 10 (35 hp), AC 15, SPD 75 mph, ACC 25 mph, MVR -1, CP 1/3, WT 1.6 tons

Mercedes-Benz SSK Racecar (Germany): Large Construct, HD 11 (39 hp), AC 15, SPD 120 mph, ACC 55 mph, MVR +3, CP 1/1, WT 1.9 tons

T-18 Tank (USSR): Huge Construct, HD 21 (74 hp), AC 16 (Steel 0.5), SPD 10 mph, ACC 2 mph, MVR -5, ATK 1 x 37mm gun and 1 x medium machine gun, CP 2/0, WT 6.5 tons

Type 89 I-Go Tank (Japan): Huge Construct, HD 33 (116 hp), AC 15 (Steel 0.5), SPD 16 mph, ACC 3 mph, MVR -4, ATK 1 x 57mm gun and 2 x light machine gun, CP 4/0, WT 14.1 tons

Boeing F3B Fighter (USA): Large Construct, HD 9 (32 hp), AC 14, SPD 157 mph, MVR +5, ATK 2 x light machine guns, and bombs (125 lb), CEILING 22k ft, CLIMB 330 fpr, CP 1/0, WT 1.1 tons

Heinkel HD37 Fighter (Germany): Large Construct, HD 10 (35 hp), AC 14, SPD 182 mph, MVR +5, ATK 2 x light machine guns, CEILING 24k ft, CLIMB 320 fpr, CP 1/0, WT 1.6 tons

Travel Air 6000 Airliner (USA): Large Construct, HD 9 (32 hp), AC 8, SPD 130 mph, MVR -1, CEILING 16k ft, CLIMB 130 fpr, CP 1/5, WT 1.3 tons, COST \$7,000

County-class Cruiser (UK): Gigantic Construct, HD 120 (420 hp), AC 6 (Steel 4), SPD 36 mph, MVR -3, ATK 4 x twin 8" guns, 4 x 4" guns, 4 x twin 2-pdr guns, 8 x heavy machine guns, and 8 x 21" torpedo tubes, CP 685/0, WT 10,400 tons

Kaga Aircraft Carrier (UK): Titanic Construct, HD 140 (490 hp), AC 9 (Steel 6), SPD 32 mph, MVR -5, ATK 10 x 8" guns, 8 x twin 5" guns, and 11 x twin 25mm AA guns, AIR 18 x Mitsubishi A6M Zeros, 27 x Aichi D3A, and 27 x Nakajima B5N, CP 1708/0, WT 38,800 tons

1929 A *Farewell to Arms* by Ernest Hemingway, Margery Allingham's *Albert Campion*, Segar's *Popeye the Sailor*, Herge's *Tintin* and Sax Rohmer's *Fu Manchu* all appear, "The Hounds of Tindalos" by Frank Belknap Long, aerial refueling first used, Vatican City sovereignty, "Saint Valentine's Day Massacre" (Chicago), Mother Theresa arrives in Calcutta, inaugural Monaco Grand Prix, Battle of Blood Alley (Sydney, Aus.), Gulag system established (U.S.S.R.), Geneva Convention, *Graf Zeppelin* circumnavigates the Northern Hemisphere, Hebron and Safred massacres, coup in Lithuania, first rocket-powered aircraft Opel RAK.1, Wall Street Crash, color television patented, Byrd flies over the South Pole, car radio invented, National Crime Syndicate

Karabinek wz. 1929 Carbine (Poland): CAL 31, DMG 1d10, ROF 3, SHOTS 5 (Magazine), RNG 1320 ft, WT 9 lb

MAC M1924 "Chatellerault" LMG (France): CAL 30, DMG 2d4, ROF 75, SHOTS 25 (Magazine), RNG 1320 ft, WT 10 lb

Bentley Blower No. 1 Racecar (UK): Large Construct, HD 10 (35 hp), AC 16, SPD 138 mph, ACC 35 mph, MVR +0, CP 1/0, WT 2 tons

Lanchester Armored Car (UK): Huge Construct, HD 23 (81 hp), AC 15, SPD 45 mph, ACC 5 mph, MVR -4, CP 4/0, WT 8 tons

Peugeot 201 Compact (France): Large Construct, HD 8 (28 hp), AC 15, SPD 50 mph, ACC 25 mph, MVR -2, CP 1/3, WT 1 ton

Bristol Bulldog Fighter (UK): Large Construct, HD 9 (32 hp), AC 14, SPD 178 mph, MVR +5, ATK 2 x light machine guns, and 4 x bombs (20 lb), CEILING 29k ft, CLIMB 200 fpr, CP 1/0, WT 1.1 tons

Cessna DC-6 Chief Airliner (USA): Large Construct, HD 8 (28 hp), AC 9, SPD 155 mph, MVR +0, CEILING 16k ft, CLIMB 100 fpr, CP 1/5, WT 0.9 tons

Curtiss B-2 Condor Bomber (USA): Huge Construct, HD 17 (60 hp), AC 7, SPD 132 mph, MVR -1, ATK 6 x light machine guns, and bombs (2500 lb), CEILING 17k ft, CLIMB 140 fpr, CP 5/0, WT 4.7 tons, COST \$44,000

Curtiss P-6 Hawk Fighter (USA): Large Construct, HD 9 (32 hp), AC 21, SPD 204 mph, MVR +6, ATK 2 x light machine guns, CEILING 24k ft, CLIMB 410 fpr, CP 1/0, WT 1.3 tons, COST \$7,500

Junkers K47 Fighter (Germany): Large Construct, HD 9 (32 hp), AC 14, SPD 190 mph, MVR +5, ATK 2 x light machine guns, and bombs (220 lb), CEILING 14k ft, CLIMB 300 fpr, CP 1/0, WT 1.2 tons

Kalinin K-5 Airliner (USSR): Large Construct, HD 10 (35 hp), AC 10, SPD 128 mph, MVR +1, CEILING 16k ft, CLIMB 30 fpr, CP 2/8, WT 1.7 tons

Messerschmitt M24 Airliner (Ger.): Large Construct, HD 10 (35 hp), AC 15, SPD 140 mph, MVR +0, CEILING 18k ft, CLIMB 50 fpr, CP 2/8, WT 1.6 tons

Travel Air Type R Mystery Ship (USA): Large Construct, HD 7 (25 hp), AC 15, SPD 235 mph, MVR +6, CEILING 15k ft, CLIMB 150 fpr, CP 1/0, WT 0.7 t

SS *Bremen* Passenger Liner (Germany): Titanic Construct, HD 140 (490 hp), AC 2, SPD 32 mph, MVR -6, CP unknown/966, WT 51,700 tons

1930

1930-1939

If the good times were rolling in the 1920's, they screeched to a halt by 1929. The 1930's was a return to the grim and gritty, with the Great

Depression in the newspapers and a new breed of tough guy in the pulp magazines. In fact, the 1930's might be the golden age of private eyes. By the end of the decade, though, the world will be embroiled in another world war, and the first of a new breed of super powered adventurer arrives.

Politically speaking, the world experienced the rise of fascism in Italy and Spain, Nazism in Germany and militarism in Japan – all three movements often being termed “totalitarianism”. Eventually, this new (or old, if you consider it little more than a new face for the old idea of tyranny) idea would lead the world into war.

In the United States, the 1930's was the the public enemy era, pitting organized crime and Midwestern bank robbers against the police and the F.B.I. Operatives might be on either side of the war on crime, smuggling alcohol, robbing banks or tracking down the heinous villains who threatened America's peace and prosperity.

Gold in this decade is valued at approx. \$12 per ounce.

Silver in this decade is valued at approx. \$.15 per ounce.

1930 *Gladiator* by Philip Wylie, *Maltese Falcon* by Dashiell Hammett introduces Sam Spade, *The Shadow* appears on radio, *The Strange Case of Peter the Left* by Georges Simenon introduces Jules Maigret, field-effect transistor patented, first cow to fly in a fixed-wing airplane, first frozen foods, Turkestan-Siberia Railway completed, Bureau of Narcotics established (U.S.A.), building of Boulder Dam begins (Nev.), Pluto discovered, Brazilian Revolution, Emperor Haile Selassie crowned (Ethiopia)

Breda 30 LMG (Italy): CAL 26, DMG 2d4, ROF 80, SHOTS 20 (Clip), RNG 2625 ft, WT 23 lb

Erma EMP-35 SMG (Germany): CAL 35, DMG 1d6, ROF 90, SHOTS 32 (Magazine), RNG 490 ft, WT 9 lb

FN M1930 LMG (France): CAL 30, DMG 2d4, ROF 90, SHOTS 20 (Magazine), RNG 2680 ft, WT 20 lb

MG 13 GPMG (Germany): CAL 31, DMG 1d10, ROF 100, SHOTS 25 or 75 (Magazine), RNG 3300 ft, WT 29 lbs

Tokarev TT-30 Semi-Automatic Pistol: CAL 30, DMG 1d6, ROF 15, SHOTS 8 (Magazine), RNG 165 ft, WT 2 lb

Cadillac V-16 Roadster (USA): Large Construct, HD 10 (35 hp), AC 15, SPD 100 mph, ACC 35 mph, MVR +2, CP 1/1, WT 1.5 tons

Opel Blitz Truck (Germany): Huge Construct, HD 20 (70 hp), AC 14, SPD 53 mph, ACC 12 mph, MVR -4, CARGO 2200 lb, CP 1/1, WT 6.4 tons

Packard Eight Full-Size (USA): Large Construct, HD 11 (39 hp), AC 15, SPD 100 mph, ACC 30 mph, MVR -1, CP 1/5, WT 2 tons

Ballanca C-27 Airbus (USA): Huge Construct, HD 13 (46 hp), AC 14, SPD 165 mph, MVR +0, CEILING 22k ft, CLIMB 150 fpr, CP 1/16, CARGO 1.5 tons, WT 3 tons

Consolidated Commodore Seaplane (USA): Huge Construct, HD 18 (63 hp), AC 8, SPD 128 mph, MVR +0, CEILING 10k ft, CLIMB 100 fpr, CP 3/22, WT 5.3 tons

Lockheed Altair (UK): Large Construct, HD 10 (35 hp), AC 15, SPD 207 mph, MVR +3, CEILING 23k ft, CLIMB 120 fpr, CP 1/0, WT 1.6 tons

Vickers Type 143 Fighter (UK): Large Construct, HD 9 (32 hp), AC 20, SPD 150 mph, MVR +5, ATK 2 x light machine guns, CEILING 20k ft, CLIMB 220 fpr, CP 1/0, WT 1.1 tons

1931 *The Public Enemy* released, Dick Tracy appears in comics, Universal releases *Dracula* and *Frankenstein*, cyclotron invented, Nevada legalizes gambling, Second Spanish Republic proclaimed, Castellemarese War ends, Empire State Building completed, Pres. Kemal Atatürk re-elected (Turkey), iron lung perfected, Mukden Incident, Al Capone imprisoned, Chinese Soviet Republic proclaimed

Reibel LMG (France): CAL 30, DMG 2d4, ROF 125, SHOTS 35 or 150 (Magazine), RNG 6000 ft, WT 26 lb

Austin 12/6 Compact (UK): Large Construct, HD 9 (32 hp), AC 15, SPD 65 mph, ACC 20 mph, MVR -2, CP 1/3, WT 1.1 tons

Lincoln Model K 202A Full-Size (USA): Large Construct, HD 12 (42 hp), AC 15, SPD 95 mph, ACC 30 mph, MVR -1, CP 1/5, WT 2.6 tons

MG C-Type Roadster (UK): Large Construct, HD 7 (25 hp), AC 15, SPD 100 mph, ACC 35 mph, MVR +1, CP 1/1, WT 1499 lb

Volvo LV66-70 Truck (Sweden): Huge Construct, HD 21 (74 hp), AC 14, SPD 50 mph, ACC 15 mph, MVR -4, CP 1/1, WT 6.6 tons

Char D2 Tank (France): Gargantuan Construct, HD 41 (144 hp), AC 16 (Steel 1.5), SPD 14 mph, ACC 3 mph, MVR -5, ATK 1 x 47mm gun and 2 x light machine guns, CP 3/0, WT 21.8 tons

T-26 Tank (USSR): Huge Construct, HD 27 (95 hp), AC 15 (Steel 0.5), SPD 19 mph, ACC 4 mph, MVR -4, ATK 1 x 45mm gun and 1 x light machine gun, CP 3/0, WT 21.8 tons

Vickers Medium Tank Mark I (UK): Huge Construct, HD 19 (67 hp), AC 16 (Steel 0.25), SPD 15 mph, ACC 3 mph, MVR -4, ATK 1 x QF 2-inch guns and 6 x medium machine guns, CP 5/0, WT 5.9 tons

Curtiss F9C Sparrowhawk Fighter (USA): Large Construct, HD 9 (32 hp), AC 20, SPD 176 mph, MVR +5, ATK 2 x light machine guns, CEILING 19k ft, CLIMB 280 fpr, CP 1/0, WT 1 ton | Deployed from airships

Hawker Fury Fighter (UK): Large Construct, HD 9 (32 hp), AC 20, SPD 223 mph, MVR +5, ATK 2 x light machine guns, CEILING 29k ft, CLIMB 430 fpr, CP 1/0, WT 1.4 tons

Martin BM Torpedo Bomber (USA): Large Construct, HD 10 (35 hp), AC 16, SPD 146 mph, MVR +1, ATK 2 x light machine guns, and bombs (1,000 lb), CEILING 16k ft, CLIMB 100 fpr, CP 2/0, WT 1.8 tons

Pitcairn PCA-2 Helicopter (USA): Large Construct, HD 9 (32 hp), AC 14, SPD 120 mph, MVR +5, CEILING 15k ft, CLIMB 500 fpr, CP 1/2, WT 1.1 tons

Polikarpov I-5 Fighter (USSR): Large Construct, HD 9 (32 hp), AC 20, SPD 173 mph, MVR +5, ATK 2 x light machine guns, and bombs (40 lb), CEILING 24k ft, CLIMB 250 fpr, CP 1/0, WT 1 ton

USS Akron Airship (USA): Gargantuan Construct, HD 65 (228 hp), AC 2, SPD 58 mph, MVR -3, ATK 7 x light machine guns, CEILING 19k ft, CLIMB 200 fpr, CP 89/0, CARGO 91 tons, WT 63 tons

Borinquen Passenger Liner (USA): Gigantic Construct, HD 120 (420 hp), AC 2, SPD 25 mph, MVR -6, CP unknown/1289, WT 14,200 tons

Condottieri-class Cruiser (Italy): Gigantic Construct, HD 120 (420 hp), AC 2 (Steel 1), SPD 39 mph, MVR -2, ATK 10 x 152mm guns, AIR 4 reconnaissance seaplanes, CP 640/0, WT 11,200 tons

MV Savarona Yacht (USA): Gigantic Construct, HD 110 (385 hp), AC 2, SPD 21 mph, MVR -4, CP 44/34, WT 4,600 tons

1932 *Death in the Afternoon* by Ernest Hemingway, *Scarface* released, *Tarzan the Ape Man* released, *Buck Rogers in the 25th Century* debuts, "The Dreams in the Witch-House" by H.P. Lovecraft, Battle of Shanghai, League of Blood incident, Lindbergh baby kidnapped, scientists split the atom, Pres. Paul Doumer assassinated (France), Amelia Earhart flies across the Atlantic, Chaco War begins, positrons (antimatter) discovered, August Piccard reaches stratosphere in balloon, Soviet famine, Kingdom of Saudi Arabia proclaimed, Pres. Franklin D. Roosevelt elected (U.S.A.)

Enfield Mk II Revolver (UK): CAL 38, DMG 1d6, ROF 4, SHOTS 6 (Cylinder), RNG 40 ft, WT 2 lb

FN Mle D LMG (Belgium): CAL 31, DMG 1d10, ROF 100, SHOTS 20 (Magazine), RNG 2850 ft, WT 20 lb

Type 92 Shiki Kikanju "Woodpecker" HMG (Japan): CAL 30, DMG 1d10, ROF 70, SHOTS 150 (Belt), RNG 2610 ft, WT 122 lb

Alfa Romeo P3 Racecar (UK): Large Construct, HD 7 (25 hp), AC 15, SPD 140 mph, ACC 60 mph, MVR +5, CP 1/0, WT 1545 lb

Ariel Red Hunter Motorcycle (UK): Medium Construct, HD 4 (14 hp), AC 16, SPD 87 mph, ACC 40 mph, MVR +2, CP 1/0, WT 420 lb

Aston Martin Le Mans Roadster (UK): Large Construct, HD 9 (32 hp), AC 15, SPD 85 mph, ACC 30 mph, MVR +1, CP 1/1, WT 1.1 tons

Renault Primastella Compact (France): Large Construct, HD 9 (32 hp), AC 15, SPD 85 mph, ACC 30 mph, MVR -1, CP 1/3, WT 1.3 tons

Rolls-Royce Phantom II Full-Size (UK): Large Construct, HD 11 (39 hp), AC 15, SPD 50 mph, ACC 18 mph, MVR -1, CP 1/5, WT 2 tons

AMR 33 Tank (France): Large Construct, HD 20 (70 hp), AC 16 (Steel 0.5), SPD 34 mph, ACC 7 mph, MVR -4, ATK 1 x light machine gun, CP 2/0, WT 6.1 tons

T-42 Experimental Tank (USSR): Colossal Construct, HD 88 (308 hp), AC 15 (Steel 3), SPD 12 mph, ACC 1 mph, MVR -4, ATK 1 x 107mm guns, 1 x 45mm gun and 5 x light machine guns, CP 15/0, WT 112 tons

Type 92 Heavy Armored Car (Japan): Large Construct, HD 15 (53 hp), AC 17 (Steel 0.5), SPD 25 mph, ACC 7 mph, MVR -4, ATK 2 x light machine guns, CP 3/0, WT 3.9 tons

Boeing P-26 Peashooter Fighter (USA): Large Construct, HD 9 (32 hp), AC 20, SPD 234 mph, MVR +5, ATK 3 x light machine gun, 1 x medium machine gun, and 2 x bombs (100 lb), CEILING 27k ft, CLIMB 120 fpr, CP 1/0, WT 1.1 tons, COST \$10,000

deHavilland DH.82 Tiger Moth Airplane (UK): Large Construct, HD 6 (21 hp), AC 10, SPD 109 mph, MVR +1, CEILING 13k ft, CLIMB 110 fpr, CP 2/0, WT 0.6 tons

Junkers Ju 52/3m g7e Transport (Germany): Huge Construct, HD 22 (77 hp), AC 14, SPD 165 mph, MVR +0, CEILING 18k ft, CLIMB 100 fpr, CP 3/18, WT 7.2 tons

Martin B-10 Bomber (USA): Huge Construct, HD 17 (60 hp), AC 15, SPD 241 mph, MVR +1, ATK 3 x light machine guns, and bombs (6780 lb), CEILING 24k ft, CLIMB 230 fpr, CP 4/0, WT 4.8 tons, COST \$37,600

Mitsubishi B2M Torpedo Bomber (Japan): Large Construct, HD 12 (42 hp), AC 15, SPD 132 mph, MVR +0, ATK 2 x light machine guns, and 1 x 18-inch torpedo, CEILING 14k ft, CLIMB 150 fpr, CP 3/0, WT 2.5 tons

Mitsubishi Ki-20 Bomber (Japan): Gargantuan Construct, HD 36 (126 hp), AC 2, SPD 125 mph, MVR -2, ATK 6 x light machine guns, and bombs (11,000 lb), CEILING 37k ft, CLIMB 550 fpr, CP 10/0, WT 16.4 tons

Nakajima A2N Fighter (Japan): Large Construct, HD 9 (32 hp), AC 8, SPD 182 mph, MVR +5, ATK 2 x light machine guns, CEILING 29k ft, CLIMB 285 fpr, CP 1/0, WT 1.2 tons

Tupolev TB-3 Bomber (USSR): Huge Construct, HD 30 (105 hp), AC 6, SPD 129 mph, MVR -2, ATK 8 x light machine guns, and bombs (4400 lb), CEILING 15k ft, CLIMB 40 fpr, CP 4/0, WT 12.3 tons

HDMY *Dannegrog* Yacht (Denmark): Tremendous Construct, HD 99 (347 hp), AC 2, SPD 16 mph, MVR -3, CP 20/32, WT 1,200 tons

Mercator Sailing Ship (Belgium): Tremendous Construct, HD 99 (347 hp), AC 2, SPD 15 mph, MVR -6, CP 150/0, WT 1,500 tons

1933 Shangri-La described in *Lost Horizon* by James Hilton, *King Kong* premieres, Erle Stanley Gardner's Perry Mason appears, Ralston and Nanovic's Doc Savage appears, *The Unknown Danger* by Gustav Sandgren, Chancellor Adolph Hitler (Germany), Reichstag burns, fascism in Austria, Dachau completed, Japan leaves League of Nations, rebellion in Siam, gold ownership made illegal by private citizens (U.S.A.), Gestapo established (Germany), first sighting of Loch Ness Monster, birth of radio astronomy, Pretty Boy Floyd's Union Station massacre, Wiley Post flies solo around the world in 8½ days, "Machine Gun Kelly" and Albert Bates kidnap Charles Urschel and demand \$200,000 ransom (\$150,000), bomb destroys United Airlines flight, Einstein settles in United States, Dust Bowl in South Dakota, Prohibition ends in U.S.A., cannabis outlawed (U.S.A.), FM radio patented, famine in Ukraine, Mexican Indian Wars end

Maxim M/32-33 LMG (Finland): CAL 31, DMG 1d10, ROF 140, SHOTS 200 (Belt), RNG 6600 ft, WT 5 lb

Austin Ten-Four Roadster (UK): Large Construct, HD 8 (28 hp), AC 15, SPD 65 mph, ACC 25 mph, MVR +0, CP 1/1, WT 1736 lb

Chevrolet Eagle Compact (USA): Large Construct, HD 9 (32 hp), AC 15, SPD 70 mph, ACC 25 mph, MVR -1, CP 1/3, WT 1.3 tons

Harley-Davidson Motorcycle (USA): Medium Construct, HD 4 (14 hp), AC 16, SPD 90 mph, ACC 45 mph, MVR +2, CP 1/0, WT 475 lb

REO Speedwagon Station Wagon (USA): Medium Construct, HD 10 (35 hp), AC 15, SPD 83 mph, ACC 30 mph, MVR -2, CP 1/6, WT 1.5 tons

L3/33 Tankette (Italy): Large Construct, HD 13 (46 hp), AC 17 (Steel 0.5), SPD 26 mph, ACC 5 mph, MVR -4, ATK 1 x light mg, CP 2/0, WT 3 tons

T-28 Tank (USSR): Gargantuan Construct, HD 50 (175 hp), AC 15 (Steel 1), SPD 23 mph, ACC 4 mph, MVR -4, ATK 1 x 76mm gun, and 4 x light machine guns, CP 6/0, WT 30.9 tons

Type 95 Ha-Go Tank (Japan): Huge Construct, HD 22 (77 hp), AC 16 (Steel 0.5), SPD 28 mph, ACC 6 mph, MVR -4, ATK 1 x 37mm gun, and 2 x light machine guns, CP 3/0, WT 7.4 tons

Boeing 247 Airliner (USA): Huge Construct, HD 16 (56 hp), AC 14, SPD 200 mph, MVR +0, CEILING 25k ft, CLIMB 190 fpr, CP 3/10, WT 4.5 tons | Used by Col. Roscoe Turner in his air show

Curtiss A-12 Shrike Bomber (USA): Large Construct, HD 11 (39 hp), AC 16, SPD 177 mph, MVR +1, ATK 5 x light machine guns, and 4 x bombs (120 lb), CEILING 12k ft, CLIMB 200 fpr, CP 2/0, WT 1.9 tons

deHavilland Dragon Airliner (UK): Large Construct, HD 9 (32 hp), AC 7, SPD 128 mph, MVR -2, CEILING 12k ft, CLIMB 100 fpr, CP 1/10, WT 1.2 tons

Hawker Nimrod Fighter (UK): Large Construct, HD 10 (35 hp), AC 14, SPD 194 mph, MVR +5, ATK 2 x light machine guns, and 4 x bombs (20 lb), CEILING 28k ft, CLIMB 200 fpr, CP 1/0, WT 1.6 tons

Deutschland-class Cruiser (Germany): Gigantic Construct, HD 120 (420 hp), AC 3 (Steel 3), SPD 32 mph, MVR -3, ATK 6 x triple 11" guns, 8 x 5.9" guns, and 8 x 21" torpedo tubes, CP 619/0, WT 10,600 tons

USS *Enterprise* Aircraft Carrier (USA): Titanic Construct, HD 130 (455 hp), AC 5 (Steel 4), SPD 37 mph, MVR -5, ATK 8 x 5" guns, 4 x quad 1.1" guns, and 24 x heavy machine guns, AIR 90 aircraft, CP 2217/0, WT 25,500 tons

1934 Hercule Poirot in Agatha Christie's *Murder on the Orient Express*, *The Devil Rides Out* by Dennis Wheatley, Alex Raymond's Flash Gordon appears, Rex Stout's Nero Wolfe, Dashiell Hammet's Nick and Nora Charles appear in *The Thin Man*, attempted coup d'etat against French Third Republic, Japan conquers Manchuria, coup d'etats in Bulgaria and Estonia, dictatorship in Latvia, "Night of the Long Knives" (Germany), Adolf Hitler becomes Führer of Germany, King Alexander assassinated (Yugoslavia), Abyssinian Crisis, Australian Frontier Wars end, Bonnie and Clyde killed by police, the Dust Bowl in Oklaholma, the Great Terror begins in Stalin's U.S.S.R.

Beretta M1934 Pistol (Italy): CAL 38, DMG 1d6, ROF 80, SHOTS 8 (Magazine), RNG 150 ft, WT 2 lb

Bofors 40mm Autocannon (Sweden): CAL 157, DMG 9d6, ROF 20, SHOTS 24 (Magazine), RNG 20,500 ft, WT 4370 lb | Anti-aircraft gun

M19 Maschinengranatwerfer Mortar (Germany): CAL 197, DMG 2d6+1, ROF 20, SHOTS 6 (magazine), RNG 1230 ft, WT 485 lbs

Mendoza C-1934 LMG (Mexico): CAL 30, DMG 1d10, ROF 70, SHOTS 20 (Magazine), RNG 1980 ft, WT 19 lb

Winchester Model 69 Bolt-Action Repeating Rifle (USA): CAL 22, DMG 1d6, ROF 1, SHOTS 5 or 10 (Magazine), RNG 450 ft, WT 5 lb



Buick 50 Full-Size (USA): Large Construct, HD 11 (39 hp), AC 15, SPD 95 mph, ACC 30 mph, MVR -1, CP 1/5, WT 1.9 tons

CBQ Zephyr Deisel Locomotive (USA): Colossal Construct, HD 84 (294 hp), AC 9, SPD 113 mph, ACC 20 mph, MVR -5, CP 2/0, WT 104 tons

Mercedes-Benz 500K Compact (Germany): Large Construct, HD 13 (46 hp), AC 15, SPD 100 mph, ACC 35 mph, MVR -1, CP 1/3, WT 3 tons

Triumph Dolomite Roadster (UK): Large Construct, HD 9 (32 hp), AC 15, SPD 110 mph, ACC 40 mph, MVR +2, CP 1/1, WT 1.1 tons

Volkswagen Kübelwagen Utility (Germany): Large Construct, HD 7 (25 hp), AC 15, SPD 50 mph, ACC 15 mph, MVR -2, CP 1/3, WT 1576 lb



Cruiser Mk II (UK): Huge Construct, HD 35 (123 hp), AC 16 (Steel 1), SPD 16 mph, ACC 3 mph, MVR -4, ATK 1 x 1.6-inch gun, and 2 x light machine guns, CP 5/0, WT 15.8 tons

Panzer II (Germany): Huge Construct, HD 26 (91 hp), AC 15 (Steel 0.5), SPD 25 mph, ACC 5 mph, MVR -4, ATK 1 x 20mm gun, and 1 x light machine gun, CP 3/0, WT 9.8 tons



Aichi D1A Bomber (Japan): Large Construct, HD 10 (35 hp), AC 10, SPD 192 mph, MVR +1, ATK 3 x light machine guns, and 3 x bombs (230 lb), CEILING 23k ft, CLIMB 210 fpr, CP 2/0, WT 1.7 tons

deHavilland DH.88 Comet (UK): Large Construct, HD 10 (35 hp), AC 17, SPD 237 mph, MVR +2, CEILING 19k ft, CLIMB 150 fpr, CP 2/0, WT 1.5 tons

Douglas DC-2 Airliner (USA): Huge Construct, HD 20 (740 hp), AC 13, SPD 210 mph, MVR -1, CEILING 22k ft, CLIMB 170 fpr, CP 3/14, WT 6.2 tons

Handley Page Heyford Bomber (UK): Huge Construct, HD 17 (60 hp), AC 6, SPD 142 mph, MVR -2, ATK 3 x light machine guns, and bombs (2500 lb), CEILING 21k ft, CLIMB 110 fpr, CP 4/0, WT 4.6 tons

Polikarpov I-16 Ishak Fighter (USSR): Large Construct, HD 10 (35 hp), AC 21, SPD 326 mph, MVR +6, ATK 2 x 20mm autocannons, 2 x medium machine guns and bombs (1,100 lb), CEILING 32k ft, CLIMB 480 fpr, CP 1/0, WT 1.6 t

Tupolev ANT-20 Transport (USSR): Gargantuan Construct, HD 51 (179 hp), AC 7, SPD 137 mph, MVR -1, CEILING 14k ft, CLIMB 200 fpr, CP 8/72, CARGO 15 tons, WT 31.4 tons



Mogami-class Cruiser (Japan): Gigantic Construct, HD 120 (420 hp), AC 5 (Steel 4), SPD 43 mph, MVR -2, ATK 5 x triple 155mm guns, 4 x twin 127mm guns, 4 x 40mm AA guns, and 12 x 24" torpedo tubes, AIR 3 x Aichi E16A, CP 850/0, WT 8,500 tons

Pilar Motorboat (USA): Colossal Construct, HD 96 (336 hp), AC 3, SPD 18 mph, MVR -2, CP unknown, WT 164 tons | Hemingway's beloved boat

1935 *Green Hills of Africa* by Ernest Hemingway, *The Circus of Dr. Lao* by Charles G. Finney, John P. Marquand's Mr. Moto appears, Amelia Earhart flies solo from Hawaii to California, Mar Barker and her gang are killed in shootout with F.B.I., first broadly effective antibiotic, Luftwaffe re-instated in violation of Treaty of Versailles (Germany), King Rama VIII crowned (Siam), Harlem Riot, Persia renamed Iran, Dust Bowl in New Mexico, Colorado and Oklaholma, W.P.A. established (U.S.A.), T. H. Lawrence dies, Chaco War ends, first parking meters (OK.), Huey Long killed (U.S.A.), Howard Hughes sets airspeed record of 352 m.p.h. in Hughes H-1 Racer, Hoover Dam dedicated, Second Italo-Abyssinian War begins, Walter Ligget killed in gangland murder (U.S.A.), first flight of Douglas DC-3

Beretta Model 38 SMG (Italy): CAL 35, DMG 1d8, ROF 100, SHOTS 10 to 40 (Magazine), RNG 820 ft, WT 9 lb

Bren LMG (UK): CAL 30, DMG 2d4, ROF 80, SHOTS 100 (Magazine), RNG 1650 ft, WT 23 lb

Browning P-35 Hi-Power Semi-Automatic Pistol (USA): CAL 40, DMG 1d6, ROF 5, SHOTS 13 (Magazine), RNG 130 ft, WT 2 lb

Chiang Kai-shek Bolt-Action Rifle (China): CAL 31, DMG 2d4, ROF 3, SHOTS 5 (Magazine), RNG 1640 ft, WT 9 lb

Mauser Kar 98k Bolt-Action Rifle (Germany): CAL 31, DMG 1d10, ROF 5, SHOTS 5 (Magazine), RNG 1970 ft, WT 8 lb

MG 34 GPMG (Germany): CAL 31, DMG 2d4, ROF 150, SHOTS 50 (Magazine) or 250 (Belt), RNG 11400 ft, WT 27 lb

MG 35 SMG (Germany): CAL 35, DMG 1d6, ROF 90, SHOTS 32 (Magazine), RNG 660 ft, WT 9 lb

PPD-40 SMG (Russia): CAL 30, DMG 1d6, ROF 160, SHOTS 70 (Magazine), RNG 660 ft, WT 7 lb

Walther PPK Semi-Automatic Pistol (Germany): CAL 31, DMG 1d6, ROF 2, SHOTS 8 (Magazine), RNG 75 ft, WT 1 lb



Auburn 851 Speedster Roadster (USA): Large Construct, HD 11 (39 hp), AC 15, SPD 104 mph, ACC 45 mph, MVR +2, CP 1/1, WT 1.9 tons

BMW R-12 Wehrmacht Gespann Motorcycle (Germany): Medium Construct, HD 4 (14 hp), AC 16, SPD 68 mph, ACC 35 mph, MVR +2, CP 1/1, WT 414 lb | Military motorcycle with sidecar

Chevrolet Standard Six Compact (USA): Large Construct, HD 10 (35 hp), AC 15, SPD 70 mph, ACC 25 mph, MVR -1, CP 1/3, WT 1.4 tons

Chevrolet Suburban Carryall Station Wagon (USA): Large Construct, HD 10 (35 hp), AC 15, SPD 85 mph, ACC 25 mph, MVR -2, CP 1/7, WT 1.7 tons

Toyota G1 Truck (Japan): Large Construct, HD 13 (46 hp), AC 15, SPD 50 mph, ACC 15 mph, MVR -4, CP 1/1, CARGO 3000 lb, WT 2.7 tons

Volvo PV 36 Carioca Full-Size (Sweden): Large Construct, HD 10 (35 hp), AC 15, SPD 95 mph, ACC 30 mph, MVR -1, CP 1/5, WT 1.8 tons

Leichter Panzerspähwagen (Germany): Huge Construct, HD 16 (56 hp), AC 16 (Steel 0.5), SPD 50 mph, ACC 10 mph, MVR -4, ATK 1 x 20mm gun, and 1 x light machine gun, CP 4/0, WT 4.4 tons

M-2 Light Tank (USA): Huge Construct, HD 31 (109 hp), AC 16 (Steel 1), SPD 36 mph, ACC 7 mph, MVR -4, ATK 1 x 37mm gun, and 5 x light machine guns, CP 4/0, WT 12.8 tons

T-35 Tank (USSR): Gargantuan Construct, HD 59 (207 hp), AC 13 (Steel 1), SPD 19 mph, ACC 5 mph, MVR -4, ATK 1 x 76mm gun, 2 x 45mm guns, and 6 x light machine guns, CP 11/0, WT 49.6 tons

Gloster Gladiator Fighter (UK): Large Construct, HD 10 (35 hp), AC 20, SPD 253 mph, MVR +5, ATK 2 x medium machine guns and 2 x light machine guns, CEILING 33k ft, CLIMB 380 fpr, CP 1/0, WT 1.6 tons

Gyroplane Laboratoire (France): Large Construct, HD 10 (35 hp), AC 12, SPD 75 mph, MVR +3, CEILING 518 ft, CLIMB 100 fpr, CP 1/0, WT 1.6 tons

Heinkel He 111 Bomber (Germany): Huge Construct, HD 26 (91 hp), AC 14, SPD 273 mph, MVR +0, ATK 6 x light machine guns, 1 x medium machine gun, and bombs (4400 lb), CEILING 21k ft, CLIMB 140 fpr, CP 5/0, WT 9.6 t

Hughes H-1 Racer Airliner (USA): Large Construct, HD 10 (35 hp), AC 18, SPD 352 mph, MVR +3, CEILING 14k ft, CLIMB 250 fpr, CP 1/0, WT 1.8 tons

Kawasaki Ki-10 Fighter (Japan): Large Construct, HD 10 (35 hp), AC 15, SPD 249 mph, MVR +6, ATK 2 x light machine guns, CEILING 38k ft, CLIMB 550 fpr, CP 1/0, WT 1.5 tons

Lockheed Model 10 Electra Airliner (USA): Huge Construct, HD 14 (49 hp), AC 14, SPD 202 mph, MVR +0, CEILING 19k ft, CLIMB 160 fpr, CP 2/10, WT 3.2 tons

Mitsubishi G3M Rikko Bomber (Japan): Huge Construct, HD 18 (63 hp), AC 15, SPD 233 mph, MVR +1, ATK 4 x light machine guns, 1 x medium machine gun, and bombs (1800 lb) or torpedo, CEILING 30k ft, CLIMB 200 fpr, CP 7/0, WT 5.5 tons

Taylor J-2 Cub Airplane (USA): Large Construct, HD 5 (18 hp), AC 9, SPD 87 mph, MVR +0, CEILING 12k ft, CLIMB 100 fpr, CP 1/1, WT 0.3 tons

1936 *Raiders of the Lost Ark* set in this year, *At the Mountains of Madness*, *Shadows over Innsmouth* and *Out of Time* by H.P.

Lovecraft, *The Dark Frontier* by Eric Ambler predicts nuclear weapons, *Gangbusters* and *Green Hornet* debut on radio, first synthetic radioactive element, *The Phantom* premieres in newspapers, Nazi Germany reoccupies the Rhineland, Arab revolt in the Levant, Italy annexes Ethiopia, first helicopter Focke-Wulf Fw 61 makes maiden flight, Spanish Civil War begins, Pres. Franklin D. Roosevelt re-elected, King Edward VIII abdicates throne, King George VI is crowned (U.K.), Xi'an Incident (China), sunblock appears, BBC television service begins broadcasting

AVS-36 Automatic Rifle (Russia): CAL 22, DMG 2d4, ROF 130, SHOTS 15 (Magazine), RNG 2610 ft, WT 10 lb

MAS-36 Bolt-Action Rifle (France): CAL 30, DMG 2d4, ROF 3, SHOTS 5 (Magazine), RNG 1125 ft, WT 8 lb

ShVAK Autocannon (Russia): CAL 79, DMG 4d6, ROF 130, SHOTS 120 or 180 (Magazine), RNG 6600 ft, WT 88 lb

Springfield M1 Garand Rifle (USA): CAL 30, DMG 1d10, ROF 8, SHOTS 8 (Magazine), RNG 1500 ft, WT 10 lb

Type 96 LMG (Japan): CAL 26, DMG 1d8, ROF 90, SHOTS 30 (Magazine), RNG 1800 ft, WT 8 lb

Winchester Model 70 Safari Express Rifle (USA): CAL 46, DMG 1d12, ROF 1, SHOTS 3 (Magazine), RNG 1200 ft, WT 8 lb

Buick Roadmaster Full-Size (USA): Large Construct, HD 11 (39 hp), AC 15, SPD 102 mph, ACC 30 mph, MVR -1, CP 1/5, WT 2 tons

Chevrolet 1/2 Ton Pickup (USA): Large Construct, HD 10 (35 hp), AC 15, SPD 85 mph, ACC 25 mph, MVR -1, CP 1/1, CARGO 1200 lb, WT 1.5 tons

Fiat 500 Topolino Subcompact (Italy): Large Construct, HD 6 (21 hp), AC 15, SPD 53 mph, ACC 20 mph, MVR -2, CP 1/1, WT 1212 lb

Jaguar SS 100 Sport Roadster (UK): Large Construct, HD 8 (28 hp), AC 15, SPD 100 mph, ACC 35 mph, MVR +2, CP 1/1, WT 1800 lb

Mercedes-Benz 540K Full-Size (Germany): Large Construct, HD 13 (46 hp), AC 15, SPD 110 mph, ACC 35 mph, MVR -1, CP 1/5, WT 3 tons

MG T-Type Midget Roadster (UK): Large Construct, HD 8 (28 hp), AC 15, SPD 80 mph, ACC 30 mph, MVR +1, CP 1/1, WT 1847 lb

Toyota AA Compact (Japan): Large Construct, HD 10 (35 hp), AC 15, SPD 62 mph, ACC 20 mph, MVR -2, CP 1/3, WT 1.7 tons

Vincent Rapide Motorcycle (UK): Medium Construct, HD 4 (14 hp), AC 16, SPD 110 mph, ACC 55 mph, MVR +4, CP 1/0, WT 458 lb

Douglas DC-3 Airliner (USA): Huge Construct, HD 24 (84 hp), AC 14, SPD 230 mph, MVR +0, CEILING 23k ft, CLIMB 190 fpr, CP 2/32, WT 8.4 tons

Fairey Swordfish Bomber (UK): Large Construct, HD 11 (39 hp), AC 15, SPD 143 mph, MVR +0, ATK 2 x medium machine guns, and 1 x 21-inch torpedo, CEILING 16k ft, CLIMB 145 fpr, CP 3/0, WT 2.1 tons

Focke-Wulf Fw 61 (Germany): Large Construct, HD 8 (28 hp), AC 18, SPD 70 mph, MVR +3, CEILING 11k ft, CLIMB 115 fpr, CP 1/0, WT 0.9 tons

Ilyushin DB-3 Bomber (USSR): Huge Construct, HD 19 (67 hp), AC 14, SPD 273 mph, MVR +0, ATK 3 x medium machine guns, 1 x 20mm autocannon, and bombs (5500 lb), CEILING 31k ft, CLIMB 230 fpr, CP 3/0, WT 5.5 tons

Junkers Ju 87 Stuka Bomber (Germany): Large Construct, HD 14 (49 hp), AC 13, SPD 373 mph, MVR +1, ATK 3 x light machine guns, and 4 x bombs (110 lb), CEILING 27k ft, CLIMB 130 fpr, CP 2/0, WT 3.5 tons

LZ 129 *Hindenberg* Airship (Germany): Colossal Construct, HD 78 (273 hp), AC 2, SPD 85 mph, MVR -4, CEILING 10k ft, CLIMB 100 fpr, CP 40/72, CARGO 113 tons, WT 90 tons

Mitsubishi A5M Fighter (Japan): Large Construct, HD 9 (32 hp), AC 21, SPD 273 mph, MVR +6, ATK 2 x light machine guns, CEILING 32k ft, CLIMB 450 fpr, CP 1/0, WT 1.3 tons

Short Empire Seaplane (UK): Gargantuan Construct, HD 29 (102 hp), AC 14, SPD 200 mph, MVR +2, CEILING 20k ft, CLIMB 120 fpr, CP 5/17, CARGO 2.2 tons, WT 11.8 tons

1937 *The Anointed* by Clyde Brion, *To Have and Have Not* by Ernest Hemingway, Howard Hughes flies from Los Angeles to New York City in 7 hours, 28 minutes, 25 seconds, nylon patented, first successful flying car the *Aeromobile* makes maiden flight, *Hindenberg* disaster, P.M. Neville Chamberlain (U.K.), first sighting of White River Monster, Amelia Earhart vanishes over Pacific Ocean, Spam introduced, Sino-Japanese War, Great Purge begins (U.S.S.R.), Jimmie Angel lands plane on Devil's Mountain, Japanese bombers sink USS *Panay*, walkie-talkies invented

Beretta M1935 Pistol (Italy): CAL 32, DMG 1d6, ROF 10, SHOTS 8 (Magazine), RNG 150 ft, WT 2 lb

Berezin UB MMG (Russia): CAL 51, DMG 2d4, ROF 170, SHOTS 250 (Belt), RNG 18000 ft, WT 47 lb

Boyes Stanchion Anti-Tank Rifle (UK): CAL 55, DMG 1d20, ROF 2, SHOTS 5 (Magazine), RNG 300 ft, WT 33 lb

Breda M37 HMG (Italy): CAL 31, DMG 2d6, ROF 70, SHOTS 50 (Belt), RNG 3300 ft, WT 39 lb

Fiat-Revelli M1935 HMG (Italy): CAL 31, DMG 2d4+1, ROF 100, SHOTS 100 (Belt), RNG 3300 ft, WT 37 lb

Ithaca Model 37 Stakeout Shotgun (USA): CAL 72, DMG 3d4, ROF 2, SHOTS 4 (Magazine), RNG 60 ft, WT 7 lb | Military and police versions

Ordnance SBML 2-inch Mortar (UK): CAL 200, DMG 2d8, ROF 1, SHOTS 1, RNG 1500 ft, WT 11 lb

Type 97 Anti-Tank Rifle (Japan): CAL 79, DMG 5d6, ROF 2, SHOTS 15 (Magazine), RNG 2950 ft, WT 110 lb

Type 97 LMG (Japan): CAL 30, DMG 2d4, ROF 80, SHOTS 20 (Magazine), RNG 1770 ft, WT 27 lb

Cadillac Sixty Special Full-Size (USA): Large Construct, HD 11 (39 hp), AC 15, SPD 90 mph, ACC 30 mph, MVR -1, CP 1/5, WT 2.1 tons

Ford Coupe (USA): Large Construct, HD 9 (32 hp), AC 15, SPD 86 mph, ACC 30 mph, MVR +0, CP 1/3, WT 1.1 tons

Lincoln Zephyr Roadster (USA): Large Construct, HD 10 (35 hp), AC 15, SPD 90 mph, ACC 40 mph, MVR +2, CP 1/1, WT 1.6 tons

M1 Combat Car (USA): Huge Construct, HD 26 (91 hp), AC 15 (Steel 0.5), SPD 45 mph, ACC 9 mph, MVR -4, ATK 1 x heavy machine gun, and 1 x light machine gun, CP 4/0, WT 9.4 tons

M3 Scout Car (USA): Huge Construct, HD 16 (56 hp), AC 16 (Steel 0.5), SPD 55 mph, ACC 11 mph, MVR -4, ATK 1 x heavy machine gun, and 1 x light machine gun, CP 1/7, WT 4.5 tons

Armstrong Whitworth Whitley Bomber (UK): Huge Construct, HD 26 (91 hp), AC 10, SPD 230 mph, MVR -1, ATK 4 x light machine gun, 1 x medium machine gun, and 12 x bombs (250 lb), CEILING 26k ft, CLIMB 130 fpr, CP 5/0, WT 9.7 tons

Beechcraft Model 18 Twin Beech Airplane (USA): Large Construct, HD 13 (46 hp), AC 18, SPD 225 mph, MVR +3, CEILING 26k ft, CLIMB 310 fpr, CP 2/6, WT 3.1 tons; COST \$55,000

Douglas TBD Devastator Bomber (USA): Large Construct, HD 13 (46 hp), AC 15, SPD 206 mph, MVR +0, ATK 1 x heavy machine gun, 1 x light machine gun, and 12 x bombs (100) or 1 x 22.5-inch torpedo, CEILING 19k ft, CLIMB 120 fpr, CP 3/0, WT 2.8 tons

Handley Page H.P. 54 Harrow Seaplane (UK): Huge Construct, HD 21 (74 hp), AC 11, SPD 200 mph, MVR +2, ATK 4 x light machine guns, and bombs (3000 lb), CEILING 23k ft, CLIMB 120 fpr, CP 5/20, WT 6.8 tons

Hawker Hurricane Fighter (UK): Large Construct, HD 13 (46 hp), AC 20, SPD 340 mph, MVR +5, ATK 4 x 20mm autocannons, and 2 x bombs (500 lb), CEILING 36k ft, CLIMB 460 fpr, CP 1/0, WT 2.9 tons

Lockheed Model 14 Super Electra Airliner (USA): Huge Construct, HD 18 (63 hp), AC 11, SPD 250 mph, MVR +1, CEILING 24k ft, CLIMB 250 fpr, CP 2/14, WT 5.4 tons

Messerschmitt Bf 109 Fighter (Germany): Large Construct, HD 13 (46 hp), AC 21, SPD 398 mph, MVR +6, ATK 2 x heavy mg, 1 x 20mm autocannon, 1 x bomb (550 lb), CEILING 39k ft, CLIMB 560 fpr, CP 1/0, WT 2.9 tons

Nakajima Ki-27 Fighter (Japan): Large Construct, HD 9 (32 hp), AC 20, SPD 275 mph, MVR +5, ATK 2 x light machine gun, and bombs (220 lb), CEILING 33k ft, CLIMB 500 fpr, CP 1/0, WT 1.3 tons

Brooklyn-class Cruiser (USA): Gigantic Construct, HD 120 (420 hp), AC 8 (Steel 5), SPD 37 mph, MVR -2, ATK 5 x triple 6" guns, 8 x 5" guns, and 8 x heavy machine guns, AIR 4 x seaplanes, CP 868/0, WT 9,800 tons

1938 *Out of the Silent Planet* by C.S. Lewis, *Angels with Dirty Faces* premiers, Superman first appears, brilliant aurora borealis visible as far south as Gibraltar, oil discovered in Saudi Arabia, German troops occupy Austria, P.M. Edouard Daladier (France), House Un-American Activities Committee established to deal with Nazis (U.S.A.), world speed record for steam locomotive 125.9 m.p.h., Howard Hughes flies around world in 91 hours, Wrong Way Corrigan's famous flight, Hitler annexes Austria, Chamberlain declares "Peace in our time", Japan overruns Canton (China), Welles' *War of the Worlds* broadcast, Kristallnacht (Germany), Halifax Slasher's first attack, leader of fascist Iron Guard murdered (Romania), nuclear fision of Uranium discovered beginning Atomic Age, Walther P-38 pistol introduced, Volkswagen Beetle introduced

DShK Model 1938 HMG (Russia): CAL 50, DMG 1d20, ROF 100, SHOTS 50 (Belt), RNG 6300 ft, WT 75 lb

Hotchkiss 25mm AAG (France): CAL 98, DMG 7d6, ROF 18, SHOTS 15 (Magazine), RNG 22,300 ft, WT 2,500 lb

Panzerbuchse 38 Anti-Tank Rifle (Germany): CAL 31, DMG 1d12, ROF 2, SHOTS 1, RNG 1641 ft, WT 28 lb

Tokarev SVT-38 Semi-Automatic Rifle (Russia): CAL 22, DMG 2d4, ROF 4, SHOTS 10 (Magazine), RNG 1650 ft, WT 9 lb

Walther P-38 Semi-Automatic Pistol (Germany): CAL 35, DMG 1d6, ROF 6, SHOTS 8 (Magazine), RNG 80 ft, WT 2 lb

BMW R68 Motorcycle (Germany): Medium Construct, HD 4 (14 hp), AC 16, SPD 105 mph, ACC 55 mph, MVR +4, CP 1/0, WT 419 lb

Bugatti Type 57 Roadster (France): Large Construct, HD 9 (32 hp), AC 15, SPD 115 mph, ACC 45 mph, MVR +2, CP 1/1, WT 1.1 tons

Ford E83W Truck (USA): Large Construct, HD 8 (28 hp), AC 15, SPD 40 mph, ACC 15 mph, MVR -4, CP 1/1, CARGO 1000 lb, WT 1 ton

Rolls-Royce Wraith Full-Size (UK): Large Construct, HD 11 (39 hp), AC 15, SPD 85 mph, ACC 30 mph, MVR -1, CP 1/5, WT 1.9 tons

Volkswagen Beetle Type 1 Compact (Germany): Large Construct, HD 8 (28 hp), AC 15, SPD 72 mph, ACC 30 mph, MVR -2, CP 1/3, WT 1970 lb

Cruiser Mk III Tank (UK): Huge Construct, HD 33 (116 hp), AC 15 (Steel 0.5), SPD 30 mph, ACC 6 mph, MVR -4, ATK 1 x 40mm guns, and 1 x light machine gun, CP 4/0, WT 14 tons

M2 Half-Track (USA): Huge Construct, HD 26 (91 hp), AC 15 (Steel 0.25), SPD 45 mph, ACC 10 mph, MVR -4, ATK 1 x heavy machine gun, CP 2/7, WT 9.9 tons

T-100 Tank (USSR): Gargantuan Construct, HD 63 (221 hp), AC 15 (Steel 2), SPD 22 mph, ACC 4 mph, MVR -5, ATK 1 x 76mm gun, 1 x 45mm gun, 4 x light machine guns, CP 8/0, WT 58 tons

Type 98 Ke-Ni Tank (Japan): Huge Construct, HD 22 (77 hp), AC 16 (Steel 0.5), SPD 31 mph, ACC 6 mph, MVR -4, ATK 1 x 37mm gun, and 1 x light machine gun, CP 3/0, WT 7.2 tons

Boeing B-17 Flying Fortress Bomber (USA): Gargantuan Construct, HD 38 (133 hp), AC 12, SPD 287 mph, MVR +0, ATK 13 x heavy machine guns, and bombs (8000 lb), CEILING 35k ft, CLIMB 150 fpr, CP 10/0, WT 18 tons

Curtiss P-40 Warhawk Fighter (USA): Large Construct, HD 13 (46 hp), AC 20, SPD 360 mph, MVR +5, ATK 6 x heavy machine guns, and bombs (1,000 lb), CEILING 29k ft, CLIMB 350 fpr, CP 1/0, WT 3 tons

Curtiss SBC Helldiver Bomber (USA): Large Construct, HD 11 (39 hp), AC 16, SPD 234 mph, MVR +1, ATK 2 x light machine guns, and 1 x bomb (1,000 lb), CEILING 24k ft, CLIMB 270 fpr, CP 2/0, WT 2.3 tons

Douglas DC-4E Airliner (USA): Garg. Construct, HD 41 (144 hp), AC 11, SPD 245 mph, MVR +0, CEILING 23k ft, CLIMB 200 fpr, CP 3/42, WT 21.3 tons

Piper J-3 Cub Airplane (USA): Large Construct, HD 5 (18 hp), AC 15, SPD 87 mph, MVR +0, CEILING 11k ft, CLIMB 75 fpr, CP 1/1, WT 0.4 tons

Supermarine Spitfire Fighter (UK): Large Construct, HD 12 (42 hp), AC 21, SPD 595 mph, MVR +6, ATK 2 x 20mm autocannons, and 4 x light machine guns, CEILING 36k ft, CLIMB 430 fpr, CP 1/0, WT 2.5 tons

Black Swan-class Corvette (UK): Tremendous Construct, HD 99 (347 hp), AC 3 (Steel 1), SPD 22 mph, MVR -1, ATK 3 x twin 4" AA guns, 4 x 40mm AA autocannons, 4 x heavy machine guns, and 40 depth charges, CP 180/0, WT 1250 tons

1939 *The Big Sleep* by Raymond Chandler introduces Philip Marlowe, Hewlett-Packard founded, Francisco Franco comes to power in Spain, King Faisal II (Iraq), Slovak-Hungarian War ends, Italy invades Albania, New York World's Fair opens, Batman makes first appearance in comic books, Pan-Am begins transatlantic flights, Tientsin incident, last public guillotining (France), Siam changes name to Thailand, Molotov-Ribbentrop pact signed, first turbojet-powered jet Heinkel He 178 takes maiden flight, Germany invades Poland, World War II begins, u-boats sink SS *Athenia*, HMS *Courageous*

and HMS *Royal Oak*, Soviet Union invades Poland, Stewart Menzies appointed head of MI6, Soviet Union invades Finland

Arisaka Type 99 LMG (Japan): CAL 30, DMG 2d4, ROF 150, SHOTS 30 (Magazine), RNG 1320 ft, WT 23 lb

BSA Welrod "Assassin's Pistol" Silenced Pistol (UK): CAL 35, DMG 1d6, ROF 1, SHOTS 9 (Magazine), RNG 40 ft, WT 3 lb

DS-39 MMG (Russia): CAL 30, DMG 1d10, ROF 200, SHOTS 250 (Belt), RNG 3280 ft, WT 32 lb

MP 40 SMG (Germany): CAL 35, DMG 1d6, ROF 80, SHOTS 32 (Magazine), RNG 330 ft, WT 9 lb

Oerlikon 20mm Autocannon (Switzerland): CAL 79, DMG 5d6, ROF 75, SHOTS 100 (Belt), RNG 3000 ft, WT 150 lb | Anti-aircraft

Pistolet Mitrailleur MAS Modele 38 SMG (France): CAL 22, DMG 1d6, ROF 100, SHOTS 32 (Magazine), RNG 300 ft, WT 6 lb

Type 97 20mm Anti-Tank Rifle (Japan): CAL 79, DMG 3d8, ROF 1, SHOTS 7 (Magazine), RNG 900 ft, WT 114 lb

Bedford OB Bus (UK): Huge Construct, HD 22 (77 hp), AC 14, SPD 40 mph, ACC 10 mph, MVR -5, CP 1/29, WT 7.2 tons

Bentley Mark V Compact (UK): Large Construct, HD 9 (32 hp), AC 15, SPD 97 mph, ACC 35 mph, MVR +0, CP 1/3, WT 1.2 tons

Chevrolet 1/2 Ton Streamliner "Woody" (USA): Large Construct, HD 10 (35 hp), AC 15, SPD 85 mph, ACC 30 mph, MVR +1, CP 1/7, WT 1.5 tons

Ford DeLuxe Coupe Roadster (USA): Large Construct, HD 9 (32 hp), AC 15, SPD 87 mph, ACC 35 mph, MVR +1, CP 1/1, WT 1.4 tons

Lincoln Continental Full-Size (USA): Large Construct, HD 11 (39 hp), AC 15, SPD 115 mph, ACC 40 mph, MVR -1, CP 1/5, WT 2 tons

Royal Enfield WD/RE Scooter (UK): Medium Construct, HD 1 (4 hp), AC 16, SPD 45 mph, ACC 10 mph, MVR +1, CP 1/0, WT 130 lb

Fiat M11/39 Tank (Italy): Huge Construct, HD 30 (105 hp), AC 16 (Steel 1), SPD 20 mph, ACC 4 mph, MVR -4, ATK 1 x 37mm gun, and 2 x light machine guns, CP 3/0, WT 12.3 tons

Kliment Voroshilov Tank (USSR): Gargantuan Construct, HD 59 (207 hp), AC 18 (Steel 3.5), SPD 22 mph, ACC 4 mph, MVR -4, ATK 1 x 76mm gun, and 4 x light machine guns, CP 5/0, WT 49.6 tons

Panzer IV Tank (Germany): Gargantuan Construct, HD 47 (165 hp), AC 20 (Steel 3.5), SPD 26 mph, ACC 5 mph, MVR -4, ATK 1 x 75mm gun, and 2 x light machine guns, CP 5/0, WT 27.6 tons

Sd.Kfz 250 Armored Car (Germany): Huge Construct, HD 20 (70 hp), AC 16 (Steel 0.5), SPD 47 mph, ACC 10 mph, MVR -4, ATK 2 x light machine guns, CP 2/4, WT 6.4 tons

Boeing 314 Clipper Seaplane (USA): Gargantuan Construct, HD 44 (154 hp), AC 13, SPD 210 mph, MVR +1, CEILING 19k ft, CLIMB 250 fpr, CP 11/74, WT 24.2 tons

Brewster F2A Buffalo (USA): Large Construct, HD 12 (42 hp), AC 20, SPD 321 mph, MVR +5, CEILING 33k ft, CLIMB 410 fpr, CP 1/0, WT 2.4 tons

Junkers Ju 88 Bomber (Germany): Huge Construct, HD 18 (63 hp), AC 15, SPD 317 mph, MVR +1, ATK 5 x light machine guns, and bombs (3,100 lb), CEILING 30k ft, CLIMB 130 fpr, CP 4/0, WT 5 tons

Lisunov Li-2 Bomber (USSR): Huge Construct, HD 25 (88 hp), AC 14, SPD 186 mph, MVR +0, ATK 3 x light machine guns, 1 x heavy machine gun, and bombs (4,400 lb), CEILING 25k ft, CLIMB 200 fpr, CP 6/24, WT 8.7 tons

Admiral Hipper-class Cruiser (Germany): Gigantic Construct, HD 120 (420 hp), AC 3 (Steel 3), SPD 37 mph, MVR -2, ATK 8 x 8" guns, 12 x 4.1" guns, 12 x 1.5" guns, 8 x medium machine guns, and 6 x 21" torpedo tubes, AIR 3 x Arado Ar 196A-3, CP 1372/0, WT 15,900 tons

MS *St. Louis* Passenger Liner (Germany): Titanic Construct, HD 130 (455 hp), AC 2, SPD 18 mph, MVR -6, CP unknown/973, WT 16,700 tons | Undertook the unsuccessful "Voyage of the Damned" to deliver people from persecution by the Nazis

Scharnhorst-class Battleship (Germany): Titanic Construct, HD 130 (455 hp), AC 25 (Steel 14), SPD 35 mph, MVR -5, ATK 9 x 280mm guns, 12 x 150mm guns, 14 x 4.1" guns, 16 x 37mm, 10 x 20mm, and 6 x 21" torpedo tubes, AIR 3 x Arado Ar 196A-3, CP 1669/0, WT 32,100 tons



MEN & MONSTERS

Fearsome Foes to Fight and Conquer

GRIT & VIGOR is about conflict, and while that conflict could be against nature or one's own moral or ethical values, it often pits a character against a creature. These creatures might be human, animals or even monsters.

Creatures are assigned a number of statistics to help Venture Masters adjudicate encounters and combat. Creatures are rated by their size, intellect, physical power and by the many things they can do, from supernatural powers like flight or invisibility, to physical abilities like swallowing people whole.

Creature Size

A creature's size is defined as follows:

Size	Length or Height
Tiny	Up to 1 foot
Small	2 to 4 feet
Medium	5 to 9 feet
Large	10 to 21 feet
Huge	22 or more feet

Creatures have a tactical advantage (see Rules of Play: Combat) over opponents that are one size smaller than they are, but lose that advantage if their opponent is more than one size smaller than they.

Creature Type

Creatures are given a general classification based on a number of shared characteristics. Some of these creature types provide different special defenses for creatures, so it is important to make note of them.

Aberration: Aberrations are creatures that defy description. They are unearthly creatures with alien minds and grotesque forms. Aberrations have darkvision to a range of 60 feet.

Animal: Animals are the normal beasts that walk the world today or in the past, as well as giant versions of these creatures. Most animals have darkvision to a range of 30 feet. They never have more than animal intelligence, and are always Neutral in alignment.

Construct: A construct is an animated object or artificially constructed creature. Constructs are immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, psychic phenomena, ability damage and drain and energy damage and drain. They do not need to eat, sleep or breathe. Constructs can be repaired using the Chemistry, Mechanics or Electronics tasks.

Dragon: Dragons are reptilian horrors that walk on two or four legs and usually have wings and a host of supernatural powers. They have darkvision to a range of 120 feet and are immune to magical sleep effects and paralysis effects.

Elemental: Elementals are bizarre entities formed from inanimate materials or energy. They are immune to poison, sleep effects, disease and paralysis. Elementals have darkvision to 60 feet and do not eat, sleep or breathe.

Fey: The fey are supernatural beings, usually humanoid (and usually either grotesque or incredibly beautiful) that are tied to the natural world. Fey can usually use supernatural phenomena. The fey have darkvision to a range of 60 feet.

Giant: Giants are humanoids grown to unnatural size. They have darkvision to a range of 60 feet.

Humanoid: Humanoids include humans and human-like creatures. Humanoids other than humans might have darkvision, rarely to a range beyond 60 feet.

Magical Beast: Magical beasts are animals drawn from folklore and fairy tales. They are often more intelligent than animals and almost always have wondrous powers at their disposal. Magical beasts have darkvision to 60 feet.

Monstrous Humanoid: Monstrous humanoids are humanoids with an especially monstrous appearance. They usually have supernatural powers. Monstrous humanoids all have darkvision to a range of 60 feet.

Ooze: Oozes are protoplasmic things that creep and slink along the ground, wall or ceiling. As mindless creatures, they are immune to all mind-affecting effects. Oozes are immune to poison, sleep effects, paralysis, polymorph and stunning attacks. Oozes eat and breathe, but they do not sleep.

Outsider: Outsiders are creatures that come from beyond the mortal world which we and our fictional adventurers call home. They include angels, devils and demons. Outsiders have darkvision to a range of 60 feet. Outsiders breathe, but do not eat or sleep, unless they wish.

Plant: Plant monsters are plants with the ability to move. Most are mindless predators. Most plant monsters can sense things within 60 feet. Plants breathe and eat, but do not sleep. They are immune to poison, sleep, paralysis and stunning.

Undead: The undead category includes corpses re-animated by dark magic and the spirits of deceased creatures that still haunt the world. The undead are immune to illusions and mind-affecting effects, poison, sleep effects, paralysis, disease, stunning attacks and death effects. They are also immune to ability damage and drain and to energy damage and drain, as well as fatigue. The undead do not breathe, eat (except for ghouls and vampires) or sleep.

Vermin: Vermin are animals of the lowest orders, such as insects. They are usually mindless, and thus immune to mind-affecting effects. They have darkvision to a range of 60 feet.

Creature Intelligence

A creature's intelligence rating is there to help VM's role play creatures and determine the tactics they employ in combat.

Rating	Intelligence
Non-Intelligent	0
Animal intelligence	1-2
Low intelligence	3-8
Average intelligence	9-12
High intelligence	13-18
Super intelligence	19+

"Whoever fights monsters should see to it that in the process he does not become a monster." – Friedrich Nietzsche

Other Statistics

HIT DICE (HD): This is the number of d6 the creature rolls for hit points (although sometimes a different dice type is indicated) and the creature's attack bonus. A creature with 6 Hit Dice, for example, would roll 6d6 for hit points and would attack with a +6 bonus to its attack roll. A creature with "0 HD" rolls 1d4 for hit points and adds nothing to its attack roll.

MOVEMENT (MV): This is the number of feet per round the creature can move at normal walking speed, followed by the creature's sprint speed. Other forms of movement are listed after the base land speed.

ARMOR CLASS (AC): A creature's Armor Class is the number needed to hit it in combat. If the creature's Armor Class is derived from armor, the type of armor typically worn is listed.

If the AC value is followed by [Silver], it means the creature can only be hit by silver or magic weapons. Lesser weapons cannot penetrate the creature's skin or hide, and thus cannot harm it. Especially heavy objects, or artillery shells, however, can harm them, dealing half damage.

ATTACKS (ATK): This is the number and type of attacks the creature can make each round on its turn, along with the damage these attacks inflict.

SAVING THROWS (SV): These are the creature's saving throw values. They work just as a character's saving throw values work. If the creature has special bonuses to their saving throws, these are listed here as well.

Special Attacks and Abilities

Ability Damage: Ability damage is deducted from an ability score, rather than hit points. Ability damage is not permanent. Lost ability score points return at the rate of one point per day. A character reduced to 0 points of any ability score dies.

Ability Drain: Ability drain is like ability damage, except that it is permanent, is reversed only by supernatural means.

Alertness: If the creature is surprised, they may attempt a Will saving throw to negate the effects.

Blindsight: A creature with blindsight can sense creatures and objects around it without actually seeing them.

Breath Weapon: A breath weapon is expelled from a creature's mouth in place of a normal attack. The breath weapon may be a line, cone or gaseous cloud. All creatures within the area of effect suffer the effects of the breath weapon. A Reflex saving throw can be made to negate the effect or halve the damage.

Constrict: A creature that can constrict usually does so with a tail or tentacle attack. When this attack is successful, the victim must pass a Fortitude saving throw or be squeezed for automatic damage from the source of the constriction each round it remains in the creature's grasp. The victim can escape with an Escape Bonds task check or a grapple attack. While a creature uses an appendage to constrict it cannot make other attacks with that appendage.

Darkvision: This is the ability to see in complete darkness.

Disease: The creature can infect victims with a specific or random disease with an attack.

Energy Drain: The creature can drain the very life energy of its victims. Each point of energy drain reduces the victim's level or Hit Dice by one (or more). If the victim has experience levels, their XP total is reduced to the minimum amount for their new level. This is permanent, and can only be reversed by some supernatural powers.

Immune: A creature that is immune to an attack form is completely unaffected by that attack form (i.e. suffers no ill effects from it, including damage) and need not save against it.

Incorporeal: An incorporeal creature appears as a ghost to people on the "Material Plane". Incorporeal creatures can move through solid matter and can only be harmed by creatures on the Material Plane when they use silver weapons and some supernatural powers. Silver weapons only inflict half normal damage against incorporeal creatures. Incorporeal undead can also be harmed by holy water.

Poison: The creature can inject its victims with poison. The type of poison is listed in the creature description.

Powers: The creature is capable of using the listed supernatural powers or spells as innate abilities.

Power Resistance: Power resistance protects a creature from psychic powers and magic spells. This is a protection beyond and in addition to saving throws. When a power is directed against such a creature, percentile dice (d%) are rolled. If the result is equal to or lower than the creature's resistance number, the power has no effect on the creature. If the power does penetrate the creature's resistance, the creature can still attempt a saving throw.

Regenerate: A creature that can regenerate heals 1d4 points of damage automatically each round on their turn. In addition, it can replace body parts that have been severed by holding them up to the stump for 1 round. Lost body parts are regrown over the course of 24 hours.

Rend: A creature with a rending attack must hit his opponent with both of its claw attacks to activate it. It then sinks those claws into the victim's body and draws them downward, creating a gory wound. This allows the creature to roll claw damage a second time.

Resistance: Resistance to an energy type or weapon type means that the creature suffers only half damage from it.

Scent: The creature can track by scent. Assume an 80% chance for the creature to successfully follow a scent.

Swallow Whole: If a bite attack roll is a natural "20", a creature with this ability swallows the victim whole. While inside the creature, the victim suffers the equivalent of bite damage plus an equal amount of acid damage each round. A swallowed creature can attack the interior of his foe with a small blade. A creature's insides have AC 15.

Trample: Some large creatures can trample their foes in place of making an attack. The trampling creature must move over his opponents, scoring damage automatically. Victims can make a Reflex saving throw to halve the damage or can stay in the path and make an attack with a +2 bonus to hit.

Vulnerable: A creature that is vulnerable to a specific attack or energy suffers double normal damage from it.

Making Monsters

While this chapter provides statistics for a wide variety of foes, it is by no means exhaustive. During the course of designing games, a Venture Master is bound to discover creatures, real or imagined, that are not included in this volume. In these cases, the Venture Master will need to create statistics for the creature he wishes to inflict on his players.

Creating a New Creature

A brand new creature can be born of inspiration or necessity. A creature born of inspiration usually begins as something you have seen in a film or read about in a book, or maybe just an idea that pops into your head. A creature born of necessity usually comes from a need in your campaign for a creature with specific abilities that doesn't already exist.

In either case, the process for creating this new creature is as simple as taking each of the creature statistics described above

and assigning values. You might look at similar creatures to get an idea of how fast it should move and how powerful its attacks should be, and the character levels you want it to threaten can determine how many hit dice the creature has.

The derived statistics of a creature are its saving throws.

Just as saving throws for characters depend on their class and level, saving throws for creatures depends on their type and Hit Dice. VM's can, of course, feel free to ignore a creature's type when deciding which of their saving throws are "strong" or "weak". Consider the following a guide.

Creature Type	Strong Saves	Weak Saves
Aberration	Will	Fortitude, Reflex
Animal	Fortitude, Reflex	Will
Construct	None	All
Dragon	All	None
Fey	Reflex, Will	Fortitude
Giant	Fortitude	Reflex, Will
Humanoid	*	*
Monstrous Beast	Fortitude, Reflex	Will
Monstrous Humanoid	Reflex	Fortitude, Will
Ooze	Fortitude	Reflex, Will
Outsider	All	None
Plant	Fortitude	Reflex, Will
Undead	Will	Fortitude, Reflex
Vermin	Fortitude	Reflex, Will

* Humanoids have one strong saving throw category and two weak saving throw categories. Fortitude is usually the strong category for humanoids.

"Strong" and "weak" saving throw values are as follows, based on the Hit Dice of the creature.

Hit Dice	Strong Save	Weak Save
0	13	16
1	12	15
2	12	15
3	12	14
4	11	14
5	11	13
6	10	12
7	10	12
8	9	11
9	9	11

Hit Dice	Strong Save	Weak Save
10	8	10
11	8	10
12	7	9
13	7	9
14	6	8
15	6	8
16	5	7
17	5	7
18	4	6
19	4	6
20	3	5
21	3	5
22	3	4
23	3	4
24+	3	3

Creature saving throws can be further modified according to the creature's size, speed and intelligence:

Ability	Saving Throw Modifications
Size	
Tiny	-3 penalty on Fortitude saves
Small	-1 penalty on Fortitude saves
Large	+1 bonus on Fortitude saves
Huge	+3 bonus on Fortitude saves
Speed	
0 ft.	-3 penalty on Reflex saves
5 ft. to 10 ft.	-1 penalty on Reflex saves
50 ft. to 90 ft.	+1 bonus on Reflex saves
100 ft. or higher	+3 bonus on Reflex saves
Intelligence	
Animal	-3 penalty on Will saves
Low	-1 penalty on Will saves
High	+1 bonus on Will saves
Super	+3 bonus on Will saves

A creature can never have a saving throw value better than 3, regardless of how many Hit Dice it has or due to the above modifications.

Treasure

Adventuring costs money and adventurers are often not shy about relieving the people they overcome in combat of their wealth to fund their lifestyles. Animals almost never have any treasure. Humans and monsters with human intelligence usually keep some wealth on their person based on their relative social status.

Wealth	Treasure on Person
Poor	\$1d3 + 25% chance of jewelry
Middle-Class	\$1d6 + cheques + 50% chance of jewelry
Affluent	\$1d6 x 5 + 1d3 credit cards + 1d4-1 jewelry
Millionaire	\$1d6 x 5 + 1 gold card + 1d4 jewelry
Billionaire	\$1d6 x 5 + 1d4 gold cards + platinum card + 1d4 jewelry

A person's jewelry is ten times more valuable than the cash he or she carries. Cheques are as old as the early 1800's, while credit cards were first introduced in the 1920's, though general use credit cards only became common in the 1950's. Assume that normal credit cards have a limit of \$100, gold cards a limit of \$1,000 and platinum cards a limit of \$5,000.

Creature Encounters

One of the VM's most pressing tasks is designing creature encounters that challenge the adventurers. If encounters are always too weak or too strong, players become frustrated or bored and the game suffers. The following table gives an idea of the number of creatures, of different Challenge Levels, that make an appropriate encounter for groups of adventurers at different levels of experience.

Encounter Level (EL)	Number of Creatures Encountered				
	1	2	3-5	5-8	9-18
	(1)	(1d4)	(1d6)	(1d8)	(2d6)
1	CL 3-4	CL 2	CL 1	CL 0	-
2	CL 4-5	CL 3	CL 2	CL 1	CL 0
3	CL 5-6	CL 4	CL 3	CL 2	CL 1
4	CL 6-7	CL 5	CL 4	CL 3	CL 2
5	CL 7-8	CL 6	CL 5	CL 4	CL 3
6	CL 8-10	CL 7	CL 6	CL 5	CL 4
7	CL 9-11	CL 8	CL 7	CL 6	CL 5
8	CL 10-12	CL 9	CL 8	CL 7	CL 6
9	CL 11-13	CL 10	CL 9	CL 8	CL 7
10	CL 12-14	CL 11	CL 10	CL 9	CL 8

Encounter Level (EL)	Number of Creatures Encountered				
	1	2	3-5	5-8	9-18
	(1)	(1d4)	(1d6)	(1d8)	(2d6)
11	CL 13-15	CL 12	CL 11	CL 10	CL 9
12	CL 14-17	CL 13	CL 12	CL 11	CL 10
13	CL 15-18	CL 14	CL 13	CL 12	CL 11
14	CL 16-19	CL 15	CL 14	CL 13	CL 12
15	CL 17-20	CL 16	CL 15	CL 14	CL 13

Creature Statistics

Anaconda, Giant

Type: Animal

Size: Large (170' long, 2,800 lb.)

Intelligence: Animal (1-2)

Hit Dice: 9

Movement: 10/70 (Climb 20, Swim 30)

Armor Class: 16

Attacks: 1 tail (1d8 + constrict) and 1 bite (1d8 + swallow whole)

Saving Throws: F8, R10, W14

Environment: Aquatic, Woodlands

No. Appearing: 1

XP Value: 900 (CL 10)

These giant cousins of the normal anaconda dwell in Central and South America and in the Caribbean.

Baboon

Type: Animal

Size: Small (2-4' long, 90 lb.)

Intelligence: Animal (1-2)

Hit Dice: 1

Movement: 40/400 (Climb 60)

Armor Class: 13

Attacks: Bite (1d4)

Saving Throws: F14, R13, W18

Environment: Grasslands, Woodlands

No. Appearing: 1d50

XP Value: 50 (CL 1)

Baboons are powerful, aggressive primates that dwell on the ground, rather than in trees. Similar monkeys include the jungle-dwelling mandrills and the gelada, which lives in the Ethiopian highlands.



Badger

Type: Animal
 Size: Small (3' long, 37 lb.)
 Intelligence: Animal (1-2)
 Hit Dice: 1
 Movement: 30/280
 Armor Class: 14
 Attacks: Bite (1d4)
 Saving Throws: F14, R13, W18
 Environment: Woodlands
 No. Appearing: 1d2
 XP Value: 50 (CL 1)

These mustelids dwell in North America, Europe, Asia and Africa. They are known to be tenacious in combat, fighting until they reach -5 hp.

Bat (Flying Fox)

Type: Animal
 Size: Tiny (5' wingspan, 2 lb.)
 Intelligence: Animal (1-2)
 Hit Dice: 0 (1 hp)
 Movement: 5 (Fly 300/900)
 Armor Class: 15
 Attacks: Bite (1 + disease)
 Saving Throws: F16, R10, W19
 Environment: Wastelands, Woodlands
 No. Appearing: 1d100
 XP Value: 12 (CL 0)

Also called megabats, fruit bats and old world bats, the so-called flying foxes are the largest species of bat. They have large eyes, and can see well in twilight and in caves and other dark places. Flying foxes have an excellent sense of smell, but only the Egyptian fruit bat can use echolocation. Megabats eat

fruit and lick nectar, and while not generally dangerous to human beings they often spread diseases with their bite.

Bear, Black

Type: Animal
 Size: Medium (4-6' long, 250 lb.)
 Intelligence: Animal (1-2)
 Hit Dice: 3
 Movement: 50/440 (Climb 20)
 Armor Class: 13
 Attacks: 2 claws (1d3) and bite (1d4)
 Saving Throws: F12, R12, W17
 Environment: Woodlands
 No. Appearing: 1d2
 XP Value: 300 (CL 4)

Black bears can be found in North America (the American black bear) and Asia (the Asian black bear). The sun bear, found in jungles of Southeast Asia, and the honey bear of Malaysia, are close cousins of the black bear.

Bear, Brown (Bruin)

Type: Animal
 Size: Large (5-9' long, 700 lb.)
 Intelligence: Animal (1-2)
 Hit Dice: 6
 Movement: 50/440
 Armor Class: 15
 Attacks: 2 claws (1d4 + constrict) and bite (1d6)
 Saving Throws: F9, R10, W15
 Environment: Woodlands
 No. Appearing: 1d2
 XP Value: 600 (CL 7)

Brown bears are found in Eurasia and North America. The largest sub-species of brown bear, the Kodiak bear, rival the

polar bear for size. Inland brown bears (called grizzly bears) might be significantly smaller than the coastal brown bears.

Bear, Cave

Type: Animal
Size: Large (8-10' long, 1,000 lb.)
Intelligence: Animal (1-2)
Hit Dice: 7
Movement: 45/440
Armor Class: 15
Attacks: 2 claws (1d4 + constrict) and bite (1d6)
Saving Throws: F9, R10, W15
Environment: Woodlands
No. Appearing: 1d2
XP Value: 700 (CL 8)

Cave bears lived in Europe during the Pleistocene and became extinct about 27,500 years ago. Cave bears dwell in caves (seriously) more than other bears, which normally use them only for hibernation. Cave bears were roughly the same size as Kodiak bears and polar bears.

Bear, Polar (Nanook)

Type: Animal
Size: Large (8-10' long, 1,200 lb.)
Intelligence: Animal (1-2)
Hit Dice: 7
Movement: 45/440 (Swim 30)
Armor Class: 15
Attacks: 2 claws (1d4 + constrict) and bite (1d6)
Saving Throws: F9, R10, W15
Environment: Aquatic
No. Appearing: 1d2
XP Value: 700 (CL 8)

Polar bears dwell on the sea ice, spending most of their time in the water hunting seals.

Bear, Short-Faced

Type: Animal
Size: Large (8-10' long, 2,000 lb.)
Intelligence: Animal (1-2)
Hit Dice: 9
Movement: 50/590
Armor Class: 15
Attacks: 2 claws (1d6) and bite (1d8)
Saving Throws: F8, R9, W14
Environment: Grasslands
No. Appearing: 1d2
XP Value: 900 (CL 10)

Short-faced bears lived in North America, especially California, up to 11,000 years ago. They were grasslands hunters, chasing down their prey like a modern lion.

Beaver, Giant (Castoroides)

Type: Animal
Size: Medium (7' long, 240 lb.)
Intelligence: Animal (1-2)
Hit Dice: 1
Movement: 45/440 (Swim 20/60)
Armor Class: 13
Attacks: 1 bite (1d6)
Saving Throws: F13, R13, W18
Environment: Woodlands (Lost Worlds)
No. Appearing: 1d4
XP Value: 50 (CL 1)

These beavers lived during the Pleistocene in North America. Their teeth are not designed for gnawing on wood, and thus the giant beaver may not have built dams. They were also not as intelligent as their smaller descendants.

Boar, Wild

Type: Animal
Size: Medium (3-6' long, 150 lb.)
Intelligence: Animal (1-2)
Hit Dice: 1
Movement: 45/440
Armor Class: 16
Attacks: Gore (1d4)
Saving Throws: F13, R13, W18
Environment: Woodlands
No. Appearing: 1d8
XP Value: 100 (CL 2)

Wild boars are found throughout Asia and Europe, and have been introduced into the Americas, where they are called razorbacks, and Australia. While they are not carnivores, boars are ferocious and given to charging at potential foes.

Boars are tenacious fighters. Once they are reduced to 0 hp, they continue to fight until they fail a Fortitude save, attempted each round.

Cat

Type: Animal
Size: Tiny (18" long, 10 lb.)
Intelligence: Animal (1-2)
Hit Dice: 0 (1 hp)
Movement: 30/440 (Climb 30)

Armor Class: 14
Attacks: Claws and bite (1)
Saving Throws: F16, R13, W19
Environment: Any
No. Appearing: 1d2
XP Value: 12 (CL 0)

The cat was probably domesticated during the Stone Age, and has been lording it over humanity ever since. Cats come in many shapes, sizes and colors, and are almost a required prop for evil geniuses on swivel chairs and wicked witches.

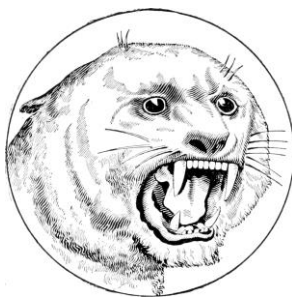
Chimpanzee

Type: Animal
Size: Small (3.5' tall, 150 lb.)
Intelligence: Low (3)
Hit Dice: 1
Movement: 40/440 (Climb 30)
Armor Class: 15
Attacks: 2 slams (1d2) and bite (1d2)
Saving Throws: F14, R13, W18
Environment: Woodlands
No. Appearing: 1d100
XP Value: 50 (CL 3)

Chimpanzees are among the most intelligent of apes, and they are a common prop in literature and movies. Chimpanzees are omnivorous, socially complex and violent. Their cousins, the bonobo, are more herbivorous, egalitarian and peaceful.

Cougar

Type: Animal
Size: Medium (8' long, 168 lb.)
Intelligence: Animal (1-2)
Hit Dice: 2
Movement: 60/660 (Climb 30)
Armor Class: 14
Attacks: 2 claws (1d3 + rake) and bite (1d4)
Saving Throws: F12, R11, W18
Environment: Highlands
No. Appearing: 1d2
XP Value: 200 (CL 3)



Cougars are native to North America. They are also called mountain lions and pumas.

Coyote (Jackal)

Type: Animal
Size: Small (3' long, 30 lb.)

Intelligence: Animal (1-2)
Hit Dice: 0
Movement: 190/630
Armor Class: 14
Attacks: Bite (1d6)
Saving Throws: F14, R10, W19
Environment: Grasslands, Wastelands
No. Appearing: 1d8
XP Value: 25 (CL 0)

Coyotes hunt in pairs. Jackals dwell in wastelands, woodlands and grasslands throughout Africa, the Middle East and India.

Crocodile, Nile

Type: Animal
Size: Large (13-16' long, 900 lb.)
Intelligence: Animal (1-2)
Hit Dice: 7
Movement: 20/150 (Swim 30/220)
Armor Class: 15
Attacks: Bite (1d10 + constrict) or tail slap (1d12)
Saving Throws: F9, R11, W15
Environment: Aquatic, Wetlands
No. Appearing: 1d12
XP Value: 700 (CL 8)

Crocodiles are canny predators of the swamp, lying just beneath the water, patiently waiting to ambush prey. A hiding crocodile surprises on a roll of 1-3 on 1d6. They can hold their breath for almost 7 minutes.

Crocodile, Saltwater

Type: Animal
Size: Large (23' long, 2,200 lb.)
Intelligence: Animal (1-2)
Hit Dice: 10
Movement: 20/100 (Swim 45/260)
Armor Class: 16
Attacks: Bite (2d6 + constrict) or tail slap (1d12)
Saving Throws: F7, R9, W13
Environment: Aquatic, Wetlands
No. Appearing: 1d12
XP Value: 1,000 (CL 11)

Saltwater crocodiles are among the largest of crocodilians. They dwell in mangrove swamps and in saltwater estuaries, lagoons and deltas from Africa to Japan and Australia. They are the most dangerous living crocodiles to humans. Saltwater crocodiles can hold their breath for about 8 minutes.

Deinonychus

Type: Animal
Size: Medium (11' long, 160 lb.)
Intelligence: Animal (1-2)
Hit Dice: 2
Movement: 60/880
Armor Class: 16
Attacks: 2 claws (1d3), bite (1d4)
Saving Throws: F12, R11, W18
Environment: Jungles (Lost Worlds)
No. Appearing: Pack (1d6)
XP Value: 200 (CL 3)

The deinonychus was a carnivorous dinosaur that lived during the Cretaceous period, more than 100 million years ago.

Dog, Fighting

Type: Animal
Size: Medium (4-5' long, 150 lb.)
Intelligence: Animal (1-2)
Hit Dice: 2
Movement: 40/400
Armor Class: 14
Attacks: Bite (1d4 + trip)
Saving Throws: F12, R12, W18
Environment: Any
No. Appearing: Domesticated
XP Value: 200 (CL 3)

The fighting breeds include the American Bulldog, Dogue de Bordeaux, English Mastiff, Old English Bulldog (before it went extinct), and Shar Pei. They are bred for fighting other dogs and larger animals, like bears. Fighting dogs are remarkably tenacious; they continue to fight at 0 hp until they fail a Fortitude save (attempted each round).

Dog, Hound

Type: Animal
Size: Medium (4-5' long, 95 lb.)
Intelligence: Animal (1-2)
Hit Dice: 1
Movement: 40/400
Armor Class: 13
Attacks: Bite (1d4)
Saving Throws: F13, R13, W18
Environment: Any
No. Appearing: Domesticated
XP Value: 50 (CL 1)

Hounds are used for tracking and running down prey. They include the famous bloodhounds and infamous basset hounds (infamous if you have ever owned one). Hounds are quick and have wonderful endurance. They are skilled at tracking.

Dog, Sporting

Type: Animal
Size: Small (3-4' long, 65 lb.)
Intelligence: Animal (1-2)
Hit Dice: 1
Movement: 35, 350
Armor Class: 14
Attacks: Bite (1d4)
Saving Throws: F14, R13, W18
Environment: Any
No. Appearing: Domesticated
XP Value: 50 (CL 1)

Sporting dogs include spaniels, setters, pointers and retrievers. They can be trained as gun dogs (i.e. they do not shy around gun fire) and/or simply as retrievers of game.

Dog, Terrier

Type: Animal
Size: Small (2-3' long, 50 lb.)
Intelligence: Animal (1-2)
Hit Dice: 1
Movement: 30, 300
Armor Class: 14
Attacks: Bite (1d3)
Saving Throws: F14, R13, W18
Environment: Any
No. Appearing: Domesticated
XP Value: 50 (CL 1)

Terriers are small (but vicious) dogs that were bred for hunting and fighting animals like rats, weasels, badgers and rabbits. Some are large enough to be used as guard dogs. When a terrier gets into a fight, it goes a bit berserk, and attacks twice per round for six rounds.

Dog, Working

Type: Animal
Size: Medium (3-4' long, 70 lb.)
Intelligence: Animal (1-2)
Hit Dice: 1
Movement: 40/400
Armor Class: 13
Attacks: Bite (1d4 + trip)
Saving Throws: F13, R13, W18

Environment: Any
No. Appearing: Domesticated
XP Value: 100 (CL 2)

Working dogs include guard dogs and sled dogs, such as Akitas, Alaskan Malamutes, Australian Shepherds, Boxers, Bullmastiffs, Collies, Doberman Pinschers, German Shepherds, Great Danes, Komondors, Mastiffs, Rottweilers, St. Bernards and Siberian Huskies.

Dolphin

Type: Animal
Size: Medium (4-7' long, 110 lb.)
Intelligence: Low (3-4)
Hit Dice: 1
Movement: Swim 30/300
Armor Class: 15
Attacks: Bite (1d6)
Saving Throws: F13, R13, W16
Environment: Marine
No. Appearing: 1d12
XP Value: 50 (CL 1)

Dolphins are small whales known for their intelligence and their smiling faces. As Venture Master, you can choose to play them as good-natured helpers of shipwrecked sailors or reveal their darker nature. The largest dolphins, the orca, are dealt with separately. Porpoises are related to dolphins, and can be represented with the same statistics.

Donkey (Ass)

Type: Animal
Size: Large (3-5' high at withers, 600 lb.)
Intelligence: Animal (1-2)
Hit Dice: 5
Movement: 50/440
Armor Class: 13
Attacks: Bite (1d3)
Saving Throws: F11, R11, W16
Environment: Any
No. Appearing: Domesticated
XP Value: 250 (CL 5)

Donkeys are surefooted and sturdy pack animals. Their ancestor, the wild ass, lives in the deserts of N. Africa and Asia.

Eagle

Type: Animal
Size: Tiny (7' wingspan, 14 lb.)
Intelligence: Animal (1-2)

Hit Dice: 0
Movement: 5 (Fly 500/1500)
Armor Class: 14
Attacks: 2 claws (1d4) and bite (1d3)
Saving Throws: F16, R10, W19
Environment: Coasts, Jungle, Woodlands
No. Appearing: 1d2
XP Value: 50 (CL 1)

Eagles are capable of killing prey larger than themselves, and bald eagles have been known to fly with loads as heavy as 15 lb. There are four families of eagles, the snake eagles, fish eagles, booted eagles and harpy eagles. You can use these same stats for most similarly sized birds of prey.

Elephant

Type: Animal
Size: Huge (13' tall, 15,000 lb.)
Intelligence: Low (3)
Hit Dice: 19
Movement: 60/360
Armor Class: 15
Attacks: 2 stomps (2d4) and slam (2d6)
Saving Throws: F3, R4, W7
Environment: Grasslands (Africa), Jungle (Asia)
No. Appearing: 1d30
XP Value: 1,900 (CL 20)

Elephants are the largest land mammals on Earth. There are two species of elephants still alive, African and Asian, though African elephants can be divided into the African bush elephants and the African forest elephants.

Gorilla

Type: Animal
Size: Medium (5.5' tall, 350 lb.)
Intelligence: Low (3)
Hit Dice: 4
Movement: 45/360 (Climb 20)
Armor Class: 14
Attacks: 2 claws (1d6) and bite (1d6)
Saving Throws: F11, R11, W15
Environment: Wetlands, Woodlands
No. Appearing: 1d6
XP Value: 400 (CL 5)



The largest of the primates, gorillas are primarily herbivorous. They inhabit the jungles of central Africa. Mountain gorillas

inhabit the cloud forests of the Albertine Rift, while lowland gorillas live in jungles and marshes. They are not deserving of their savage reputations, but can be quite dangerous.

Herd Animal

Type: Animal
Size: Large (6-7' tall, 1,600 lb.)
Intelligence: Animal (1-2)
Hit Dice: 7
Movement: 60/600 to 90/900
Armor Class: 13
Attacks: Gore (1d6)
Saving Throws: F9, R9, W15
Environment: Grasslands, Woodlands
No. Appearing: 1d100
XP Value: 350 (CL 7)

The herd animal category can stand in for any grazing quadruped that lives in large herds, including cattle, buffaloes, caribou, wildebeests and antelopes.

A frightened herd flees as a group in a random direction, but always away from the perceived source of danger. It runs over anything that gets in its way except huge creatures and objects, dealing 1d12 points of damage for every five animals in the herd. A successful Reflex save halves the damage.

Hippopotamus

Type: Animal
Size: Large (6-7' tall, 3,300 lb.)
Intelligence: Animal (1-2)
Hit Dice: 10
Movement: 45/280 (Swim 20)
Armor Class: 14
Attacks: Bite (1d8)
Saving Throws: F7, R8, W13
Environment: Aquatic
No. Appearing: 1d30
XP Value: 500 (CL 10)

The hippopotamus may not look like it, but it is among the most dangerous creatures in Africa. They dwell in rivers, browsing on the underwater vegetation. Hippos are very territorial, and are not shy about attacking creatures that enter their territory (don't worry though, an old river guide once told me that they always wiggle their ears just before they attack). A hippopotamus can seal its nostrils by muscular action and hold its breath for 30 minutes.

Horse, Draft

Type: Animal
Size: Large (5-6' tall at shoulder, 1,700 lb.)
Intelligence: Animal (1-2)
Hit Dice: 8
Movement: 60/720
Armor Class: 13
Attacks: 2 hooves (1d6)
Saving Throws: F8, R8, W14
Environment: Any
No. Appearing: Domesticated
XP Value: 400 (CL 8)

Working horses are especially large and strong horses bred for ploughing and farm labor. Draft horse breeds include the Clydesdale, Shire and Percheon.

Horse, Riding

Type: Animal
Size: Large (5' tall at shoulder, 1,100 lb.)
Intelligence: Animal (1-2)
Hit Dice: 6
Movement: 60/840
Armor Class: 13
Attacks: 2 hooves (1d4)
Saving Throws: F9, R9, W15
Environment: Any
No. Appearing: Domesticated
XP Value: 300 (CL 6)

Riding horses are smaller than draft horses, and include such breeds as Arabians and Thoroughbreds. Some are trained for war, and do not shy from melee combat and gunfire. These stats can also be used for most wild horses, including zebras.

Hyena

Type: Animal
Size: Medium (5.5' long, 140 lb.)
Intelligence: Animal (1-2)
Hit Dice: 2
Movement: 50/600
Armor Class: 14
Attacks: Bite (1d6)
Saving Throws: F12, R12, W18
Environment: Grasslands
No. Appearing: 1 (striped) or 4d20 (spotted)
XP Value: 100 (CL 2)

Hyenas are predators and scavengers who dwell in Africa. When attacked, striped hyenas feign death, while spotted hyenas defend themselves.

Jaguar

Type: Animal
Size: Medium (5' long, 210 lb.)
Intelligence: Animal (1-2)
Hit Dice: 2
Movement: 60/730 (Climb 30, Swim 20)
Armor Class: 14
Attacks: 2 claws (1d4 + rake) and bite (1d8)
Saving Throws: F12, R11, W18
Environment: Jungle
No. Appearing: 1d2
XP Value: 200 (CL 3)

Jaguars live in the jungles of Central and South America and in Southwest North America. They are quite strong, and are capable climbers and swimmers.

Leopard

Type: Animal
Size: Medium (5.5' long, 133 lb.)
Intelligence: Animal (1-2)
Hit Dice: 2 (6-8 hp)
Movement: 50/550 (Climb 30)
Armor Class: 14
Attacks: 2 claws (1d3 + rake) and bite (1d4)
Saving Throws: F12, R11, W18
Environment: Grasslands, Jungles
No. Appearing: 1d2
XP Value: 200 (CL 3)

Leopards are Old World cats, found sub-Saharan Africa and much of Asia. Leopards with entirely black fur are called black panthers. Males have territories about 13 square miles in size, while female territories are about 5 square miles. They are smaller than their American cousins, the jaguars.

Lion

Type: Animal
Size: Medium (5-8' long, 420 lb.)
Intelligence: Animal (1-2)
Hit Dice: 5
Movement: 60/730
Armor Class: 15
Attacks: 2 claws (1d4 + rake) and bite (1d4)
Saving Throws: F10, R11, W16
Environment: Grasslands

No. Appearing: 1d2 (males), 1d2+4 (pride)
XP Value: 500 (CL 6)

The second largest felines after tigers, lions are the only species of big cat that is social. The extinct cave lion dwelled in Europe and the Americas.

Lizard – Gila Monster

Type: Animal
Size: Tiny (2' long, 5 lb.)
Intelligence: Animal (1-2)
Hit Dice: 0 (1-2 hp)
Movement: 35/220
Armor Class: 13
Attacks: Bite (1d3 + Poison III)
Saving Throws: F16, R13, W19
Environment: Wastelands
No. Appearing: Solitary
XP Value: 50 (CL 1)

Gila monsters dwell in the Mojave Desert. They have a venomous bite, and are very quick (+2 initiative).

Lizard, Monitor

Type: Animal
Size: Medium (3-6' long, 80 lb.)
Intelligence: Animal (1-2)
Hit Dice: 2
Movement: 30/180
Armor Class: 15
Attacks: Bite (1d4 + disease)
Saving Throws: F12, R12, W18
Environment: Coasts, Woodlands
No. Appearing: 1d4
XP Value: 200 (CL 3)

Monitor lizards are the largest living lizards, and include the especially large Komodo dragon, which grows to up to 10 feet in length and 150 lb.

Mammoth, Woolly

Type: Animal
Size: Huge (10' tall, 13,000 lb.)
Intelligence: Animal (1-2)
Hit Dice: 21
Movement: 60/360
Armor Class: 17
Attacks: 2 stomps (2d6) and slam (2d6) or gore (2d8)
Saving Throws: F3, R3, W8
Environment: Grasslands

No. Appearing: 1d8
XP Value: 2,100 (CL 21)

Once upon a time there were many species of mammoth living in North America and Eurasia. The most famous were the woolly mammoths.

A mammoth can trample Medium or smaller sized creatures for 3d6 points of damage. Opponents can choose to make a free attack against the trampling beast, or they can attempt to Reflex saving throw to halve the damage.

Man-O'-War, Giant

Type: Vermin
Size: Large (12-22' long, 5 lb.)
Intelligence: Non- (0)
Hit Dice: 5
Movement: Swim 20
Armor Class: 17
Attacks: 8 strands (1d4 + attach)
Saving Throws: F10, R14, W13
Environment: Aquatic
No. Appearing: 1
XP Value: 500 (CL 6)

The Portuguese man-o'-war is a creature that resembles a jellyfish. It has eight tentacles that reach 100-200 feet in length. These tentacles fish through the water and carry stings. When a creature is caught, the tentacles drag them to the digestive polyps, which engulf and digest them.

A giant man-'o-war lies in wait for prey by spreading out its long, sticky strands and floating along on the deep currents. In this mode, it can spread its strands over a 100-foot radius. When something brushes one of the strands, the rest of the strands contract to assist in pulling the prey toward its mouth.

If a giant man-'o-war hits with a strand attack, the strand latches onto the opponent's body. The giant man-'o-war can draw the opponent 20 feet closer to itself that round and each subsequent round thereafter that the opponent remains stuck. Once the creature is within 20 feet of the giant man-'o-war, the man-'o-war can draw it the remaining distance and begin digesting (2d4 acid damage per round).

The strands of a giant man-'o-war secrete an anesthetizing slime. Any target hit by its strand attack must succeed on a Fortitude save or be paralyzed for 3d6 rounds. The man-'o-war can automatically digest a paralyzed opponent.



Mastodon

Type: Animal
Size: Huge (8-9' tall, 10,000 lb.)
Intelligence: Animal (1-2)
Hit Dice: 18
Movement: 35/350
Armor Class: 17
Attacks: 2 stomps (2d6) and slam (2d6) or gore (2d8)

Saving Throws: F3, R4, W9
Environment: Grasslands
No. Appearing: 1d10
XP Value: 1,800 (CL 19)

Mastodons are relatives of the modern elephant that roamed the grasslands of North America more than 10,000 years ago. They were similar in appearance to elephants, but had shorter legs, longer bodies and were more heavily muscled. Their tusks are longer than those of an elephant.

A mastodon can trample Medium or smaller sized creatures for 3d6 points of damage. Opponents can choose to make a free attack against the trampling beast, or they can attempt to Reflex saving throw to halve the damage.

Monkey

Type: Animal
Size: Small (20" long, 17 lb.)
Intelligence: Animal (1-2)
Hit Dice: 0 (1-2 hp)
Movement: 30/300 (Climb 30)
Armor Class: 14
Attacks: Bite (1d2)
Saving Throws: F14, R13, W19
Environment: Grasslands, Jungle, Woodlands
No. Appearing: 1d100
XP Value: 25 (CL 0)



The term "monkey" covers a wide variety of tailed primates that dwell in jungles in Central and South America, Asia and Africa. They can range in size from the 4.5" long pygmy marmoset to the 3' long mandrill. The stats above represent tiny monkeys; the baboon (q.v.) entry covers larger species.

Octopus, Giant

Type: Animal
Size: Medium (11' long, 150 lb.)
Intelligence: Animal (1-2)
Hit Dice: 6
Movement: 5 (Swim 20/220)
Armor Class: 18
Attacks: 8 tentacles (1d4 + constrict) and bite (1d4)
Saving Throws: F10, R11, W15
Environment: Aquatic (near coasts)
No. Appearing: 1
XP Value: 600 (CL 7)

The giant octopus dwells in temperate waters off the coast of western North America, southern Argentina, New Zealand and northeast Asia. In fiction, giant octopuses dwell in or around shipwrecks or in aquariums built under trapdoors in evil lairs.

The giant octopus can emit a cloud of jet-black ink. The giant octopus's ink cloud fills a 20-cubic foot area. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

A giant octopus can jet backward once per round at a speed of 200 feet per round.

Orca ("Killer Whale")

Type: Animal
Size: Huge (20-26' long, 12,000 lb.)
Intelligence: Animal (1-2)
Hit Dice: 20
Movement: Swim 40/440
Armor Class: 16
Attacks: Bite (2d6)
Saving Throws: F3, R3, W8
Environment: Aquatic
No. Appearing: 1d6 or 4d6
XP Value: 1,000 (CL 20)

Orcas are the largest of the dolphins, and the most dangerous. They are encountered in cold seas, and might very well attack human beings if they are available.

Plesiosaur

Type: Animal
Size: Large (11-15' long, 4,000 lb.)
Intelligence: Animal (1-2)
Hit Dice: 11
Movement: 20 (Swim 70/700)
Armor Class: 13
Attacks: Bite (2d8)
Saving Throws: F7, R9, W13
Environment: Aquatic
No. Appearing: 1d6
XP Value: 550 (CL 11)

These large sea-going dinosaurs lived during the Jurassic, and any Lost World that is entered by sea should feature at least one of these monsters as a welcoming party. There were a wide variety of these animals, from the medium-sized Thalassiodracon to the huge Elasmosaurus.

Pteradon

Type: Animal
Size: Small (12-20' wingspan, 44 lb.)
Intelligence: Animal (1-2)
Hit Dice: 1
Movement: 20 (Fly 60/600)
Armor Class: 17
Attacks: 2 claws (1d4) and bite (2d6)
Saving Throws: F14, R12, W18
Environment: Woodlands, Highlands, Aquatic (Coasts)
No. Appearing: 1d10
XP Value: 100 (CL 2)

Pterosaurs are flying reptiles, their wings formed of membranes of skin and muscle stretching from ankle to finger. Early pterosaurs had long tails and teeth, while later models reduced their tails and some had no teeth at all and more bird-like beaks. Some pterosaurs had fancy crests on their heads. Pterosaurs were quadrupeds when they weren't flying. The pterosaurs flew in the skies of the Jurassic and Cretaceous. There were many varieties of pterosaurs, from the small pterodactyls to the large quetzalcoatlus.

Rat, Giant Sumatran

Type: Animal
Size: Tiny (18-36" long, 2-4 lb.)
Intelligence: Animal (1-2)
Hit Dice: 0 (1-2 hp)
Movement: 35/350 (Climb 30)
Armor Class: 15

Attacks: Bite (1 + disease)
Saving Throws: F16, R13, W19
Environment: Any
No. Appearing: Pack (1d20)
XP Value: 50 (CL 1)

Real giant rats usually live in tropical climates. While not any more aggressive than normal rats, they have received that reputation after the fictional giant rats of Sumatra were introduced by Sir Arthur Conan Doyle in a Holmes tale.

Reindeer

Type: Animal
Size: Large (6.5' long, 700 lb.)
Intelligence: Animal (1-2)
Hit Dice: 5
Movement: 50/730 (Swim 60)
Armor Class: 12
Attacks: Antlers (1d4)
Saving Throws: F10, R11, W16
Environment: Grasslands, highlands, woodlands, wastelands
No. Appearing: Herd (6d6)
XP Value: 250 (CL 5)

Reindeers dwell in Arctic and Subarctic areas, in woodlands, grasslands, highlands and tundra. While they often live in small groups, they can come together in herds numbering up to 1 million animals. Reindeers are the only mammals that are capable of seeing ultraviolet light.

Rhinoceros

Type: Animal
Size: Large (13' long, 4,500 lb.)
Intelligence: Animal (1-2)
Hit Dice: 11
Movement: 40/440
Armor Class: 16
Attacks: Gore (2d4)
Saving Throws: F7, R8, W13
Environment: Grasslands
No. Appearing: 1d12
XP Value: 550 (CL 11)

There are several varieties of rhinoceros, the white and black rhinoceros of Africa, and the Indian, Javan and Sumatran rhinoceros of South Asia. They are known to have poor eyesight, and this makes them skittish when they detect movement. Rhinos attack on a roll of 1-4 on 1d6.

Rhinoceros, Giant

Type: Animal
Size: Huge (15' long, 9,000 lb.)
Intelligence: Animal (1-2)
Hit Dice: 17
Movement: 45/280
Armor Class: 16
Attacks: Gore (2d6)
Saving Throws: F3, R5, W10
Environment: Grasslands
No. Appearing: 1d8
XP Value: 850 (CL 17)

The giant rhinoceros, or *elasmotherium*, lived during the same time as the woolly rhinoceros, though more Southerly.

Rhinoceros, Woolly

Type: Animal
Size: Large (11' long, 5,000 lb.)
Intelligence: Animal (1-2)
Hit Dice: 12 (36-48 hp)
Movement: 40/440
Armor Class: 16
Attacks: Gore (1d10)
Saving Throws: F6, R7, W12
Environment: Grasslands
No. Appearing: 1d12
XP Value: 600 (CL 12)

The woolly rhinoceros was a species that lived in Northern Europe and Asia during the Pleistocene epoch. They are most closely related to the Sumatran Rhinoceros.

Shark, Great White

Type: Animal
Size: Large (21' long, 7,300 lb.)
Intelligence: Animal (1-2)
Hit Dice: 16
Movement: Swim 40/440
Armor Class: 15
Attacks: Bite (2d4 + swallow whole)
Saving Throws: F4, R5, W10
Environment: Aquatic
No. Appearing: 1d6
XP Value: 1,600 (CL 17)

Great white sharks are among the most feared predators of the sea, after giant squids and pirates. While humans are not their

preferred prey, great white sharks kill more humans each year than any other species of shark.

A shark can detect creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to one mile.

Shark – Megalodon

Type: Animal
Size: Huge (55-90' tall, 70,000 lb.)
Intelligence: Animal (1-2)
Hit Dice: 54
Movement: Swim 50/500
Armor Class: 19
Attacks: Bite (3d6 + swallow whole)
Saving Throws: F3, R3, W6
Environment: Aquatic
No. Appearing: 1d2
XP Value: 5,400 (CL 55)

Megalodons were giant, prehistoric sharks characterized by streamlined bodies and rear-facing teeth. A megalodon can launch itself up to 40 feet out of the water to snatch up a low-flying creature or object.

A megalodon can notice creatures by scent in a 240' radius and detect blood in the water at ranges of up to one mile.

Shark, Tiger

Type: Animal
Size: Large (9-14' long, 1,100 lb.)
Intelligence: Animal (1-2)
Hit Dice: 7
Movement: 30/300
Armor Class: 15
Attacks: Bite (1d4)
Saving Throws: F9, R10, W15
Environment: Aquatic
No. Appearing: 1d6
XP Value: 350 (CL 7)

Tiger sharks are among the larger species of sharks. They are found in tropical and sub-tropical waters, and are especially common around central Pacific islands. These same statistics can be used to represent other large sharks.

A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to one mile.

Smilodon Fatalis

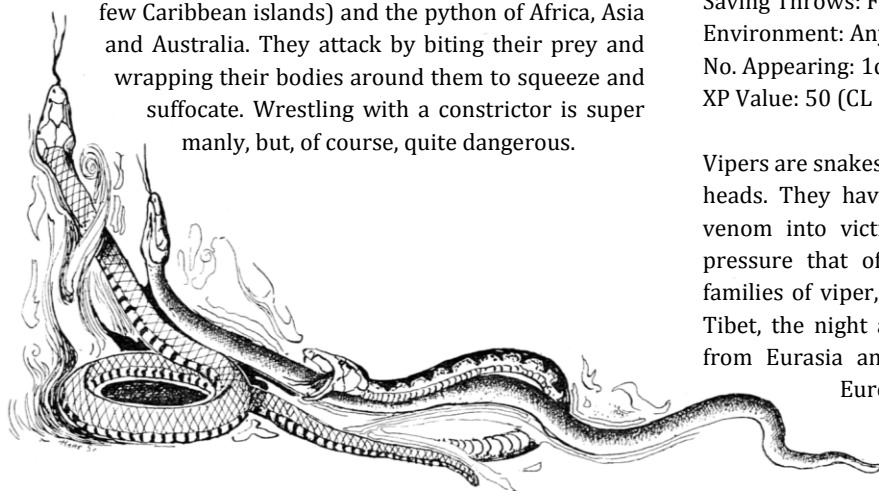
Type: Animal
Size: Large (5.5', 620 lb.)
Intelligence: Animal (1-2)
Hit Dice: 6
Movement: 50/500
Armor Class: 14
Attacks: 2 claws (1d4 + rend) and bite (1d4 + constrict)
Saving Throws: F9, R10, W15
Environment: Grasslands, Woodlands
No. Appearing: 1d2
XP Value: 600 (CL 7)

The smilodon fatalis was a sabre-toothed cat that lived in North and South America during the Pleistocene epoch. More robust than modern big cats, they were ambush predators. An apex predator, it probably hunted bison, camels, ground sloths, horses and mastodons.

Snake, Constrictor

Type: Animal
Size: Medium (3-13' tall, 60 lb.)
Intelligence: Animal (1-2)
Hit Dice: 2
Movement: 20/60 (Climb 20, Swim 40)
Armor Class: 15
Attacks: Bite (1d4 + constrict)
Saving Throws: F12, R12, W18
Environment: Wetlands, Woodlands
No. Appearing: 1
XP Value: 200 (CL 3)

Constrictor snakes include the anaconda of South America, the boa constrictor of North, Central and South America (and a few Caribbean islands) and the python of Africa, Asia and Australia. They attack by biting their prey and wrapping their bodies around them to squeeze and suffocate. Wrestling with a constrictor is supermanly, but, of course, quite dangerous.



Snake, Poisonous – Cobra

Type: Animal
Size: Small (6-10' long, 20 lb.)
Intelligence: Animal (1-2)
Hit Dice: 1
Movement: 30/150 (Climb 15)
Armor Class: 14
Attacks: Bite (1 + Poison II)
Saving Throws: F14, R13, W18
Environment: Grasslands, Woodlands
No. Appearing: 1d2
XP Value: 100 (CL 2)

Cobras are venomous snakes capable of spreading out their neck ribs to form a "hood". They are related to the mambas, sea snakes and coral snakes. The king cobra, although not a true cobra, is the longest of the species, reaching lengths of up to 19 feet. Cleopatra's adder was an Egyptian cobra.

Spitting cobras, rather than delivering their poison through their bite, squirt it from their fangs up to 7 feet. If this hits, it irritates the skin (1d4 damage). On a natural roll of '20', it strikes a victim's eyes. Such poor unfortunates must pass a Fortitude save; if successful, they are blinded for 1d6 rounds. If they fail this save, they are blinded permanently.

Snake, Poisonous – Viper

Type: Animal
Size: Tiny (2-6' tall, 6 lb.)
Intelligence: Animal (1-2)
Hit Dice: 0 (1-2 hp)
Movement: 30/150 (Climb 15, Swim 15)
Armor Class: 15
Attacks: Bite (1 + Poison III)
Saving Throws: F14, R14, W19
Environment: Any
No. Appearing: 1d2
XP Value: 50 (CL 1)

Vipers are snakes with stocky builds, short tails, and triangular heads. They have especially long fangs used to inject their venom into victims. Their venom causes a drop in blood pressure that often results in death. There are four sub-families of viper, the flea vipers of Southeast Asia, China and Tibet, the night adders of sub-Saharan Africa, the pit vipers from Eurasia and the Americas and the true vipers from Europe, Asia and Africa.

Squid, Giant

Type: Animal

Size: Large (33-43' long, 300-600 lb.)

Intelligence: Animal (1-2)

Hit Dice: 6

Movement: Swim 60/720

Armor Class: 17

Attacks: 10 tentacles (1d8 + constrict) and bite (1d6)

Saving Throws: F9, R9, W15

Environment: Aquatic

No. Appearing: 1d2

XP Value: 600 (CL 7)

Giant squids are deep-ocean dwellers with tentacles 17 to 27 feet in length. Tales abound of these monsters of the deep attacking whales and small ships. Female giant squids are larger than males.

The giant squid can emit a cloud of jet-black ink in addition to moving and attacking. The giant squid's ink cloud fills a 20-cubic foot area. The cloud provides total concealment, which allows the squid to escape a losing fight.

A giant squid can jet backward once per round in place of a move and attack at a speed of 320 feet per round.

Swarm

A swarm is a collection of tiny creatures, usually of the vermin or animal type, which acts as a single creature in combat. Swarms include flocks of birds, swarms of bees, writhing nests of snakes and any other conglomeration of creatures that tends to move as a solid mass.

A swarm has a single pool of Hit Dice and hit points. The swarm makes saving throws as a single creature. To attack, the swarm engulfs an opponent. It can engulf a creature of any size, since it crawls all over its prey. To engulf prey, it merely moves over them. Swarms deal automatic damage to any creature they have engulfed at the end of their turn, with no attack roll needed. Swarms cannot attempt trip or grapple attacks, nor can they be tripped or grappled themselves.

A swarm can move through cracks or holes large enough for its component creatures, but at half speed. Larger swarms are represented by multiple swarms.

Swarms are not subject to critical hits or backstabs. A swarm takes half damage from ballistic, slashing and piercing weapons. It is immune to any effect that targets a specific number of creatures unless the swarm is susceptible to mind-affecting effects. (If it has a mind, it has a single hive mind that

can be targeted by a mind-affecting power or spell, though swarms of vermin are mindless and thus immune to such effects.) A swarm takes a -10 penalty on saving throws against effects that affect an area, such as grenade-like weapons. If the area effect attack does not allow a saving throw, the swarm takes double damage instead.

Any intelligent creature vulnerable to a swarm's damage that begins its turn engulfed by a swarm is distracted. The target must attempt a Fortitude saving throw or become stunned for 1 round by the intense pain of countless bites, stings, and pinches. A creature that takes no damage from the swarm's attack is not subject to distraction.

Bat Swarm

Type: Animal

Size: Tiny (6" wingspan, 1 oz.)

Intelligence: Animal (1-2)

Hit Dice: 1

Movement: 5 (Fly 90/900)

Armor Class: 16

Attacks: Swarm (1d4 + wounding)

Saving Throws: F16, R12, W18

Environment: Any

No. Appearing: 1d20

XP Value: 100 (CL 2)

Bat swarms are a staple of spooky movies and are an ever-present danger when a person pokes their face into the mouth of a dark cave. People that are bitten by a bat swarm must pass a Fortitude saving throw or bleed for 1 point of damage per round until their wounds are bound.

Crab Swarm

Type: Vermin

Size: Tiny (1 lb)

Intelligence: Non- (0)

Hit Dice: 3

Movement: 10 (Swim 10/150)

Armor Class: 18

Attacks: Swarm (1d6 + constrict)

Saving Throws: F15, R15, W14

Environment: Marine or Aquatic

No. Appearing: 1d6

XP Value: 300 (CL 4)

A swarm of crabs is a terrible thing, for despite their tiny size they are quite heavy in a swarm and their chelae not only pinch, but also grab hold and don't let go.



Killer Bee Swarm

Type: Vermin
 Size: Tiny (3/4" long)
 Intelligence: Non- (0)
 Hit Dice: 3
 Movement: Fly 70/210
 Armor Class: 16
 Attacks: Swarm (1d4 + Poison III)
 Saving Throws: F15, R13, W14
 Environment: Any
 No. Appearing: 1d6
 XP Value: 300 (CL 4)

Killer bees, or Africanized honey bees, originate in Africa. They were introduced to Brazil in the 1950's and soon escaped from quarantine and spread through the Americas.

Piranha Swarm

Type: Vermin
 Size: Tiny (5-10" long)
 Intelligence: Non- (0)
 Hit Dice: 5
 Movement: Swim 30/300
 Armor Class: 14
 Attacks: Swarm (2d4)
 Saving Throws: F14, R13, W13
 Environment: Aquatic
 No. Appearing: 1d4
 XP Value: 250 (CL 5)

Anyone who has watched the movies knows what it means when they are crossing an Amazonian stream and the water around their legs begins to bubble. Piranhas are vicious little carnivorous fish that dwell in rivers in South America. They are reputed to be able to strip the flesh off of a cow in under a minute (i.e. six rounds). One of the first to relate stories about piranhas in America was Theodore Roosevelt, so you know these fellows belong in a game of *GRIT & VIGOR*.

Rat Swarm

Type: Animal
 Size: Tiny (13-18" long, 4-12 oz.)
 Intelligence: Animal (1-2)
 Hit Dice: 4
 Movement: 20/350 (Climb 20)
 Armor Class: 14
 Attacks: Swarm (1d4 + disease)
 Saving Throws: F14, R12, W17
 Environment: Any
 Range: All
 No. Appearing: 1d12
 XP Value: 400 (CL 5)

Rat swarms are encountered on sinking ships, and on those occasions when adventurers tromp through sewers looking for enemy agents, crocodiles or mutant rat men.

Snapping Turtle Swarm

Type: Animal
 Size: Small (10-20" long, 10-35 lb.)
 Intelligence: Animal (1-2)
 Hit Dice: 6
 Movement: 5 (Swim 15/150)
 Armor Class: 15
 Attacks: Swarm (1d8 + constrict)
 Saving Throws: F11, R11, W15
 Environment: Wetlands
 No. Appearing: 1d4
 XP Value: 600 (CL 7)

Snapping turtles are only really dangerous to people when someone is stupid enough to put a toe or finger within their reach. A famous cover of an old men's magazine inspired the idea of a swarm of the beasts attacking a bare-chested fellow and a damsel in distress, so here they are!

Spider Swarm

Type: Vermin
 Size: Tiny (1" long)
 Intelligence: Non- (0)

Hit Dice: 2
Movement: 15/150 (Climb 15)
Armor Class: 17
Attacks: Swarm (1d2 + Poison II)
Saving Throws: F15, R15, W15
Environment: Any
No. Appearing: 1d12
XP Value: 200 (CL 3)

In some cases, a swarm of spiders is more frightening than a swarm of rhinoceroses.

Stegosaurus

Type: Animal
Size: Large (21 feet, 2,300 lb.)
Intelligence: Animal (1-2)
Hit Dice: 12
Movement: 20/70
Armor Class: 17
Attacks: Thagomizer (1d10)
Saving Throws: F6, R7, W12
Environment: Woodlands
No. Appearing: 1d2
XP Value: 600 (CL 12)

These large dinosaurs were known for the line of bony plates that ran down their backs, and the spikes that tipped their tails. They fed on bushes and shrubs, and were probably inoffensive creatures unless threatened.

Tiger

Type: Animal
Size: Large (11' long, 850 lb.)
Intelligence: Animal (1-2)
Hit Dice: 6
Movement: 50/590
Armor Class: 14
Attacks: 2 claws (1d6 + rend) and bite (1d6)
Saving Throws: F9, R10, W15
Environment: Grasslands
No. Appearing: 1d2
XP Value: 600 (CL 7)

Tigers are the largest living species of cats. Apex predators, they primarily prey on deer and cattle. Bengal tigers are the best known, but other subspecies include the Indochinese, Malayan, Siberian, South China and Sumatran tigers. The last Bali tiger was killed in 1937, the Caspian tigers survived until the 1970's and no more Javan tigers were sighted after 1979.

Triceratops

Type: Animal
Size: Huge (28' long, 19,500 lb.)
Intelligence: Animal (1-2)
Hit Dice: 26
Movement: 35/220
Armor Class: 18
Attacks: Slam (2d8)
Saving Throws: F3, R3, W6
Environment: Grasslands
No. Appearing: 1d8
XP Value: 1,300 (CL 26)

These herbivorous dinosaurs are known for their bony frill and their three horns, two on their head, one on their nose. Their horns are hollow, and are not used for fighting, but rather for mating and territorial displays.

Tyrannosaurus Rex

Type: Animal
Size: Huge (40' long, 15,000 lb.)
Intelligence: Animal (1-2)
Hit Dice: 23
Movement: 25/300
Armor Class: 14
Attacks: Bite (2d4 + swallow whole)
Saving Throws: F3, R3, W7
Environment: Grasslands, Wetlands
No. Appearing: 1d2
XP Value: 2,300 (CL 24)

Tyrannosaurus rex was the largest land predator that ever lived on Earth and the ultimate encounter for adventurers in Lost Worlds. While they were probably scavengers in real life, they are much more interesting as terrifying hunters.

Weasel

Type: Animal
Size: Tiny (7-8" long, 7 oz.)
Intelligence: Animal (1-2)
Hit Dice: 0 (1 hp)
Movement: 10/90 (Climb 10)
Armor Class: 14
Attacks: Bite (1 + attach)
Saving Throws: F16, R14, W19
Environment: Any
No. Appearing: 1
XP Value: 25 (CL 0)

Weasels are tiny predators closely related to polecats, stoats and ferrets, and distantly related to badgers and wolverines.

If a ferret hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached ferret has an Armor Class of 12.

Whale, Sperm (Cachalot)

Type: Animal
Size: Huge (52-67' long, 15-45 tons)
Intelligence: Low (3)
Hit Dice: 55
Movement: Swim 90/360
Armor Class: 18
Attacks: Bite (4d6 + swallow whole) and tail slap (1d8)
Saving Throws: F3, R3, W4
Environment: Aquatic
No. Appearing: 1d12
XP Value: 5,500 (CL 56)

Any volume dedicated to manly adventure would be remiss in leaving out the mighty sperm whale, the most famous being Mocha Dick, the inspiration for Herman Melville's *Moby Dick*.

Sperm whales are usually inoffensive creatures (though the aforementioned Mocha Dick apparently sent 28 whaling vessels and 30 sailors to Davy Jones' Locker), with human beings being their chief predators, imaginative tales have made them dangerous creatures capable of swallowing people, animated marionettes and crickets whole.

Wolf

Type: Animal
Size: Medium (3.5-5' long, 80 lb.)
Intelligence: Animal (1-2)
Hit Dice: 2
Movement: 45/560
Armor Class: 14
Attacks: Bite (1d4 + trip)
Saving Throws: F12, R12, W18
Environment: Grasslands, Woodlands
No. Appearing: 1d8 + 1d3 pups
XP Value: 200 (CL 3)

Wolves – technically gray wolves – dwell in North America, North Africa and Eurasia, though their range was larger in ancient times. They are territorial animals, their hunting ranges usually being around 14 square miles.



Related species include the Red Wolf of the southern United States and Mexico, the Eastern Wolf of the Great Lakes area and the Dingo of Australia. Dingoes are smaller than wolves (6 hit points). Dire wolves, which dwelled in North and South America until about 10,000 years ago, might still be found in Lost Worlds. They are larger than gray wolves (8 hit points).

Gray wolves are skilled at tracking.

Wolverine

Type: Animal
Size: Medium (3.5' long, 70 lb.)
Intelligence: Animal (1-2)
Hit Dice: 2
Movement: 35/440
Armor Class: 14
Attacks: Bite (1d3)
Saving Throws: F12, R12, W18
Environment: Woodlands
No. Appearing: 1d2
XP Value: 100 (CL 2)

These stocky mustelids are also called gluttons, skunk bears, quickhatch and cacajou. They live in the Northern Hemisphere. Wolverines are tenacious combatants. In combat, they can continue fighting after they reach 0 hp as long as they can pass a Fortitude saving throw each round.

Zebra

Type: Animal
Size: Large (7' long, 770 lb.)
Intelligence: Animal (1-2)
Hit Dice: 5
Movement: 50/590
Armor Class: 13

Attacks: Kick (1d8) or bite (1d4)
Saving Throws: F11, R10, W16
Environment: Grasslands, woodlands, highlands
No. Appearing: 1d30
XP Value: 250 (CL 5)

Zebras are members of the horse family that dwell in sub-Saharan Africa. Zebras have never been domesticated.

Humans (i.e. Stock Characters)

There's nothing more dangerous on earth than human beings ... just ask all those apex predators we've almost driven to extinction. Humans are smart, persistent and have figured out how to make weapons and armor.

While human opponents in the game can be rolled up using the character classes in Chapter One as Non-Player Characters, they can also be treated as creatures. As monsters, human beings come in three varieties.

Warriors are human beings that have been trained to fight. They roll d8 to determine their hit points, and add use their number of hit dice as their attack bonus, as do other monsters.

Scoundrels are human beings that prefer to attack from ambush, or from behind. They roll d6 to determine their hit points, and add half of their hit dice (rounding up) as their attack bonus.

Civilians are people with no particular training or skill at fighting. The vast majority of people fall into this category. They roll d4 to determine hit points, and add half their hit dice (rounding down) to their attacks.

Anarchist / Terrorist

Type: Scoundrel
Intelligence: Average (9-12)
Hit Dice: 3d6
Movement: 45/220
Armor Class: 11
Attacks: Dagger (1d4), revolver (1d6) or dynamite (1d10)
Skills: Cant, Demolitions, Hide in Shadows, Move Silently
Saving Throws: F14, R12, W14
No. Appearing: 1d6
XP Value: 300 (CL 4)

Anarchists and terrorists are men and women dedicated to overthrowing the existing order of society. They are usually not terribly well-trained as warriors, relying instead on back stabbing, bomb throwing and sabotage. When anarchists

attack from behind, or attack a surprised opponent, they score an additional 1d6 points of damage.

Assassin

Type: Scoundrel
Intelligence: Average (9-12)
Hit Dice: 4d6
Movement: 45/220
Armor Class: 11
Attacks: Dagger (1d4) or pistol with silencer (1d6)
Skills: Don Disguise, Drive Vehicle, Gather Intelligence, Hide in Shadows, Listen at Doors, Move Silently, Open Locks
Saving Throws: F14, R11, W14
No. Appearing: 1
XP Value: 400 (CL 5)

Assassins are trained killers, though they prefer to attack by ambush or surprise, rather than fighting one-on-one. They might be employed as hit men, by espionage agencies or by terrorist organizations to eliminate their enemies.

When assassins attack from behind, or attack a surprised opponent, they score an additional 2d6 points of damage. If their victim fails a Fortitude saving throw they are knocked unconscious for 1d6 rounds.

Bandit

Type: Warrior
Intelligence: Average (9-12)
Hit Dice: 1d8
Movement: 45/220
Armor Class: 10
Attacks: Knife (1d3), revolver (1d6) or rifle (2d4)
Skills: Move Silently, Ride Mount (or Bike)
Saving Throws: F13, R15, W15
No. Appearing: 1d20
XP Value: 50 (CL 1)

Bandits plunder the countryside. They may be mounted on horses or motorcycles, or they may attack on foot. They are not known for their bravery, so they suffer a -1 penalty to save against fear. If 10 or more bandits are encountered, they are led by a fighter of 3rd to 6th level. In the presence of their leader, they suffer no penalty to save against fear.

Berserker

Type: Warrior
Intelligence: Average (9-12)
Hit Dice: 2d8
Movement: 45/220



Armor Class: 10
 Attacks: By weapon or fists (1d2+1)
 Skills: Bend Bars, Break Down Doors, Lift Gates
 Saving Throws: F12, R15, W15
 No. Appearing: 1d6
 XP Value: 200 (CL 3)

Berserkers are warriors that go into a frenzy when they fight. Berserkers look like normal folks or any sort of warrior; one doesn't know they're fighting a berserker until it's too late.

Berserkers attack twice per round, and they are immune to all mental effects while in a fight. After one minute of fighting, they tire themselves out and become fatigued.

Bruiser

Type: Warrior
 Intelligence: Average (9-12)
 Hit Dice: 4d8
 Movement: 45/220
 Armor Class: 11 (Leather jacket)
 Attacks: Club (1d4+2), switchblade (1d4) or fists (1d2+2)
 Skills: Bend Bars, Break Down Doors, Lift Gates
 Saving Throws: F11, R14, W14
 No. Appearing: 1
 XP Value: 400 (CL 5)



Robert H. "Three-Fingered" Birch (1827-1866)

Robert Birch became involved in crime as early as age 15, engaging in robbery and possibly murder in Illinois. He was a longtime member of a criminal gang known as the Banditti of the Plains. Captured in 1845 and brought to trial for the murder of Col. George Davenport (frontiersman, trader and soldier), he turned state's evidence against his comrades and got a reduced sentence. Birch escaped from jail in 1847 and disappeared into the frontier. He eventually resurfaced in Gila City, Arizona as its first postmaster. He and two comrades discovered gold in New Mexico, and Birch later became a guerilla fighter with the Arizona Rangers during the American Civil War. He died shortly after the end of that war.

CE Rogue, Ranger, LVL 5.5, HP 23, AC 11, MV 40, ATK +5, SV F11
 R10 W11, Str 14 Int 10 Wis 13 Dex 15 Con 12 Cha 8

Special: Backstab x2 damage, note concealed items, surprised 1 in 8, difficult to track, favored terrain (wastelands)

Knacks: Prospect

Skills: Bend Bars, Break Down Doors, Cant, Climb Sheer Surfaces, Endure, Escape Bonds, Gamble, Gather Intelligence, Hide in Shadows, Jump, Lift Gates, Listen at Doors, Move Silently (+3), Open Lock, Ride Mount, Search, Sleight of Hand, Survive Outdoors, Track

Feats: Intuition, Knack (Prospect)

Bruisers are big, mean street fighters. They might be gang leaders, or the lieutenant of a gang leader. Bruisers aren't known for their brains, and their fighting style is very direct and very forceful.

A target hit by bruiser's bludgeoning melee attack must pass a Fortitude saving throw or be knocked backwards a number of feet equal to the damage inflicted. If the target is tiny or small, double this distance. If the target is large, halve it. If the target is huge, it cannot be knocked backwards.

Bruisers are notoriously hard to shove around. They enjoy a +2 bonus to save against attacks that would move them, hold them or redirect them.

Cat Burglar

Type: Scoundrel
 Intelligence: Average (9-12)
 Hit Dice: 4d6
 Movement: 45/220
 Armor Class: 10
 Attacks: Switchblade (1d4)

Skills: Climb Sheer Surfaces, Hide in Shadows, Move Silently,
Open Locks, Sleight of Hand
Saving Throws: F14, R11, W14
No. Appearing: Solitary
XP Value: 200 (CL 2)

Cat burglars, or “second-story men”, are scoundrels trained to get into hard-to-access places to steal valuable items, often from safes. They usually carry lock picks, a glass cutter, 100’ rope and perhaps electronic devices that aid in opening safes. Most do not carry guns, for armed robbery carries with it a harsher punishment than unarmed robbery.

Cave Man

Type: Warrior
Size: Medium
Intelligence: Low (3-8)
Hit Dice: 2d8
Movement: 45/220
Armor Class: 10
Attacks: Club (1d4), flint spear (1d8), flint javelin (1d6/200’
or bow and flint arrows (1d6/240’)
Skills: Endure, Survive Outdoors, Track
Saving Throws: F12, R15, W16
No. Appearing: 1d20
XP Value: 100 (CL 2)

Cave men are warriors who live in Lost World settings. They are usually portrayed as being stronger and tougher than modern men. Leaders or elite warriors among cave man communities might be bruisers or berserkers.

Cowpoke

Type: Warrior
Intelligence: Average (9-12)
Hit Dice: 2d8
Movement: 45/220
Armor Class: 10
Attacks: Revolver (1d6), rifle (2d4),
Bowie knife (1d4+1) or lariat
(entangle)
Skills: Endure, Handle Animal, Ride
Mount, Survive Outdoors, Track
Saving Throws: F12, R15, W15
No. Appearing: 1d6 or 1d20
XP Value: 100 (CL 2)



A cowpoke is a professional ranch hand that specializes in herding cattle from the back of a horse. Cowpokes are known to be both tough and ornery.

Femme Fatale

Type: Scoundrel
Intelligence: Average (9-12)
Hit Dice: 2d6
Movement: 45/220
Armor Class: 10
Attacks: Pocket revolver (1d4)
or switchblade (1d4)
Skills: Gather Intelligence,
Influence People
Saving Throws: F15, R15, W12
No. Appearing: 1
XP Value: 100 (CL 2)



The “deadly woman” is an ancient archetype in literature, typified by such characters as Salome and Cleopatra. In more modern times, no name evokes the archetype as readily as Mata Hari, the famous spy of the First World War. The femme fatale is an expert at seduction and deception, using her womanly wiles to trick men out of their secrets or wealth, or to lure them to their very doom.

Gangster

Type: Warrior
Intelligence: Average (9-12)
Hit Dice: 2d8
Movement: 45/220
Armor Class: 10
Attacks: Revolver (1d6), submachine gun (1d6) or switchblade
(1d4)
Skills: Break Down Doors, Drive Vehicle, Influence People
Saving Throws: F12, R15, W15
No. Appearing: 1d6 or 3d6
XP Value: 100 (CL 2)



Gangsters may be criminals, but they aren't scoundrels (using *GRIT & VIGOR* terms). Gangsters commit their larceny with intimidation, threatening violence and backing up those threats by beating and killing their opposition.

Highwayman

Type: Scoundrel
 Intelligence: Average
 Hit Dice: 4d6
 Movement: 45/220
 Armor Class: 10
 Attacks: Knife (1d3), revolver (1d6) or rifle (2d4)
 Skills: Hide in Shadows, Influence People, Ride Mount
 Saving Throws: F14, R11, W14
 No. Appearing: 1
 XP Value: 400 (CL 5)

Highwaymen are bandits that work alone, haunting lonely roads or mountain passes and springing out on their victims, famously demanding they "Stand and deliver!" in Jolly Old England, or "Reach for the sky!" in the American West.

Dick Turpin was the archetypal highwayman, operating in England in the late 18th century. George Lyon was the last known highwayman to be hanged in England, in 1815. In more modern times, there was Sándor Rózsa, a Hungarian outlaw who participated in the Hungarian Revolution of 1848.

In the United States, Charles Earl Bowles, a.k.a. Black Bart, robbed stagecoaches in the Pacific Northwest in the 1870's and 1880's, leaving behind poetic messages after his jobs.

Man-At-Arms

Type: Warrior
 Intelligence: Average (9-12)
 Hit Dice: 1d8
 Movement: 45/220
 Armor Class: 16 (chainmail, shield)
 Attacks: Spear (1d8), scimitar (1d8) or dagger (1d4)
 Skills: Bend Bars and Lift Gates, Break Down Doors
 Saving Throws: F13, R15, W15
 No. Appearing: 1d100
 XP Value: 50 (CL 1)



Even in modern times, there are warriors that fight with weapons from an earlier era. Tribesmen (q.v.) are one type, while men-at-arms come from medieval societies. If ten or more men-at-arms are encountered, they are led by a sergeant with 3 HD. If 20 are encountered, there is a 5 HD captain.

Medium

Type: Civilian
 Intelligence: Average (9-12)
 Hit Dice: 1d4
 Movement: 45/220
 Armor Class: 10
 Attacks: Fists +0 (1d2)
 Skills: Gather Intelligence, Hypnotism, Influence People
 Saving Throws: F15, R15, W13
 Powers: At will—Aura Sight, Sensitivity to Psychic Impressions; 1/day—Channeling, Clairsentience, ESP
 No. Appearing: 1
 XP Value: 100 (CL 2)



Mediums are men and women who claim that they can speak to the spirit world. You can either play them as being con-men in your game, or as genuinely having psychic powers. If you choose the latter, use the psychic powers described above – otherwise use the skills. Of course, you could use both.

Ninja

Type: Scoundrel
 Intelligence: Average (9-12)
 Hit Dice: 5d6
 Movement: 45/220
 Armor Class: 11
 Attacks: Ninjatō (1d6), shuriken (1d2), blowpipe (5' cone, Poison I) or unarmed strike (1d3)
 Skills: Acrobatics, Climb Sheer Surfaces, Endure, Gather Intelligence, Hide in Shadows, Listen at Doors, Move Silently, Track
 Saving Throws: F13, R10, W13
 No. Appearing: 1
 XP Value: 500 (CL 6)

Ninjas did exist, but probably not as they have been depicted in popular media. In reality, they were members of the samurai class (as in societal class, not character class) who were called on to conduct covert missions as spies, saboteurs, and assassins. Fiction, though, has made them into virtual supermen capable of all manner of mystic abilities. The ninja as presented here gives a nod to the mystic superman, but attempts to ground it in a bit more reality. Ninjas can backstab for triple damage.

Pirate

Type: Warrior
Intelligence: Average (9-12)
Hit Dice: 1d8
Movement: 45/220
Armor Class: 10
Attacks: Cutlass (1d8) or
revolver (1d6)
Skills: Climb Sheer Surfaces,
Endure, Swim
Saving Throws: F12, R15, W15
No. Appearing: 1d20
XP Value: 100 (CL 2)



The "Golden Age of Piracy" may have been between 1650 and 1720, but pirates still ply the seas in modern times. "Roaring" Dan Seavey was a pirate on the Great Lakes from 1900-1930, and pirate junks sailed the South China Sea in large numbers until the 1870's. Milton Caniff's *Terry and the Pirates* told of the pirates under the command of the Dragon Lady.

If more than 10 pirates are encountered, they are led by a first mate with 4 HD. If 20 pirates are encountered, they are led by both a first mate and a captain with 6 HD. If pirates are encountered on a ship, usually a tramp steamer or an armed schooner, the number of pirates encountered equals the ship's normal crew complement.

Pirates fight for money above all else, and when they are fighting for money they enjoy a +1 bonus to hit and a +1 bonus on Will saving throws against fear.

Police Detective

Type: Warrior
Intelligence: Average (9-12)
Hit Dice: 3d8
Movement: 45/220
Armor Class: 10
Attacks: Revolver (1d6)
Skills: Gather Intelligence,
Influence People, Listen at
Doors, Search
Saving Throws: F15, R15, W12
No. Appearing: 1d2
XP Value: 150 (CL 3)



Detectives or investigators are experienced police officers that had to rise through the ranks to reach their current position. In mystery stories, they are sometimes the heroes, sometimes the sidekicks and often the foils of private detectives.

Police Patrolman

Type: Warrior
Intelligence: Average (9-12)
Hit Dice: 2d8
Movement: 45/220
Armor Class: 10
Attacks: Billyclub (1d3) or revolver
(1d6)
Skills: Gather Intelligence, Influence
People, Listen at Doors, Search
Saving Throws: F12, R15, W15
No. Appearing: Patrol (1d4)
XP Value: 100 (CL 2)



Patrolmen are the police officers on the street, either walking a beat or patrolling in a car or on a motorcycle.

Punk

Type: Scoundrel
Intelligence: Average (9-12)
Hit Dice: 1d6
Movement: 45/220
Armor Class: 11 (leather jacket)
Attacks: Switchblade (1d4) or revolver (1d6)
Skills: None
Saving Throws: F13, R15, W15
No. Appearing: 1d20
XP Value: 100 (CL 2)

Punks can be thought of as junior gangsters. They represent gangs of juvenile delinquents. Punks backstab for x2 damage.

Sailor

Type: Scoundrel
Intelligence: Average (9-12)
Hit Dice: 2d6
Movement: 45/220
Armor Class: 13
Attacks: Club (1d4), knife (1d3) or revolver (2d6)
Skills: Endure, Gunnery, Seamanship, Swim
Saving Throws: F11, R14, W14
No. Appearing: 1d20
XP Value: 100 (CL 2)

Sailors might be members of a navy, or they might be members of the merchant marine. Either way, they're tough as nails and always ready for a scrap.

Sailors are known for their toughness, their balance and their eagle eyes, and so enjoy better saving throws (see above).

Soldier – Cavalryman

Type: Warrior
Intelligence: Average (9-12)
Hit Dice: 1d8
Movement: 45/220
Armor Class: 10
Attacks: Cavalry saber (1d8), rifle (2d4) or revolver (1d6)
Skills: Endure, Handle Animal, Ride Mount
Saving Throws: F15, R13, W15
No. Appearing: 1d12
XP Value: 50 (CL 1)

Cavalrymen were a critical component of armies for centuries, becoming notably less useful during the First World War. In the late 19th century they were usually unarmored and equipped with carbine rifles, sabers and revolvers.

Soldier – Infantryman

Type: Warrior
Intelligence: Average (9-12)
Hit Dice: 1d8
Movement: 45/220
Armor Class: 10
Attacks: Fighting knife (1d4+1) or rifle (2d4) with bayonet
Skills: Endure
Saving Throws: F13, R15, W15
No. Appearing: 1d20
XP Value: 50 (CL 1)

Infantrymen fight on foot, and form the bulwark of most armies. From the 1860's to the 1950's they commonly carried rifles and combat knives. By the First World War, grenades were common equipment, and squads of infantry often included a medium or heavy machine gun.

Soldier – Sergeant

Type: Warrior
Intelligence: Average (9-12)
Hit Dice: 3d8
Movement: 45/220
Armor Class: 10
Attacks: As the troops he leads
Skills: as troops he is commanding
Saving Throws: F12, R15, W15
No. Appearing: 1 + soldiers
XP Value: 150 (CL 3)

Sergeants are veteran soldiers who assist officers in leading troops of cavalry and squads of infantry. They are armed in the same manner as the troops they help lead.

Soldier – Special Forces

Type: Warrior
Intelligence: Average (9-12)
Hit Dice: 3d8
Movement: 40
Armor Class: 11
Attacks: Sub-machine gun (1d6), fighting knife (1d4+1) or pistol (1d6)
Skills: Climb Sheer Surfaces, Demolitions, Endure, Hide in Shadows, Jump, Move Silently, Sky Dive, Survive Outdoors, Swim
Saving Throws: F11, R13, W14
No. Appearing: Squad (1d6)
XP Value: 150 (CL 3)

There have always been elite warriors serving in armies, often as the personal guard of a high-ranking officer or nobility. The modern conception of "special forces" began with the British Indian Army's Corps of Guards, formed in 1846, and the Gurkha Scouts, formed in the 1890's. The British Commandos were first deployed in the Second World War. The SAS, formed in 1941, are the model for modern Special Forces. The SWAT (Special Weapons and Tactics) teams used by police forces would also qualify as Special Forces.

Tribesman

Type: Warrior
Intelligence: Average (9-12)
Hit Dice: 1d8
Movement: 45/220
Armor Class: 12 (shield)
Attacks: Spear (1d8) or club (1d4) or bow (1d6/240') or blowpipe (1 + Poison I)
Saving Throws: F12, R15, W15
Skills: Move Silently, Survive Outdoors, Track
Environment: Any
No. Appearing: 1d20
XP Value: 50 (CL 1)

Tribesmen are the warriors of primitive tribes, such as may be found to this day in Papua New Guinea or the Kalahari Desert. They are simply armed and armored, and are highly skilled at outdoor survival and following tracks.

Tribesmen are skilled at tracking and survival, and they have a knack for moving silently. If 10 or more tribesmen are

encountered, they are part of a war party and are commanded by a sub-chief with 3 HD. If 20 are encountered, they are commanded by a 5 HD chief.

Monsters

Monsters may be supernatural or mythic creatures, or creatures from science-fiction. Either way, they are not real, and can safely be ignored by a Venture Master who is running a game based on real life stories.

Android

Type: Construct
Size: Medium
Intelligence: Varies
Hit Dice: 1+1
Movement: 60/300
Armor Class: 16
Attacks: Fists (1d2+2)
Saving Throws: F15, R12, W15
Special: Immune to disease and poison, resistance to electricity
Environment: Any
No. Appearing: 1d10
Alignment: Neutral
XP Value: 100 (CL 2)



Androids are sentient constructs built in the image of humans. Most have metal skeletons and some manner of false flesh and hair to make them appear human, although they can also be made to look robotic. Though androids are technically asexual, many of them have personalities that can be considered masculine or feminine.

An android's powerful sensors allow it to see up to 60 feet in the dark (infrared vision) and pick up sounds too quiet for human ears to register (+3 bonus to listen at doors).

The typical android has the following ability scores: Strength 16, Dexterity 14, Constitution 14, Intelligence 15, Wisdom 8, and Charisma 6. Androids are physically powerful, and their electronic brains can make them very intelligent. Unfortunately, androids lack sense and sensibility, and therefore lose points in Wisdom and Charisma.

Assassin Vines

Type: Plant
Size: Large
Intelligence: Non-
Hit Dice: 4

Movement: 5
Armor Class: 15
Attacks: Slam (1d8 + constrict)
Saving Throws: F10, R15, W14
Special: Surprise (4 in 6)
Environment: Woodlands, scrublands
No. Appearing: 1d4
Alignment: Neutral
XP Value: 400 (CL 5)

The assassin vine is a semi-mobile plant that collects its own fertilizer by grabbing and crushing animals and depositing the carcasses near its roots. A mature plant consists of a main vine, about 20 feet long with smaller vines, up to 5 feet long, branching from it about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild grapes. The fruit is tough and has a hearty but bitter flavor that makes a narcotic wine.

A similar botanical monster is the man-eating tree. Such trees were described in Madagascar by Edmund Spencer in 1874, and in Nubia by Phil Robinson in 1881. J. W. Buel, in *Sea and Land* (1887), described the man-eating tree called Ya-te-veo ("I-see-you") as native to Africa and Central America.

Atlantean

Type: Humanoid
Size: Medium
Intelligence: Average (9-12)
Hit Dice: 1
Movement: 45/220 (Swim 60/90)
Armor Class: 15 (scale armor)
Attacks: Trident (1d8) or fists (1d3)
Saving Throws: F15, R13, W15
Environment: Aquatic
No. Appearing: 1d20
Alignment: Neutral
XP Value: 50 (CL 1)

Atlanteans look like graceful human beings with smooth skin, pointed ears, and large eyes. Depending on your game, they may either be armed with primitive weapons like tridents, or high tech weapons like ray guns.

Atlanteans dwell under the sea and are amphibious, though they must submerge themselves in water once per day or become fatigued. They have webbed hands and feet to aid in swimming. Atlanteans are wonderfully observant, and enjoy a +2 bonus to all task checks involving sight. They can see up to 60 feet away in complete darkness.

Bee Woman

Type: Monstrous Humanoid
Size: Medium
Intelligence: Average (9-12)
Hit Dice: 1
Movement: 45/220
Armor Class: 10
Attacks: Fists (1d2)
Saving Throws: F15, R13, W11
Environment: Any
No. Appearing: 1d12
Alignment: Lawful Evil
XP Value: 100 (CL 2)

Bee woman are human women mutated through the use of advanced genetics and radiation. Their eyes resemble those of a bee, although they can hide this change through sheer willpower. They have a heightened attraction towards males and by males. This drives them to seduce and mate with men, but in so doing to also kill them.

Bee women possess a hive mind. They can communicate with one another using telepathy (up to 1 mile range) and their hive mind grants them a +2 bonus on Will saving throws.

Bee women can seduce human males using the psychic power *dominate*. When they lure men into love making, their radioactive aura causes the man's adrenal glands to go nuts. Each round, the man must pass a Fortitude saving throw or suffer 1d4 points of Constitution damage. At 0 Constitution, the man has died from a heart attack.

Black Dog

Type: Outsider
Size: Medium
Intelligence: Low (3-8)
Hit Dice: 3
Movement: 50/550
Armor Class: 19 [Silver]
Attacks: Bite (1d8 + trip)
Saving Throws: F12, R12, W13
Environment: Any
No. Appearing: 1d6
Alignment: Chaotic Evil
XP Value: 300 (CL 4)

Black dogs are demonic hounds that often haunt graveyards. A black dog stands 5 feet tall at the shoulder and weighs about 400 pounds. One black dog, the black shuck, haunts the coast of East Anglia, with an appearance in 1577 being particularly

famous. In this appearance, it was associated with an electrical storm. Other famous examples are Padfoot of Wakefield, the Gurt Dog of Somerset, Hairy Jack of Lincolnshire, the Barguest of York, the Yeth Hound (or Yell Hound) of Devon folklore, and the black dogs of the Hanging Hills in Connecticut, Luton in Bedfordshire and Newgate Prison. Flanders hosts Oude Rode Ogen ("Old Red Eyes") and Wallonia Tchén al tchinne ("Chained Hound"). Black dogs with red eyes are found throughout Mexico and Latin America.

Black dogs cannot speak, but understand most human languages. They hunt only at night. Black dogs fear the sun and never venture out in daylight, even if their lives depend on it. When a black dog howls or barks, all creatures except other Evil outsiders within a 300-foot spread must succeed on a Will save or flee for 2d4 rounds.

Black Howler

Type: Monstrous Beast
Size: Medium (4-6' long, 250 lb.)
Intelligence: Animal (1-2)
Hit Dice: 3
Movement: 50/440 (Climb 20)
Armor Class: 13
Attacks: 2 claws (1d4), bite (1d6) and gore (1d4)
Saving Throws: F12, R12, W17
Environment: Wooded Highlands
No. Appearing: 1d2
Alignment: Neutral
XP Value: 300 (CL 4)

The black howler, or Ozark black howler, resembles a shaggy black bear with horns. It supposedly lives in the Ozarks, but its range might extend elsewhere.

A black howler's howl sounds like a combination of a wolf's howl and an elk's bugle. Anyone within hearing range of a black howler for a full hour must succeed on a Will saving throw or take 1 point of Wisdom damage. The save must be repeated for each hour of exposure.

Black Pudding

Type: Ooze
Size: Large (8' diameter, 2' thick, 9,000 lb)
Intelligence: Non- (0)
Hit Dice: 10
Movement: 20 (Climb 20)
Armor Class: 3
Attacks: Slam (2d6 acid + engulf)
Saving Throws: F9, R11, W12
Special: Immune to mind effects, resistance to weapons

Environment: Any
No. Appearing: Solitary
Alignment: Neutral
XP Value: 2500 (CL 26)

Black puddings are alien oozes that have been known to fall to earth in the core of meteorites. The pudding secretes a digestive acid that dissolves organic material (50 points of damage per round) and metal (20 points of damage per round), but does not affect stone. Any hit by the monster deals acid damage to its target, and the target's armor and clothing dissolve and become useless immediately unless they succeed on a saving throw. A metal or wooden weapon that strikes a black pudding dissolves unless it passes a saving throw.

A black pudding that moves over a creature engulfs it and deals 2d6 points of acid damage per round to it. A creature so dissolved and digested by the black pudding adds 1 Hit Dice to the creature.

Slashing and piercing weapons deal no damage to a black pudding. Instead the attack severs a bit of the creature, which becomes an independent creature in its own right. Roll 1d4 and consult the table below to find the statistics of the new pudding. However many hit dice the new pudding has, the original creature loses. A pudding with 1 HD or less cannot be further split and dies if reduced to 0 hp.

For ease of reference, black puddings of other sizes have the following statistics:

HD	Size	Damage	Fort	Ref	Will
1	Small	1d4	16	16	15
2	Medium	1d6	15	16	15
4	Medium	1d8	14	15	14
8	Large	2d6	10	12	11
16	Large	2d6	6	8	7
24	Huge	3d6	4	4	3

Bogeyman

Type: Monstrous Humanoid
Size: Medium
Intelligence: Average (9-12)
Hit Dice: 9
Movement: 50/250
Armor Class: 19
Attacks: Slam (1d8) or by weapon
Saving Throws: F11, R9, W9
Skills: Track

Special: Regenerate, immune to disease, mind-affecting effects, paralysis, poison, nonlethal damage and sleep
Environment: Any
No. Appearing: Solitary
XP Value: 900 (CL 10)

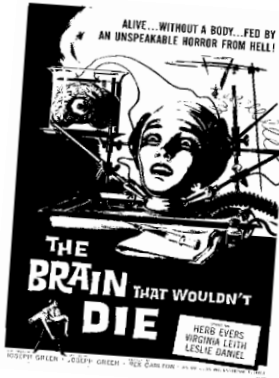
A bogeyman is a deranged human (though not entirely human) bent on murder. No matter how much damage one inflicts on a bogeyman, and they seem to keep coming back for more.

A bogeyman appears to die if reduced to 0 hit points. Unless it is reduced to -10 hit points, though, its "death" is temporary; when the bogeyman's regenerate ability brings its hit point total to 12 or higher, it springs back to life.

A bogeyman is driven by a thirst for revenge, though not necessarily on the people who wronged it. If this desire for revenge can somehow be satisfied, it might cease to exist.

Brain in a Vat

Type: Aberration
Size: Tiny
Intelligence: High (13-18)
Hit Dice: 4
Movement: 0
Armor Class: 10
Attacks: Psychic powers
Saving Throws: F17, R15, W10
Environment: Any
No. Appearing: 1
Alignment: Chaotic Evil
XP Value: 400 (CL 5)



A brain in a vat is a disembodied brain or head kept alive with weird chemical formulas and electricity. They are often placed upon a pedestal and protected with plastic or glass. They might also be installed in an android or giant robot body.

A brain in a vat can communicate telepathically with sentient creatures up to 100 miles away.

A brain in a vat has the following supernatural powers: At will—*Clairsentience, cloud mind, dominate, ego whip, empathic projection, ESP, id insinuation, mental barrier, mind thrust, telekinesis, thought shield*; 1/day—*Negation, psychic crush, tower of iron will*.

Bunyip

Type: Monstrous Beast
Size: Large
Intelligence: Animal (1-2)
Hit Dice: 6
Movement: 45/270 (Swim 60/360)
Armor Class: 14
Attacks: Bite (2d6 + constrict)
Saving Throws: F9, R10, W15
Special: Surprise (4 in 6) in water
Environment: Aquatic, wetlands
No. Appearing: Solitary or pair
Alignment: Neutral
XP Value: 600 (CL 7)

The bunyip is a cryptid of Australia, described by the aboriginal Australians as large, swamp-dwelling predators. The descriptions of the beast vary widely, and include it having a dog-like face, crocodile-like head, a horse-like tail, flippers, walrus-tusks, dark fur, horns and possibly a duck-like bill. For our purposes, we will treat it as something akin to monstrous seal the size of an ox.

Cat Person

Type: Monstrous Humanoid
Size: Medium
Intelligence: Average (9-12)
Hit Dice: 2
Movement: 45/450
Armor Class: 14
Attacks: 2 claws (1d4)
Saving Throws: F15, R12, W12
Special: Surprised on d8, track
by scent
Environment: Any
No. Appearing: 1d6
Alignment: Chaotic Neutral
XP Value: 200 (CL 3)



In its natural form, a cat person is an attractive biped standing 5.5 feet tall and weighing 120 pounds. Its face and body are humanlike except for several distinctly feline features: A short muzzle, whiskers, vertical pupils, a long, graceful tail, and legs shaped like those of big cats. Its body is covered in soft fur, usually black, although almost any shade is possible. If desired, a cat person can assume the form of a normal (albeit a bit large) house cat with fur the same color as it has in its normal form. The creature most often takes cat form to hide or run from attackers. Cat people can speak their own language as well as the language of all felines.

Any mammalian creature within 30 feet of a cat person that meets its gaze must make a successful Will saving throw or be dazed (see Conditions).

A cat person ignores falling damage from heights of 30 feet or less. When falling from a greater height, it can attempt a Reflex saving throw to halve the damage.

Changeling

Type: Fey
Size: Medium
Intelligence: Average (9-12)
Hit Dice: 1
Movement: 50
Armor Class: 15 [Silver]
Attacks: 1 strike (1d2) or by weapon
Saving Throws: F15, R13, W13
Environment: Civilization
No. Appearing: 1
Alignment: Chaotic Evil
XP Value: 100 (CL 2)

Changelings are fey creatures that are left by other fey in place of human babies. Because the fey are very slow to reproduce, they require frequent introductions of human DNA into their gene pools. Changelings are usually allied with the unseelie court, and thus are evil.

Changelings are immune to electricity and resistant to fire damage. They can cast the following spells: 3/day—*detect magic*; 1/day—*charm person*, *object reading*.

Chupacabra

Type: Monstrous Beast
Size: Medium
Intelligence: Animal (1-2)
Hit Dice: 6
Movement: 50/500
Armor Class: 14
Attacks: Bite (1d6 + constrict)
Saving Throws: F10, R10, W15
Environment: Desert, scrubland, highlands
No. Appearing: 1d2
XP Value: 600 (CL 7)

The chupacabra (“goat sucker”) is a mysterious creature said to dwell in Puerto Rico, Mexico, Central America and the Southwestern United States. Its name comes from its penchant for sucking the blood of livestock. Descriptions vary, but apparently it looks something like a bear-sized dog with no hair and thick skin, and a pronounced spinal ridge.

The animal can suck blood when it bites and constrict its prey. Each round, it inflicts 1d4 points of Constitution damage from. Once it has swallowed 6 Constitution points worth of blood, it is sated and releases its grip and flees.

Crawling Claw

Type: Undead
Size: Tiny
Intelligence: Non-
Hit Dice: 1
Movement: 5/15
Armor Class: 15
Attacks: Claws (1d3 + constrict)
Saving Throws: F15, R13, W10
Environment: Any
No. Appearing: 1
Alignment: Neutral (acts Chaotic Evil)
XP Value: 100 (CL 2)

A crawling claw is a detached human hand with a lust for strangulation. A crawling claw's attacks deal double damage against prone combatants.

Demon Car

Type: Construct
Size: Huge
Intelligence: Average (9-12)
Hit Dice: 15
Movement: 400/1600
Armor Class: 20 [Silver]
Attacks: Slam (2d6) or trample (3d6)
Saving Throws: F5, R5, W8
Environment: Any
No. Appearing: 1
Alignment: Chaotic Evil
XP Value: 1,500 (CL 16)

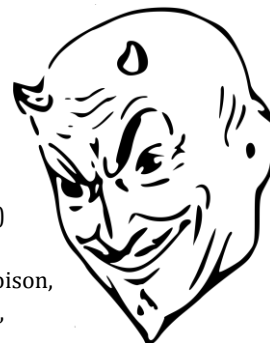
Demon cars are vehicles that have been possessed by demonic spirits, or possibly by the spirits of their dead, evil owners. As frightening as demon cars are, the demonic bulldozers are really something you don't want to tangle with.

The demonic auto can trample smaller creatures by running over them. The demon car's trample attack deals 3d6 points of damage if traveling at alley speed and 5d6 points of damage at higher speeds. A successful Reflex save halves the damage.

Demon cars cannot heal damage on their own but can be repaired, as per a normal automobile.

Devil

Type: Outsider
Size: Medium
Intelligence: High (13-18)
Hit Dice: 8
Movement: 50/500 (Fly 60/600)
Armor Class: 22 [Silver]
Attacks: 2 claws (1d8) and bite (1d6)
Saving Throws: F9, R8, W8
Special: Immune to electricity and poison, resistance to acid, cold and fire, psychic power resistance 20%, telepathy 100'
Environment: Any
No. Appearing: 1
Alignment: Lawful Evil
XP Value: 800 (CL 9)



Devils come in a variety of shapes and sizes, and their supernatural abilities allow them to change their shape and disguise their features. They hail from dimensions unknown, coming into the world of mortals to do unspeakable things and tempt human beings to do the same.

Once per day, a devil can attempt to summon another devil with a 35% chance of success. Summoned devils return from whence they came after 1 hour. A summoned devil cannot use its own summon ability to summon another devil.

A devil may teleport itself (plus 50 pounds of objects) to a specific destination up to 1,000 miles away.

Devils have the following supernatural powers: At will—*cloud minds, dimension door, dominate, illusion, matter agitation, sensitivity to psychic impressions, suggestion, telekinesis, transvection*; 1/day—*metamorphosis*.

Dôl

Type: Monstrous Beast
Size: Gargantuan (80' long, 5' diameter, 40,000 lb)
Intelligence: Animal (1)
Hit Dice: 40
Movement: 30/300 (Burrow 30/150, Swim 10/100)
Armor Class: 19
Attacks: Bite (3d10 + swallow whole), sting (3d6 + Poison II)
Saving Throws: F3, R3, W3
Environment: Underground



No. Appearing: 1
Alignment: Neutral
XP Value: 4,000 (CL 41)

Dôl are among the most dangerous monsters of the underground world. They are massive worms covered in viscous goo that obscures their appearance. One end, they have plate-like teeth, and on the other tails that end in poisonous stingers. They are capable of burrowing through solid rock, and are responsible for many of the underworld's tunnels.

Doppelganger

Type: Monstrous Humanoid
Size: Medium
Intelligence: High (13-18)
Hit Dice: 4
Movement: 45/220
Armor Class: 15
Attacks: Slam (1d6)
Saving Throws: F14, R11, W10
Special: Immune to sleep and charm
Environment: Any
No. Appearing: Gang (1d6)
Alignment: Chaotic Neutral
XP Value: 400 (CL 5)

Doppelgangers are beings that can take on the shapes of people they encounter. In its natural form, a doppelganger looks like a slender, frail humanoid with gangly limbs and half-formed features. It is pale and hairless, with large, bulging yellow eyes with slit pupils.

A doppelganger can assume the shape of any small or medium humanoid it has encountered. In this form, the doppelganger loses its natural slam attack. A doppelganger can remain in its assumed form until it chooses to assume a new one. A doppelganger reverts to its natural form when it is killed. *True seeing* reveals its true form.

Doppelgangers have the following supernatural powers: Continuous—ESP.



Efreeti

Type: Outsider
Size: Large (12' tall, 2,000 lb)
Intelligence: Average (9-12)
Hit Dice: 10
Movement: 50/500 (Fly 45/450)
Armor Class: 18
Attacks: Slam (1d10 + 1d6 fire)
Saving Throws: F7, R8, W8
Special: Immune to fire, vulnerable to cold, telepathy 100 ft.
Environment: Any
No. Appearing: Solitary
Alignment: Chaotic Evil
XP Value: 1000 (CL 11)

The jinn are creatures of Arabic folklore. The efreet are jinn composed of heatless fire. They are cruel and arrogant, and any wish they grant is sure to be twisted into something awful if they can conceive of a way to do it. An efreeti typically uses its *metamorphosis* ability to conceal its true form, that of a 12-foot-tall giant with brick-red skin, fiery eyes, small horns, and jutting tusks.

Efreet can raise a wall of fire up to 200 feet long or in a 50-ft radius and 20 feet tall. This fire deals 2d6 points of fire damage to creatures within 10 feet, and 1d6 to those within 20 feet. The fire deals 2d6+10 points of damage to creatures moving through the flames.

Some efreeti can grant up to three wishes to any being (non-jinn only) who captures them. Upon granting the third wish, they are free of their servitude. Whenever possible, an efreeti twists the words of a wish to bring pain and destruction upon the wisher. A wish can produce any effect the Venture Master thinks is reasonable.

Efreet have the following supernatural powers: 1/day—*cloud minds, etherealness, sensitivity to psychic impressions, matter agitation, metamorphosis*.

Endothermic Mold

Endothermic mold feeds on warmth, siphoning heat from everything around it. Endothermic mold is red-brown in color and 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet take 3d6 points of cold damage. Fire brought within 5 feet of the mold causes the patch to instantly double in size.

A 5-foot patch of endothermic mold is destroyed if it takes 5 or more points of damage from cold or acid.

Frankenstein Monster

Type: Construct
Size: Large
Intelligence: Average (9-12)
Hit Dice: 9
Movement: 30/60
Armor Class: 18
Attacks: 2 slams (2d8)
Saving Throws: F10, R11, W11
Special: Immune to psychic powers
Environment: Any
No. Appearing: 1d2
Alignment: Neutral
XP Value: 900 (CL 10)

Frankenstein monsters are a form of artificial life created by assembling bits and pieces of dead bodies and re-animating them using a secret formulas and the power of electricity (in the movies, at least). The first and greatest of these monsters was created by Swiss inventor Victor Frankenstein in 1818, so all others now bear his infamous name though none have risen to the level of perfection possessed by the first of their kind.

When a Frankenstein monster enters combat, there is a cumulative 1% chance per round that it will go berserk. An uncontrolled monster goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The monster's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the monster, which requires a successful Influence Person task check. Following a successful task check, it takes 1 minute of rest to reset the monster's chance of going berserk to 0%.

A Frankenstein monster is immune to all psychic powers and supernatural effects, except as follows: Attacks that deal fire or cold damage makes it move at half speed and only attack every other round for 2d6 rounds with no saving throw, allowing it either a move or attack each round, but not both actions. Electricity damage dealt to the Frankenstein monster breaks the slow effect and cures 1 point of damage for each 3 points of damage it would otherwise deal.



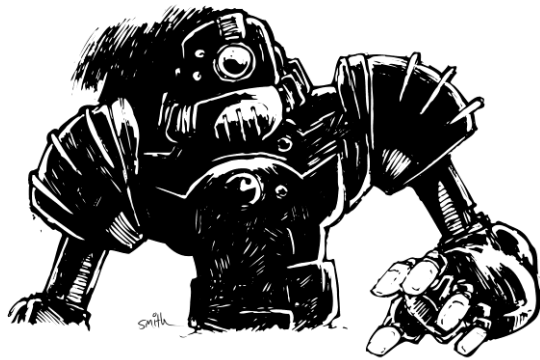
Ghoul

Type: Undead
Size: Medium
Intelligence: Average (9-12)
Hit Dice: 2
Movement: 45/220
Armor Class: 14
Attacks: 2 claws (1d3) and bite (1d6 + disease)
Saving Throws: F15, R15, W12
Environment: Underground, graveyards
No. Appearing: 1d8
Alignment: Chaotic Evil
XP Value: 200 (CL 3)

Ghouls are undead monstrosities that were once living human beings. They acquired a taste for human flesh while still alive, and on dying arose from the grave as ghouls, their abominable predilection for cannibalism intact.

A ghoul's bite infects the victim with streptococcal gangrene (severe disease). If Constitution damage is sustained, a second saving throw is required; failure indicates that 1 point of the Constitution damage becomes Constitution drain instead. This disease, known as advanced necrotizing fasciitis, first manifests as an area of redness on the skin near the wound. Over the course of a few days, the redness becomes severe inflammation. The skin gradually turns dark purple and forms bloody blisters as the disease devours more and more of the victim's flesh. The disease can be arrested completely by amputation of the affected limb, but most doctors prefer to combat it by surgical removal of all the affected tissue as well as some nearby healthy tissue. A successful Treat Injury task check halts the disease. The Venture Master should roll the check secretly; if it fails, the disease returns again in 1d3 days.

If a ghoul's prey contracts advanced necrotizing fasciitis (see below) from the wounds it has sustained and dies from the disease, it rises 1d3 days later as a ghoul. A *cure disease* spell cast on the corpse can prevent it from rising.



Giant Robot

Type: Construct
 Size: Large (13-15' tall, 3,000 lb)
 Intelligence: Non-
 Hit Dice: 15
 Movement: 40/200
 Armor Class: 17 [Steel 1]
 Attacks: 2 heavy machine guns (2d6), grenade launcher (2d6)
 or cone of intense heat (see below)
 Saving Throws: F7, R8, W8
 Environment: Any
 No. Appearing: 1
 Alignment: Neutral
 XP Value: 1500 (CL 16)

Every mad scientist yearns deep in his heart to create a giant robot armed with a heat ray and machine guns. With the aid of "black science", madness, and perseverance, some such evil geniuses succeed in this task against all odds.

Giant robots have heavy machine guns for hands, a chest-mounted grenade launcher (50' range), and can fire a 90' cone of intense heat from its eyes. The cone inflicts 10d6 points damage (Reflex saving throw allowed for half damage).

Gill Monster

Type: Monstrous Humanoid
 Size: Medium
 Intelligence: Low (3-8)
 Hit Dice: 3
 Movement: 35/140 (Swim 40/400)
 Armor Class: 15
 Attacks: 2 claws (1d6) and bite (1d4)
 Saving Throws: F14, R12, W13
 Environment: Aquatic
 No. Appearing: 1d2
 Alignment: Neutral
 XP Value: 300 (CL 4)

Gill monsters are piscine humanoids that dwell in rivers and lakes in tropical climates. They can survive out of water for up to two hours without harm; thereafter they begin to drown.

Gill monsters are clever, but primitive. They do not use or seem to understand tools. Fire is no more damaging to them than any other creature, but its presence forces them to pass a Will save or be repelled. When actually damaged by fire, they must pass a Will saving throw or become frightened.

Golem

Type: Construct
 Size: Large (9' tall, 600 lb.)
 Intelligence: Non-
 Hit Dice: 11
 Movement: 40/200
 Armor Class: 20
 Attacks: 2 slams (2d10 + cursed wound)
 Saving Throws: F9, R10, W0
 Special Abilities: Power resistance 90%
 Environment: Any
 No. Appearing: Solitary
 Alignment: Neutral
 XP Value: 2750 (CL 13)

Golems are statues of clay animated by rabbis, though they might possibly be created by non-Jewish occultists. Golems are animated through rituals, incantations, and inscribing a magical name on its forehead, or by hanging the name around its neck on a medallion. If the name is removed, the golem becomes a statue once again.



A golem cannot speak or make any vocal noise. It walks and moves with a slow, clumsy gait.

Golems are powerful combatants and laborers. The damage a clay golem deals does not heal naturally unless holy water is applied to the wounds.

A golem's body must be sculpted from a single block of clay weighing at least 1,000 pounds and treated with rare oils and powders. Creating the body requires a master sculptor and master potter to assist the occultist. An occultist must be at least 11th level to create a golem and must have been taught the secret rituals and incantations by an elder rabbi. The total cost to create a clay golem is \$25,000.

Green Slime

This sticky, translucent green slime devours flesh and organic materials on contact. Wet and sticky, it clings to walls, ceilings, and floors in patches, growing and spreading as it consumes organic matter. It drops from walls and ceilings when it senses movement (and possible food) below.

A single 5-square foot patch of slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away, dealing damage to the victim as well as the slime. Wood or metal that comes into contact with green slime must make an item saving throw or be destroyed. Dealing 10 or more points of cold or fire damage destroys a 5-foot patch of green slime.

Gremlin

Type: Fey
Size: Tiny
Intelligence: High (13-18)
Hit Dice: 1d4
Movement: 35/210 (Fly 40/240)
Armor Class: 18
Attacks: Claws (1d2) or monkey wrench (1d3)
Saving Throws: F18, R13, W12
Environment: Any
No. Appearing: 1d12
Alignment: Chaotic Evil
XP Value: 100 (CL 2)

Gremlins were first noted by human beings during the Second World War, when military pilots discovered they were behind all manner of sabotages that occurred while an aircraft was in flight. Nobody is quite sure what they look like, but they are reputed to look like tiny men in a semblance of military

uniform and carrying a monkey-wrench and other tools necessary to their carrying out their mischief.

Gremlins can disassemble any device they get their hands on in 1d4 rounds of work. They can also repair devices, but only by jury-rigging them. Any such device will operate, but has a 1 in 6 chance of breaking every time it is used.

Grimlock

Type: Monstrous Humanoid
Size: Medium
Intelligence: Low (3-8)
Hit Dice: 2
Movement: 45/220
Armor Class: 15
Attacks: Fists (1d6) or spear
Saving Throws: F15, R12, W13
Special: Blindsight, track by scent
Environment: Underground
No. Appearing: 1d20
Alignment: Neutral
XP Value: 100 (CL 2)



Grimlocks are fierce humanoids that dwell underground. Often in contact with other subterranean folk like the mole men and ophidians, grimlocks form primitive tribes. They often fall into the trap of worshipping those who can use magic or psionics. Grimlocks are naturally blind, but are capable of sensing all movement around them for 30 feet.

Hell Hound

Type: Outsider
Size: Medium (4-½', 120 lb)
Intelligence: Low (3-8)
Hit Dice: 4
Movement: 45/450
Armor Class: 16
Attacks: Bite (1d8 + 1d6 fire)
Saving Throws: F11, R11, W12
Environment: Any
No. Appearing: Pack (1d12)
Alignment: Lawful Evil
XP Value: 400 (CL 5)

Hell hounds are canine-shaped outsiders from Hell (or whatever passes for it in your campaign). They usually appear as wolves or mastiffs, but whatever their form they are surrounded by a crimson aura or flickering flames. Hell hounds do not speak but understand human language.

Hell hounds carry the fires of Hell in their bellies. Their bites deal extra fire damage (see above), and three times per day a hell hound can belch forth a cone of fire (10 ft.) that deals 2d6 points of damage. A Reflex saving throw is permitted to cut that damage in half.

Hell hounds can be summoned by occultists. This is the equivalent of a level 4 spell. If successful, a single hell hound appears and will begrudgingly serve the occultist for a number of turns equal to the occultist's level.

Hound of Chronos

Type: Outsider
Size: Medium
Intelligence: Average (9-12)
Hit Dice: 3
Movement: 60/600
Armor Class: 12 [Silver]
Attacks: 2 claws (1d4) and bite (1d6)
Saving Throws: F12, R11, W12
Environment: Anywhen
No. Appearing: 2d4
Alignment: Lawful Neutral
XP Value: 750 (CL 4)

Hounds of Chronos are creatures composed of temporal energy. They possess the innate, though limited, ability to manipulate time. Temporal dogs hunt in packs that usually consist of 2 to 8 hounds. A hound of Chronos always knows where, temporally, the other members of his pack are.

Hounds of Chronos possess the ability to move forward in time. Twice per day, a hound of Chronos may "jump" forward in time. This allows the hound to disappear from the present and reappear 1d4 rounds later. The hounds use this ability in conjunction with surprise to get the drop on their prey. When they rematerialize 1 to 4 rounds into the future, their prey has a 4 in 6 chance of being surprised.

Once per day, a hound may shift backward in time to when it was healthier, returning "immediately" with full hit points.

Invisible Man

Type: Monstrous Humanoid
Size: Medium
Intelligence: High (13-18)
Hit Dice: 2
Movement: 45/220
Armor Class: 16
Attacks: Strike (1d3)
Saving Throws: F15, R12, W11

Special: Natural invisibility
Environment: Any
No. Appearing: Solitary
Alignment: Chaotic Evil (eventually)
XP Value: 200 (CL 3)

The Invisible Man was introduced to the reading public by H.G. Wells in 1897. The first invisible man was a scientist named Griffin, who finds a way to alter a body with a chemical formula so that it does not reflect light, and thus becomes naturally invisible. Unfortunately for Griffin, he finds it impossible to reverse the process. While Griffin is eventually killed, his assistant Thomas Marvel keeps his notes, and thus the formula for invisibility survives its creator's death.

An invisible man that appears in your campaign probably has similar origins. Unable to reverse the process that makes them invisible, they become monstrous and criminal.

An invisible man's natural invisibility gives them a higher than normal Armor Class. If the invisible man is wearing clothing, this bonus to Armor Class is lost. While they are invisible, an invisible man surprises on a roll of 1-5 on 1d6. They learn to attack people from ambush, and thus learn to backstab for double damage when they attack surprised enemies.

Kaiju

Type: Monstrous Beast
Size: Huge (70-100' long or 50-70' tall, 100-200 tons)
Intelligence: Low (3-8)
Hit Dice: 30
Movement: 20/80
Armor Class: 26 (DR 15)
Attacks: Bite (4d10 + swallow whole) and tail slap (3d6)
Saving Throws: F3, R3, W3
Special: Immune to fire, disease, energy drain and poison, psychic power resistance 95%, regenerate
Environment: Aquatic, Subterranean
No. Appearing: 1
Alignment: Neutral
XP Value: 15,000 (CL 33)

A kaiju is an enormous creature that usually appears as a massive and primitive version of a normal form of animal life, such as massive reptiles or insects.

Once per minute, the normally slow-moving kaiju can move at a speed of 150 feet (run 40 mph). A kaiju inspires terror by charging or attacking. Affected creatures must succeed on a Will saving throw or become shaken, remaining in that condition as long as they remain within 60 feet of the kaiju.



A kaiju's armor-like carapace is exceptionally tough and reflective, deflecting all rays (magical or scientific). There is a 30% chance of reflecting any such effect back at the user; otherwise, it is merely negated.

A kaiju regenerates even if it fails a saving throw against an instant death effect. If a kaiju loses a limb or body part, the lost portion regrows in 1d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Killer Shrew

Type: Monstrous Beast
 Size: Medium
 Intelligence: Animal (1-2)
 Hit Dice: 5
 Movement: 45/450 (Burrow 10)
 Armor Class: 16
 Attacks: 1 bite (1d8 + Poison II)
 Saving Throws: F11, R11, W16
 Environment: Any, usually islands
 No. Appearing: 1d20
 XP Value: 500 (CL 6)

Killer shrews are sometimes found on isolated islands, where they quickly consume the native fauna, any visiting humans, and eventually each other. They breed quickly, producing two litters a year of 3-6 animals each. Killer shrew young are full-sized after about three months, and ready to breed in four. Their quick breeding would make them very dangerous if they

were to make it off of an island to the mainland. They appear to be mutations of isolated shrew populations.

Lemurian

Type: Monstrous Humanoid
 Size: Medium (6' tall, 200 lb)
 Intelligence: High (13-18)
 Hit Dice: 2
 Movement: 45/220 (Swim 30/300)
 Armor Class: 16
 Attacks: 2 talons (1d4 + rend) or bite (1d4) and spear (1d8)
 Saving Throws: F15, R12, W11
 Environment: Aquatic (Pacific Ocean)
 No. Appearing: 1d20
 XP Value: 100 (CL 2)

Lemurians are aquatic humanoids with thick scales and large, toothy mouths. Most Lemurians have green skin, darker along the back and lighter on the belly, with dark stripes, bands, or spots, but these tend to fade with age.

Lemurians can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy."

Once per day, a Lemurian that takes damage in combat can fly into a murderous frenzy in the following round, clawing and biting madly until either it or its opponent is dead and gaining an additional bite attack each round. A Lemurian cannot end its frenzy voluntarily.

A Lemurian fully immersed in fresh water must succeed on a Fortitude save or become fatigued. Even on a success, it must repeat the saving throw attempt every 10 minutes that it remains immersed.

Abrupt exposure to bright light blinds Lemurians for one round and dazzles them in subsequent rounds.

Lemurians can survive out of the water for 6 hours.

Leprechaun

Type: Fey
 Size: Small
 Intelligence: Average (9-12)
 Hit Dice: 1d4
 Movement: 25/125
 Armor Class: 11
 Attacks: Dagger (1d4)
 Saving Throws: F16, R13, W13
 Special: Power resistance 10%
 Environment: Highlands, woodlands

No. Appearing: Solitary
Alignment: Neutral (day)/Chaotic Neutral (night)
XP Value: 100 (CL 2)

Leprechauns are fey creatures that are often irrational and possibly quite malevolent. They look like small people wearing green or red coats, often richly adorned with lace and gold, trousers or hose, cocked hats, and polished shoes with silver buckles. During the day, leprechauns work as cobblers. At night they become clurichauns, red-faced, jolly, drunk fairies, singing and tricking unfortunates who cross their path.

Folklore states that they hide their wealth, gold coins (200 ounces of gold), in pots at the end of rainbows. In addition, a captured leprechaun must grant three wishes to his captor. These wishes must be within the leprechaun's innate abilities.

Leprechauns have the following supernatural powers: At will—*cloud minds*, *dimension door*; 1/day—*illusion*.

Lizard Man

Type: Monstrous Humanoid
Size: Medium
Intelligence: Average (9-12)
Hit Dice: 2
Movement: 45/220 (Swim 25/150)
Armor Class: 15 (Shield)
Attacks: 2 claws (1d4) or spear (1d8) or javelin (1d6/450')
Saving Throws: F12, R12, W15
Environment: Jungles, wetlands
No. Appearing: 1d10
Alignment: Neutral
XP Value: 100 (CL 2)

Lizard men are mostly primitive remnants of a primordial empire of reptiles which included the ophidians (q.v.). They look like reptilian humanoids with thick tails.

Lizard men surprise their foes in their home territory on a roll of 1-2 on 1d6. They are skilled jumping, swimming and balancing. They can hold their breath for up to 2 minutes.

Medusa

Type: Monstrous Humanoid
Size: Medium
Intelligence: Average (9-12)
Hit Dice: 6
Movement: 45/220
Armor Class: 15
Attacks: By weapon and snakes (1d4 + Poison III)
Saving Throws: F12, R10, W10

Environment: Underground
No. Appearing: 1
Alignment: Chaotic Evil
XP Value: 1,500 (CL 8)

The Medusa of legend was a priestess cursed by Athena after she was raped by Poseidon in one of Athena's temples. Medusas, the monsters, are descended from the original Medusa. They are highly dangerous monsters, for their gaze can turn living creatures into stone.

A medusa tries to disguise its true nature until the intended victim is within range of its petrifying gaze, using subterfuge and bluffing games to convince the target that there is no danger. It uses normal weapons or its serpentine hair to attack those who avert their eyes or survive its gaze.

Creatures that meet the medusa's gaze must pass a Fortitude saving throw or turn into stone. The Venture Master might want to make the petrification temporary, lasting 1d6 hours. If this is done, reduce the monster's XP value to 600 (CL 7).



Mole Man

Type: Humanoid
Size: Medium
Intelligence: Low (3-8)
Hit Dice: 2
Movement: 35/175
Armor Class: 12
Attacks: 2 claws (1d4) or by weapon
Saving Throws: F12, R15, W16
Environment: Underground
No. Appearing: 1d20
Alignment: Lawful Evil
XP Value: 50 (CL 1)

Called *mogura-jin* (cannibal mole men) in Japan, these little humanoids were apparently descended from a group of villagers who resorted to cannibalism during a particularly fierce winter and were cursed by the gods.

Mole men are squat beings, between 4 and 5 feet tall with pale skin, small beady red eyes, no body hair, and nails overgrown to claws. They are always hungry and need to consume human flesh every so often to remain alive. Like their animal namesake they are proficient tunnelers and their preferred method of attacking their victims is to tunnel under them and emerge from the ground in a swarm attack to surprise them.

Mogura-Jin can see perfectly well even in total darkness; however their over-sensitive eyes are easily blinded by lights.

Monster Man

Type: Humanoid
Size: Large
Intelligence: Low (3-8)
Hit Dice: 4
Movement: 50/250
Armor Class: 16
Attacks: Fists (1d6) or club
Saving Throws: F10, R14, W15
Environment: Any
No. Appearing: 1d8
Alignment: Neutral
XP Value: 200 (CL 4)

In Edgar Rice Burroughs' *The Monster Men*, he introduces the concept of powerful, grotesque humanoids grown in a vat by a brilliant scientist obsessed with the idea of playing God. Alas, these monster men were not terribly bright, and this combination of stupidity and strength made them dangerous.

Monstrous Flytrap

Type: Plant
Size: Large
Intelligence: Average (9-12)
Hit Dice: 11
Movement: 0
Armor Class: 14
Attacks: Bite (2d6 + swallow whole)
Saving Throws: F7, R13, W10
Environment: Woodlands
No. Appearing: 1
Alignment: Neutral
XP Value: 1100 (CL 12)

Monstrous flytraps are giant, possibly alien versions of the smaller Venus flytrap plant. They are carnivores who gobble up any creature that gets close enough for them to swallow. Most use their intelligence and ability to speak to find human beings that will lure prey into their clutches for them.

Mothman

Type: Outsider
Size: Large (12' tall, 20' wingspan)
Intelligence: Average (9-12)
Hit Dice: 5
Movement: 45/220 (Fly 300/900)
Armor Class: 15
Attacks: 2 claws (1d6)
Saving Throws: F10, R11, W11
Environment: Any
No. Appearing: 1
XP Value: 500 (CL 3)

Mothmen appear as tall, lanky humanoids covered in short, dark fur. Their most arresting features are their eyes: Large, red, and luminescent, and occasionally described as looking like oversized bicycle reflectors.

A mothman projects an aura of fear around itself in a 20-foot radius. Creatures within this area that wish to remain must succeed at a Will saving throw or be frightened. A mothman is immune to the fear auras of other mothmen.

Mugwump

Type: Humanoid
Size: Medium (4-6' tall)
Intelligence: Average (9-12)
Hit Dice: 2
Movement: 35/210 (Swim 50/250)
Armor Class: 12
Attacks: Slam (1d4) or by weapon
Saving Throws: F12, R15, W15
Environment: Wetland
No. Appearing: 1d10
XP Value: 50 (CL 1)

Mugwumps are bipedal frog-men. They can leap as far as 30 ft. to attack, gaining a tactical advantage and inflicting double damage that round. Because their skin color changes to match their surroundings, they surprise on a roll of 1-4 on 1d6 in wetlands and woodlands.

Mugwumps speak their own language, which sounds something like belching the alphabet.



Mummy

Type: Undead
 Size: Medium
 Intelligence: Low to High
 Hit Dice: 6
 Movement: 35
 Armor Class: 17 [Silver]
 Attacks: Slam (1d6 + mummy rot)
 Saving Throws: F12, R12, W11
 Special: Vulnerable to fire, resistance to physical blows
 Environment: Tombs
 No. Appearing: 1
 Alignment: Chaotic Evil
 XP Value: 600 (CL 7)

Mummies are preserved corpses animated through the auspices of ancient Egyptian, Chinese, Iranian, Siberian, Aztec or Incan science and sorcery. If you include the bog bodies, mummies can also be found in the British Isles, Scandinavia and Germany and the Carpathians as well. Modern mummifications include those of Jeremy Bentham in the 1830's and Vladimir Lenin in the 1920's (and a game involving Lenin's mummy running wild in 1930's Moscow would be grand!)

Mummies entered the popular consciousness with the discovery of King Tut's tomb in 1922 by Howard Carter. Previous to that, the idea of a resurrected mummy was written about in 1827 in the novel *The Mummy! Or a Tale of the Twenty-Second Century* by Jane C. Loudon. Bram Stoker's *The*

Jewel of Seven Stars also hit on the topic in 1903. The 1932 film *The Mummy* starring Boris Karloff sealed the deal.

Mummies speak their ancient tongue, and might learn modern languages if given the time.

At the sight of a mummy, a sentient creature must succeed on a Will saving throw or be paralyzed with fear for 1d4 rounds.

A mummy's touch carries a horrible rotting disease that inflicts 1d6 points of Constitution and 1d6 points of Charisma damage per day. The only other way to halt the disease's advance is to amputate whatever appendage the mummy touched (usually a hand, arm, leg, or foot). Amputating a limb deals 1d6 points of Constitution damage, although a successful Treat Injury check reduces the Constitution damage to 1 point. An afflicted creature that dies of mummy rot shrivels away and turns to dust.

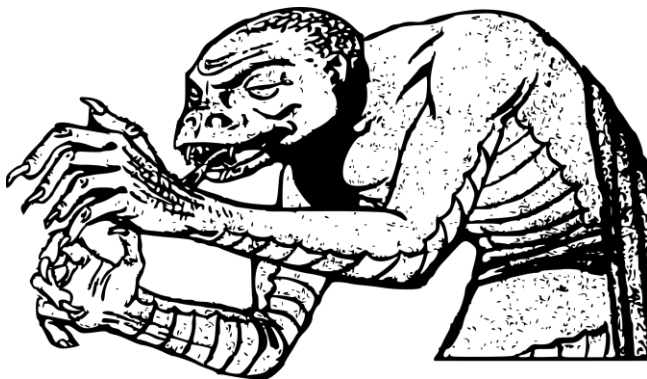
Oni (Skookum)

Type: Giant
 Size: Large
 Intelligence: High (13-18)
 Hit Dice: 5 (15-20 hp)
 Movement: 50 (Fly 50)
 Armor Class: 18
 Attacks: Slam (1d6) or by weapon
 Saving Throws: F10, R13, W12
 Special: Regenerate, psychic power resistance 10%
 Environment: Any
 No. Appearing: Solitary
 Alignment: Lawful Evil
 XP Value: 500 (CL 6)

The oni is a supernatural ogre originating in Japanese folklore. An oni looks like a giant, grotesque humanoid with sharp claws, long, unkempt hair and long horns. They most commonly have red or blue skin. Oni favor loose, comfortable clothing and lightweight Japanese-style armor, and they carry glaives or katana. The skookum is a similar creature from the folklore of the Pacific Northwest.

Oni are capable of causing disease (Fortitude saving throw or contract random disease) and *bestow curse* (as a 5th level occultist) with their evil eye.

Onis have the following supernatural powers: At will—*cloud minds*; 1/day—*dominate*, *etherealness*, *illusion*, *matter agitation*, *metamorphosis*.



Ophidian

Lesser Ophidian

Type: Monstrous Humanoid

Size: Medium

Intelligence: High (13-18)

Hit Dice: 3

Movement: 45/220

Armor Class: 15

Attacks: Bite (1d3) or by weapon

Saving Throws: F14, R12, W11

Special: Immune to poison, power resistance 15%

Environment: Any

No. Appearing: 1d10

Alignment: Neutral Evil

XP Value: 300 (CL 4)

Greater Ophidian

Type: Monstrous Humanoid

Size: Medium

Intelligence: Super (19+)

Hit Dice: 7

Movement: 45/220

Armor Class: 15

Attacks: Bite (1d3) or by weapon

Saving Throws: F12, R10, W7

Skills: Hypnotism

Special: Immune to poison, power resistance 25%

Environment: Any

No. Appearing: 1 + lesser ophidians

Alignment: Neutral Evil

XP Value: 700 (CL 8)

Ophidians are an ancient race of snake-beings, with scaly humanoid arms and a somewhat human-looking head. They are denizens of hot climates, deserts and jungles, often found in forgotten cities or temples from the days when their race held greater sway in the world.

Anyone bitten by an ophidian and failing a Fortitude saving throw will, within 1d4 weeks, produce ophidian children and die in the process. It is in this manner that ophidians reproduce; they are otherwise asexual. The deadly "pregnancy" can be ended by a *cure disease* spell or *psychic surgery* power.

Greater ophidians use psychic powers as 7th level psychics. Typical powers known are *cloud minds*, *dominate*, *ego whip*, *ESP*, *illusion*, *mind thrust*, and *telekinesis*.

Phantom Monster

Type: Monstrous Humanoid

Size: Medium (7' tall, 150 lb)

Intelligence: High (13-18)

Hit Dice: 2

Movement: 90/540

Armor Class: 16

Attacks: 2 claws (1d4)

Saving Throws: F15, R12, W11

Environment: Any

No. Appearing: 1d12

Alignment: Neutral

XP Value: 200 (CL 3)

The phantom monster appeared near the town of Flatwoods, Virginia in 1952. Possibly an alien creature, the monster was reptilian, with green scales and a red, heart-shaped face that appeared to radiate a dim light from within. The monster has clawed hands on long, thin arms and stubby legs. It is clad in a dark, black exoskeleton sometimes described as a shadow. The phantom monster was inhumanly quick, and is accompanied by a spaceship that looks like a pulsating red ball of light.

Rakshasa

Type: Outsider

Size: Medium

Intelligence: High (13-18)

Hit Dice: 7

Movement: 55/330

Armor Class: 20 [Silver]

Attacks: 2 claws (1d4) and
bite (1d6)

Saving Throws: F10, R9, W9

Environment: Any

No. Appearing: 1

Alignment: Chaotic Evil

XP Value: 700 (CL 8)



Rakshasa are terrible ogres with fearsome fangs, broad, hairy shoulders and reversed hands (i.e. palms where the backs of the hands should be) that originate in the folklore of India. They are also called *kravyads* ('man-eaters'). The female is called a *rakshasi*, and a *rakshasi* in human form is a *manushya-rakshasi*. Their king is the ten-headed *Ravana*. As demons, they can understand any language.

A *rakshasa* can assume any humanoid form. In humanoid form, a *rakshasa* loses its claw and bite attacks (although it often equips itself with weapons and armor instead). A *rakshasa* reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Rakshasa use psionic powers as 7th level psion. A *rakshasa's* typical powers are *dominate*, *ego whip*, *illusion*, *sensitivity to psychic impressions*, *suggestion*, *telekinesis*, *transvection*. They also have *ESP* as a continuous power.

Revenant

Type: Undead
Size: Medium
Intelligence: Average (9-12)
Hit Dice: 3+1
Movement: 55/220
Armor Class: 18
Attacks: Strike (1d4) or by weapon
Saving Throws: F14, R13, W12
Special: Regenerate, special vulnerability
Environment: Any
No. Appearing: 1d6
Alignment: Chaotic Evil
XP Value: 200 (CL 3)

A *revenant* appears much as it did in life, but with a deathly pallor. Its body typically shows subtle or obvious signs of its manner of death. A *revenant* knows that it is dead and seeks to hide this fact. Those who knew the *revenant* in life can usually recognize it. The *revenant* retains its memories and habits, but it seems more emotionally distant than it once was. Astute observers might also note that the *revenant* is nimbler than it once was. Revenge is the *revenant's* sole purpose of existence.

A *revenant* is terrified of any specific items directly associated with its cause of death (Will save or flee in panic).

Each *revenant* has a special vulnerability related to the way it died. Only damage that matches the *revenant's* special vulnerability (see below) actually reduces its hit points.

Sasquatch

Type: Monstrous Humanoid
Size: Large (6.5 to 10' tall, 500+ lb)
Intelligence: Low (3-8)
Hit Dice: 3
Movement: 40/240
Armor Class: 12
Attacks: 2 slams (1d6)
Saving Throws: F13, R12, W13
Environment: Woodlands
No. Appearing: 1d2
XP Value: 150 (CL 3)

A *Sasquatch*, or "big foot", is a hairy humanoid, probably a primate, with long, tawny fur, large black eyes, a pronounced brow ridge and a large, low-set forehead. Its footprints measure 2 feet in length and 8 inches in width. *Sasquatches* are omnivorous and nocturnal.

Most sightings of the creature have been in the Pacific Northwest of North America, but sightings have been claimed across the continent. Similar creatures have been sighted elsewhere, such as the *Hibagon* of Japan, *Yowie* of Australia, *Yeren* of Mongolia and the *Yeti* of the Himalayas (q.v.) While most sightings have been misidentifications or hoaxes, some people have suggested they are actually surviving populations of *Gigantopithecus* or *Paranthropus*.

A *Sasquatch* has an oppressive, bestial stink that frightens domestic animals (Will save or frightened).

Sea Serpent

Type: Monstrous Beast
Size: Huge (30-200' long)
Intelligence: Animal (1-2)
Hit Dice: 9
Movement: Swim 70/700
Armor Class: 15
Attacks: Bite (2d8 + swallow whole) or tail slap (2d8 + constrict)
Saving Throws: F6, R6, W14
Environment: Oceans, lochs
No. Appearing: 1d2
XP Value: 900 (CL 10)

While all sea serpents have snake-like bodies, other features of the monsters vary widely. Some have slender fins like those of an eel, while others have completely smooth bodies. The head of one may be shaped like a horse, another like a seal.

Part of the reason that so few sea serpents have ever been spotted or photographed is that they can make their forms indistinct and thus blend into the lapping waves. A sea serpent can blur its outline for a number of rounds equal to its Hit Dice. This distortion grants the sea serpent a +4 bonus to Armor Class. A sea serpent cannot be recorded on any visual media while in this state. A photograph shows only a haze.

Selenite (Moon Man)

Worker

Type: Monstrous Humanoid
Size: Small (4' tall)
Intelligence: Low (3-8)
Hit Dice: 1
Movement: 50/300
Armor Class: 17
Attacks: Bite (1d4)
Saving Throws: F16, R12, W14
Environment: Underground (Moon)
No. Appearing: 3d6
XP Value: 50 (CL 1)

Warrior

Type: Monstrous Humanoid
Size: Medium (5' tall)
Intelligence: Average (9-12)
Hit Dice: 4
Movement: 50/300
Armor Class: 18
Attacks: 2 claws (1d6), bite (1d4) and sting (2d4 + Poison II)
Saving Throws: F14, R10, W11
Environment: Underground (Moon)
No. Appearing: 2d6
XP Value: 400 (CL 5)



Leader

Type: Monstrous Humanoid
Size: Medium (5' tall)
Intelligence: Super (19+)
Hit Dice: 1
Movement: 40/240
Armor Class: 14
Attacks: Strike (1d3)
Saving Throws: F15, R13, W10
Environment: Underground (Moon)
No. Appearing: 1 + warriors or workers
XP Value: 100 (CL 2)

Selenites are the creatures that inhabit the Moon in H.G. Wells' 1901 book *The First Men in the Moon*. They are humanoid in shape, but share some qualities with insects. Selenites have a grey exoskeleton, high foreheads, wide-spaced large black eyes, oversized antennae, long skeletal limbs, inflated heads, and bloated bodies. They have jointed necks and spines down their backs. Selenites wear elaborate helmets and goggles, but little else. The light gravity of the Moon has made them weak by human standards. They would have a strength score of 9 to 12 on the Moon, but only 2 on Earth.

The Selenites divide themselves into specialized castes. The physical forms of each caste are different. The Selenites who live in the deepest portions of their underground kingdom have bioluminescent skin, for example, while the warriors have poisonous stings and the leaders oversized heads.

The kingdom of the Selenites is composed of underground passages and chambers and waterways illuminated with bioluminescent plankton. In this world, they raise fungus for food and they also eat fat, wormlike creatures called "mooncalves".

The Selenites are ruled by a monarch called the Grand Lunar.

Skeleton

Type: Undead
Size: Medium
Intelligence: Average (9-12)
Hit Dice: 1
Movement: 45/220
Armor Class: 13
Attacks: 2 claws (1d4)
Saves: F15, R15, W13
Environment: Any
No. Appearing: 1d8
Alignment: Neutral
XP Value: 50 (CL 1)



Skeletons are the animated remains of human beings, usually brought to this semblance of life by black magic. They have a dim intelligent, but no free will, serving whatever occultist or demon raised them from the dead.

Skunk Ape

Type: Monstrous Humanoid
Size: Medium
Intelligence: Low (3-8)
Hit Dice: 3
Movement: 45/220
Armor Class: 13
Attacks: 2 claws (1d4)
Saving Throws: F14, R12, W13
Environment: Wetlands
No. Appearing: 1d4
Alignment: Neutral
XP Value: 300 (CL 4)

Skunk apes are foul smelling cryptids that dwell in swamps. They exude a stench reminiscent of rotting vegetation, ammonia and decay. When frightened or angry, they can intensify this odor such that all creatures within 30 feet of the skunk ape must succeed at a Fortitude saving throw or be sickened for 2d6 rounds.

The oily fur of the skunk ape allows it to pass through any sort of undergrowth (thorn bushes, briars, cranberry bogs, and other overgrown areas) at normal speed.

Spirit

Spirits are undead, ghostly entities that haunt the mortal world, unable to rest easy in the afterlife.

Spirits are naturally invisible but may be detected by spells that detect or reveal invisible creatures and objects. A spirit may reveal itself willingly, but normally does so only at night.

In most cases, it is difficult to destroy a spirit through combat; the “destroyed” spirit restores itself in 2d4 days. As a rule, the only way to get rid of a spirit forever is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require research.

Spirits are bound to a particular place. This place is usually a dwelling, building, or similarly contained area. Within this area, they may use their abilities as normal. In addition, some spirits may only be present at particular times (e.g. the anniversary of their death, between midnight and dawn, etc.). They may be released from this imprisonment by particular

actions (e.g. giving their physical body a proper funeral, restoring a lost or stolen item, revenge on those responsible for their death, etc.). A spirit may be unaware of the nature of its release, or may be unwilling to divulge those details.

Apparition

Type: Undead
Size: Medium
Intelligence: Average (9-12)
Hit Dice: 2
Movement: Fly 40/400
Armor Class: 12 [Silver]
Attacks: Corrupting touch (1d6)
Saving Throws: F15, R15, W12
Special: Incorporeal, natural invisibility, rejuvenation, imprisonment
Environment: Any
No. Appearing: 1
Alignment: Chaotic Evil
XP Value: 200 (CL 3)



Apparitions’ twisted features horrify all who behold them. Any living creature within 60 feet that views the frightful spirit must succeed at a Fortitude save or immediately suffer 1d4 points of temporary Strength damage, 1d4 points of temporary Dexterity damage and 1d4 points of temporary Constitution damage.

Banshee

Type: Undead
Size: Medium
Intelligence: Average (9-12)
Hit Dice: 3
Movement: 45/220 (Fly 45/450)
Armor Class: 12 [Silver]
Attacks: Corrupting touch (1d6)
Saving Throws: F14 R14 W12
Special Attacks: Frightful moan
Special: Incorporeal, natural invisibility, rejuvenation, imprisonment
Environment: Any, but usually by rivers or streams
No. Appearing: 1
Alignment: Chaotic Evil
XP Value: 300 (CL 4)

A banshee appears as a mournful, incorporeal woman, usually washing the clothes of a person about to die. A banshee can attack by moaning. All living creatures within 30 feet must succeed at a Will save or become frightened for 2d4 rounds.

Fetch

Type: Undead
Size: Medium
Intelligence: Average (9-12)
Hit Dice: 4
Movement: Fly 40/400
Armor Class: 13 [Silver]
Attacks: Corrupting touch (1d6 + 1d4 Str)
Saving Throws: F14, R14, W11
Environment: Any
No. Appearing: 1
Alignment: Chaotic Evil
XP Value: 400 (CL 5)

A fetch draws strength from the bodies of living creatures. It appears as a ghostly figure with scant musculature – a real 90 pound weakling. Most are nerds who had sand kicked in their face one to many times in life, and returned from the grave seeking vengeance on their tormentors.

A living creature wounded by the fetch's touch attack must succeed at a Fortitude saving throw or suffer 1d4 points of Strength damage. A creature reduced to 0 Strength by a fetch's touch dies and rises as a free-willed fetch 24 hours later.

Haunt

Type: Undead
Size: Medium
Intelligence: Average (9-12)
Hit Dice: 5
Movement: Fly 45/450
Armor Class: 14 [silver]
Attacks: Corrupting touch (1d6)
Saving Throws: F13, R13, W11
Special: Incorporeal, natural invisibility, rejuvenation, imprisonment
Environment: Any
No. Appearing: 1
Alignment: Chaotic Evil
XP Value: 500 (CL 6)

A haunt is capable of taking possession of a living body. They are often the undead spirits of people who died with a great task left unaccomplished.

Once per round, a haunt can merge with a living creature and seize control of its body. The target can resist the spirit's attempt at possession with a successful Will saving throw. If the save succeeds, the spirit is rebuffed and pushed away. A target that successfully saves cannot be possessed by that

spirit for 24 hours. If the save fails, the spirit vanishes into the target's body and takes control of it.

Poltergeist

Type: Undead
Size: Medium
Intelligence: Average (9-12)
Hit Dice: 1
Movement: Fly 45/450
Armor Class: 11 [Silver]
Attacks: 1 telekinetic slam (1d6)
Saving Throws: F15, R15, W13
Special: Incorporeal, natural invisibility, rejuvenation, imprisonment
Environment: Any
No. Appearing: 1
XP Value: 100 (CL 2)

A poltergeist can move and throw objects around using telekinesis. A poltergeist can use telekinesis as an attack, either pushing people into walls or throwing small objects.

Thunderbird

Type: Monstrous Beast
Size: Huge (30' long, 120' wingspan)
Intelligence: Average (9-12)
Hit Dice: 16
Movement: 45/220 (Fly 100/1,000)
Armor Class: 20
Attacks: 2 talons (2d4 + constrict) and bite (2d8)
Saving Throws: F3 R3 W7
Special Attacks: Breath weapon, fear aura
Special Qualities: Immune to electricity and sonic energy
Environment: Deserts and plains
No. Appearing: 1
XP Value: 1,600 (CL 17)

The thunderbird appears as an enormous eagle with blazing, electric-blue eyes. Its feathers are a mix of dark gray and snowy white, resembling the clouds of a thunderstorm. Its wings periodically shed wisps of fog and arcs of electricity that become more abundant when it is angered or excited.

Any creature within 60 feet of a thunderbird must succeed on a Will saving throw or be frightened for 1d4 rounds.

Every 1d4 rounds, a thunderbird can breathe a 60-foot-long cone of sonic energy as an attack action. Any creature in the cone takes 8d10 points of sonic damage. A successful Reflex saving throw halves the damage.

Übermensch

Type: Monstrous Humanoid

Size: Medium

Intelligence: High (13-18)

Hit Dice: 6+4

Movement: 200/2,000

Armor Class: 12

Attacks: 2 fists (1d2+4)

Saving Throws: F12, R7, W9

Skills: Bend Bars, Break Down Doors, Endure, Jump, Lift Gates

Special: Surprised on d8

Environment: Any

No. Appearing: 1

Alignment: Any

XP Value: 600 (CL 7)

The concept of the Übermensch, or superman, was introduced by Friedrich Nietzsche in *Thus Spoke Zarathustra* (1883). Nietzsche's philosophical construct had little to do with the superman of science-fiction, which portrayed it as a man at the peak of physical and mental perfection. The physical superman may have been invented by author Philip Wylie in his 1930 novel *Gladiator*.

To answer how science-fiction supermen are created, one needs look no further than the latest scientific discovery. Dr. Frankenstein's creation (q.v.) was, despite being grotesque, something of a superman, and he was created with electricity. After Darwin published *On the Origin of Species* in 1859, progressives decided that man could be perfected through eugenics, i.e. eliminating those who were physically or mentally inferior, and breeding those who were considered superior to produce superior children. By the 1950's, atomic power was the new "magic", and thus were born the atomic supermen.

Supermen are perfect physical and mental specimens, with abilities far beyond those of mortal men. Unfortunately, they often lack in humility and wisdom, and despite their perfect physical appearance they can lack in personality. Assume they have the following ability scores: Strength 20 (+4), Dexterity 20 (+4), Constitution 20 (+4), Intelligence 16 (+2), Wisdom 10, and Charisma 10.

Vampire

Type: Undead

Size: Medium

Intelligence: Average (9-12)

Hit Dice: 8

Movement: 50/300

Armor Class: 22 [Silver]

Attacks: Slam (1d6) or by weapon

Saving Throws: F11, R10, W9

Special: Resistance to acid and cold

Environment: Any

No. Appearing: 1

Alignment: Any evil

XP Value: 2,000 (CL 10)

Vampires are undead monsters of fiction and folklore, showing up in a myriad of forms in cultures all over the world. Bram Stoker's 1897 novel *Dracula* made them world famous, and is the basis of the vampire in *GRIT & VIGOR*.

A vampire can suck blood from a living victim with its fangs by making a successful grapple attack. If it pins the foe, it drains blood, dealing 1d4 points of Constitution damage each round that the pin is maintained.

A humanoid or mutant humanoid slain by a vampire's energy drain attack rises as a vampire loyal to its creator (called the "master"). The new vampire becomes an evil creature under the control of its master and murderer.

As an attack, a vampire can crush an opponent's will by gazing into his or her eyes. The vampire can attempt to dominate one target at a time, and the target must be within 30 feet. A target that fails a Will saving throw becomes the vampire's thrall for 1 day per Hit Die of the vampire. The thrall adopts an unswerving allegiance to the vampire. If the vampire commands its thrall to do something blatantly self-destructive, the



target can make a Will save to break the vampire's control. If the save succeeds, the target becomes free-willed and regains its previous allegiances.

A vampire can assume the form of a bat, rat, or wolf. The vampire can remain in that form until it assumes another form or until the next sunrise.

Vampires command the lesser creatures of the world and, once per day, can call forth a swarm of rats, a swarm of bats, or a pack of 3d6 wolves. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

A vampire heals 1d6 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points or lower, a vampire automatically assumes gaseous form (see below) and attempts to escape. It must reach its coffin home within 2 hours or be destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, its hit points rise to 1 hit point after 1 hour; the vampire then resumes healing at the rate of 1d6 hit points per round.

In place of a move, the vampire and its gear can become insubstantial, misty, and translucent. The vampire cannot attack or use supernatural abilities while in gaseous form. A vampire in this form can remain gaseous indefinitely and has a fly speed of 20 feet. It can pass through small holes or narrow openings, even mere cracks. Its gaseous form is subject to wind and cannot enter water or other liquid.

A vampire can climb sheer surfaces as though it were a spider.

A vampire has several weaknesses. A VM can give a vampire fewer weaknesses, but each lost weakness should cost the vampire one special ability. For example, a vampire that is immune to the effects of garlic might also be unable to summon children of the night.

DIRECT SUNLIGHT: The merest sliver of sunlight deals 2d6 points of damage to a vampire. A vampire exposed to direct sunlight for 1 full round must succeed on a Fortitude save or be consumed by fire and destroyed utterly.

GARLIC: A vampire cannot pass within 5 ft of garlic. A vampire takes a -2 penalty on hit against a target wearing garlic.

HOLY SYMBOL: A vampire takes a -2 penalty to hit against a creature prominently wearing or brandishing a holy symbol. The symbol's touch deals 1d4 points of damage to a vampire, and a vampire killed in this fashion is destroyed utterly.

INVIOLENT SANCTUARY: A vampire cannot enter a privately owned residence unless it is invited in by the rightful owner.

MIRROR: A vampire in view of a mirror cannot use its domination special quality (see above).

RUNNING WATER: A vampire cannot cross running water, but may another may carry it across. A vampire immersed in running water loses 1 Hit Dice each round until it is destroyed.

WOODEN STAKE: A successful critical hit with a wooden stake destroys a vampire instantly, turning it to dust.

Wendigo

Type: Monstrous Humanoid

Size: Large (8' tall)

Intelligence: Low (3-8)

Hit Dice: 6

Movement: 55/275

Armor Class: 17

Attacks: 2 claws (1d8) and bite (1d6)

Saving Throws: F11, R9, W11

Special: Resistance to cold

Environment: Cold Woodlands

No. Appearing: 1

Alignment: Chaotic Evil

XP Value: 600 (CL 7)

A wendigo is a human being possessed by a demonic spirit. The wendigo spirit enters the body when the person commits an act of cannibalism. They look like feral human beings.

A wendigo that suffers damage when fighting flies into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. An enraged wendigo gains one additional attack each round. A wendigo is such a tenacious combatant that it continues to fight after reaching 0 hit points by passing a Fortitude save each round. When the wendigo fails a Fortitude save, it finally dies.

A wendigo gains the benefit of invisibility by staying out of a person's direct vision. Any character looking in the general direction of the wendigo and making a successful Search task check can see it.

Werewolf

Type: Monstrous Humanoid

Size: Medium

Intelligence: Average (9-12)

Hit Dice: 7

Movement: 50/300

Armor Class: 15 [Silver]

Attacks: Bite (1d6 + lycanthropy) or by weapon

Saving Throws: F12, R9, W10

Environment: Any
No. Appearing: 1
Alignment: Chaotic Evil
XP Value: 700 (CL 8)

Werewolves are humanoids that can assume the form of a wolf or hybrid wolfman form. A human who contracts lycanthropy after being wounded by a werewolf becomes an afflicted werewolf when the Moon is full.

A werewolf can assume wolf or hybrid form, but its gear is not absorbed into the new form. The wolfman form has a short tail and thick fur. The legs are like those of a wolf, and the head combines humanoid and lupine features in degrees that vary from one werewolf to the next. The animal form is that of a fully-grown wolf without any trace of human features.

Changing to or from wolf or hybrid form can be done in place of a move. Upon assuming either form, the werewolf regains hit points as if having rested for a day. A slain werewolf reverts to its humanoid form, although it remains dead.

Any humanoid hit by a werewolf's bite attack must succeed on a Fortitude save or contract lycanthropy.

A werewolf can communicate with wolves. A friendly wolf understands and heeds simple commands, such as "wait," "chase," "flee," and "attack."

When a character contracts lycanthropy through a werewolf's attack, no symptoms appear until the first night of the next full moon. Then, the afflicted character involuntarily assumes animal form and becomes a ravenous beast, forgetting his or her own identity. The character remains in animal form until dawn and remembers nothing about the incident.

Thereafter, the character is subject to involuntary transformation under the full moon and whenever he is damaged in combat. He or she feels an overwhelming rage building up and must succeed on a Will saving throw to resist changing into animal form.

An afflicted character who eats a sprig of belladonna (also called wolfsbane) within an hour of a lycanthrope's attack can attempt a Fortitude save to shake off the affliction. The character gets only one chance, no matter how much belladonna is consumed. The belladonna must be reasonably fresh (picked within the last week). Fresh or not, belladonna is toxic (poison IV), and might kill the werewolf even as it is curing him of his lycanthropy.

The only other way to remove the curse of lycanthropy is for an occultist to cast *remove curse* on the character during one of



the three days of the full moon. After receiving the spell, the character must succeed on a Will save to break the curse (the caster knows whether the spell works). Otherwise, the process must be repeated. Characters undergoing this cure are often kept bound or confined in cages until the cure takes effect.

Only afflicted lycanthropes can be cured of lycanthropy. Natural lycanthropy cannot be cured.

When returning to normal form after an involuntary change, the character attempts a Will save to realize what has happened. If the save succeeds, the character becomes aware of the affliction and can now voluntarily attempt to change to animal or hybrid form. Any voluntary change to animal or hybrid form immediately and permanently changes the character's alignment to Chaotic Evil.

White Ape

Type: Monstrous Beast
Size: Large (8' tall, 400 lb)
Intelligence: Animal (1-2)
Hit Dice: 4
Movement: 40/360 (Climb 40)
Armor Class: 14
Attacks: 2 claws (1d6) and bite (1d6)
Saving Throws: F10, R11, W17
Environment: Underground

No. Appearing: Troop (1d6)
Alignment: Neutral
XP Value: 400 (CL 5)

White apes resemble gorillas but are far more aggressive. Having adapted to a subterranean life, they have lost all pigment in their skin and hair, making them stark white, and giving them the ability to see in darkness up to 60'.

White Wraith

Type: Ooze
Size: Large (20' diameter, 500 lb)
Intelligence: Non- (0)
Hit Dice: 8
Movement: Fly 40/200
Armor Class: 11
Attacks: 2 slams (2d6 + 1d6 acid)
Saving Throws: F10, R11, W11
Special: Immune to damage from bludgeoning weapons, vulnerable to piercing damage
Environment: Any
No. Appearing: 1
Alignment: Neutral
XP Value: 800 (CL 9)

A white wraith appears as a gigantic "amoeba" floating through the air. A white wraith was first sighted near Crawfordsville, Indiana in 1899. The creature was described as, "about eighteen feet long and eight feet wide and moved rapidly through the air by means of several pairs of side fins. It was pure white and had no definite shape or form, resembling somewhat a great white shroud fitted with propelling fins. There was no tail or head visible but there was one great flaming eye, and a sort of a wheezing plaintive sound was emitted from a mouth which was invisible. It flapped like a flag in the winds as it came on and frequently gave a great squirm as though suffering unutterable agony."

Any creature that takes damage from a white wraith's slam attack also takes 1d6 points of acid damage from its digestive enzymes. These enzymes continue to dissolve the victim even after the attack, dealing 1d6 points of acid damage each round until the wound is washed with at least 1 pint of water.

A white wraith can simply bowl over opponents up to size Large during a move action. This attack affects as many opponents as the monster's body can cover. Each target can make either a free attack against the monster or a Reflex saving throw to avoid being engulfed. A successful save indicates that the target has been pushed back or aside (target's choice) as the monster moves forward. An engulfed

creature is considered grappled and trapped within the monster's body. Each engulfed creature takes 2d6 points of acid damage every round that it remains trapped.

Will-o'-the-Wisp

Type: Aberration
Size: Tiny (1' diameter, 3 lb)
Intelligence: Average (9-12)
Hit Dice: 9
Movement: Fly 60/720
Armor Class: 24
Attacks: Shock (2d8 electricity/10')
Saving Throws: F14, R10, W9
Special: Immune to psychic powers, natural invisibility
Environment: Wetlands
No. Appearing: 1d4
Alignment: Chaotic Neutral
XP Value: 900 (CL 10)

Will-o'-the-wisps look like lights that can be yellow, white, green, or blue. They are also called jack-o'-lantern, friar's lantern, hinkypunk, spook-lights and ghost candles.

Will-o'- the-wisps are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside. A will-o'-the-wisp's body is a globe of spongy material. It sheds as much light as a torch. They speak to creatures in their minds, and thus in their native tongue. They have no vocal apparatus but can vibrate to create a voice with a ghostly sound.

A frightened will-o'-the-wisp can extinguish its glow, becoming invisible and gaining a +10 bonus to Armor Class.

Yeti

Type: Monstrous Humanoid
Size: Large (8' tall, 300 lb)
Intelligence: Average (9-12)
Hit Dice: 4
Movement: 45/220
Armor Class: 14
Attacks: 2 claws (1d6 + constrict)
Saving Throws: F13, R11, W11
Environment: Himalayas
No. Appearing: 1d4
Alignment: Neutral
XP Value: 400 (CL 5)

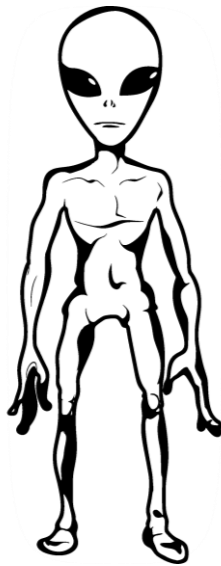
A yeti is a large, white-furred, human-shaped creature. Its long fur is heaviest around the head and shoulders, and its hands and feet are wide and flat. Layers of fat insulate its body, allowing it to survive and even thrive in subzero conditions.

Although a yeti can stand and walk upright, it tends to hunch over and use its hands and feet in the manner of a gorilla to navigate ice floes and rocky terrain. Its eyes are either blue or colorless, and it has an extra pair of transparent eyelids that allow it to see even in blowing snow.

Zeta Reticulan (Greys)

Worker

Type: Monstrous Humanoid
Size: Small (4' tall)
Intelligence: High (13-18)
Hit Dice: 1
Movement: 30/150
Armor Class: 10 [Silver]
Attacks: *Ego whip* (see psychic powers) or slam (1d2)
Saving Throws: F16, R13, W12
Environment: Any
No. Appearing: 1d20
Alignment: Neutral
XP Value: 100 (CL 2)



Leader

Type: Monstrous Humanoid
Size: Medium (6' tall)
Intelligence: Super (19+)
Hit Dice: 3
Movement: 40/200
Armor Class: 12 [Silver]
Attacks: *Ego whip*, *id insinuation* or *psychic crush* or slam (1d2)
Saving Throws: F14, R12, W9
Environment: Any
No. Appearing: 1d4 + 15 workers each
Alignment: Neutral
XP Value: 300 (CL 4)

Zeta Reticulans, or greys, are a grey-skinned, collective-intelligence race hailing from a planet orbiting Zeta Reticula. All greys have thin arms and legs, oversized heads and eyes, and extremely long fingers. Their purpose in visiting Earth is a mystery, although they have been known to abduct mortals or livestock.

Greys have a psychic aura which forces those who approach within 10 feet of them to pass a Will saving throw vs. fear or become frightened. It is believed that greys are not evil, but merely inscrutable and totally alien in motivation. Individuals that have claimed to meet the greys will have wildly different stories to tell about them.

Greys travel in flying saucers. For every 15 greys there is always at least one leader type. A leader must be present for transport of any mortals or livestock.

Zombie

Type: Undead
Size: Medium
Intelligence: Animal (1-2)
Hit Dice: 2
Movement: 20
Armor Class: 11
Attacks: Slam (1d6)
Saving Throws: F15, R16, W15
Environment: Any
No. Appearing: 1d12
XP Value: 100 (CL 2)

Zombies are the mindless (or nearly mindless), animated corpses of human beings. Unlike skeletons, zombies retain most of their flesh and internal organs. Zombies are usually created with black magic or by watching too much television.



THE WEIRD AND WONDROUS

Psychic Phenomena and Magic Spells

G *RIT & VIGOR* is primarily interested in simulating real life adventure (though sometimes larger-than-life). But adventure stories have never been constrained by reality, so why should games? For those who wish to introduce a bit of fantasy into their games, this appendix provides guidelines for creating and running supernatural characters.

Psychic Phenomena

The following scheme is presented as an optional rule to allow any character in the game with high mental ability scores a chance to possess psychic powers.

Psychic Potential

To determine the chance that a character has psychic powers, add together their Intelligence, Wisdom and Charisma and subtract 30. This equals the percentage chance that the character has psychic powers.

Example: John Delphi is a fighter with an Intelligence of 9, Wisdom of 12 and Charisma of 14. This totals 35. By subtracting 30 from this total, we see that John has a 5% chance of having psychic powers.

Psychic Strength

Once it has been determined that a character has psychic powers, it must be determined how many psychic disciplines they are capable of unlocking. The character rolls d% and adds as a bonus their "chance of being psionic" to the roll, consulting the table below.

d%	Minor Powers	Major Powers
01-75	1	0
76-85	2	0
86-90	3	1
91-95	4	1
96-99	5	1
100 +	6	2

The psychic character unlocks one minor power at 1st level and an additional power at every odd level thereafter until they have unlocked their maximum repertoire of powers. When a character has unlocked all of his minor powers, he begins unlocking his major powers. Each power should be determined randomly, with duplicates being re-rolled.

Minor Powers

d%	Minor Powers	Power Point Cost
01-02	Akashic Knowledge	1
03-04	Biofeedback	3
05-06	Body Adaptation	5
07-08	Body Adjustment	5
09-10	Clairsentience	5
11-12	Cloud Minds	4
13-21	Death-Warning	1
22-31	Dowsing	1
32-41	Empathic Projection	1
42-43	Energy Medicine	5
44-48	ESP	3
49-53	Matter Agitation (Pyrokinesis)	3
54-55	Mesmerism	5
56-65	Mindlink	1
66-69	Mind Thrust	3
70-74	Negation	5
75-81	Precognition	1
82-91	Psychic Sensitivity	1
92-93	Telekinesis	5
94-98	Transvection	3
99-100	Ubiquitous Vision	5

Major Power

d%	Major Power	Power Point Cost
01	Astral Projection	17
02-12	Aura Sight	7
13-22	Bilocation	7
23-30	Channeling	9
31-41	Divination	7
42-51	Dominate	7
52-61	Illusion	7
62-65	Matter Manipulation	13
66-71	Mind Switch	11
72	Psychic Surgery	17
73-76	Psychofeedback	13
77-82	Psychometry	11
83-88	Suspend Life	11
89-96	Telepathy	9
97-100	True Seeing	13

Power Points

Psychic characters have a number of power points (PP) equal to Intelligence + Wisdom + Charisma - 30.

Power points are spent by a psychic character to manifest their psychic powers. Each day, after a psychic character has had a full night's sleep (8 hours), they regain a number of power points equal to their character level times 3.

Supernatural Sub-Classes

The Scholar class has the following supernatural sub-classes:

Sub-Class	Str	Int	Wis	Dex	Con	Cha
Occultist	-	13	13	-	-	-
Psion	-	*	*	-	-	*
Vampire Hunter	-	11	13	-	9	-

The Occultist

Occultists are scholars who learn to conjure and invoke spirits that can produce magical effects on their behalf. Historically, magic is characterized as white (i.e. "good") and black (i.e. "evil"), though both forms of magic work in the same way. The difference is which entities the occultist contacts and deals with to get what he wants. In general, good entities lend their



powers to deeds that advance virtue, while evil entities lend their powers to deeds that advance vice.

The occultist has all the abilities of the scholar, with the following alterations and additions:

Minimum Ability Scores: Int 13, Wis 13

Occultists are skilled at the following tasks: Cast Magic Spell, Chemistry, Communicate, Crack Codes, Display Knowledge, Hypnotize and Search.

Occultists lose the scholar's normal ability to improvise objects using mechanics or electricity, though they retain the ability to mix chemicals to create substances. The study of magic is tied to the study of alchemy, which is in turn the foundation (to some extent) of modern chemistry.

In return, occultists learn how to cast magic spells. A spell in this context is a series of words and movements that allow the occultist to communicate with a supernatural entity. Once in communion with a supernatural being, the occultist may request that it perform a wondrous act on his behalf. If the occultist's diplomacy is unsuccessful, the entity refuses the request and may punish the occultist for his temerity.

To cast a magic spell, a character must pass a Cast Magic Spell task check. This task check is modified by the occultist's Intelligence modifier. The level of the spell also applies a modifier to the task check, as follows:

Spell Level	Modifier to Task Check
1-2	0
3-5	-1
6-8	-2
9	-3

In addition, an occultist is permitted a number of free castings (i.e. no need to roll a Cast Magic Spell task check) each day based on their character level, as follows:

Occultist Level	Free Castings
1-2	1
3-4	2
5-6	3
7-8	4
9-10	5
11-12	6

Casting a spell normally requires one minute of time. Spellcasting involves speaking magic words, making magic gestures and using magic tools. For these reasons, a character trying to cast a spell must be able to speak, and must have his hands free and his tools available. Magic tools can include fetishes, voodoo dolls, idols, talismans, charms, wands, cups, bells, musical instruments, cards, and athames. Assume that a magician needs at least one such tool to cast a spell.

When a character attempts to cast a spell and fails, there is a 10% chance per spell level of spiritual backlash. The consequence of this backlash is rolled on the table below using 1d6 and adding the level of the failed spell to the roll. The consequences of the backlash remain in effect for 24 hours.

White Magic and Black Magic

Spells are divided into two camps, black magic and white magic. Any occultist can request a white or black magic spell, but meddling with black magic is more dangerous. When rolling the consequences of a failed spell casting attempt, if the spell was black magic, add +1 to the result unless the character is Evil. Evil creatures requesting White Magic spells suffer a -2 penalty to their spell casting task check.

d6	Consequence of Spectacular Failure
2	Stunned, lose next turn
3	Exhausted for 1d4 rounds
4	Nauseated for 1d4 rounds
5	Unconscious for 1d6 rounds
6	Dazzled
7	Crippled
8	Deafness
9	Blindness
10	Intelligence lowered to 3
11	Madness
12	Age 1d6 years, suffer one point of Constitution damage
13	Lose one level (XP are adjusted to lowest value possible for your new, lower level)
14	You suffer 1d6 points of damage per failed spell level from spiritual feedback (Will save for half damage)
15	You and all within 10 feet of you suffer 1d6 points of damage per failed spell level (Will save for half damage)

Occultist Spell List

First Level Spells

Black Magic	White Magic
Akashic Knowledge	Akashic Knowledge
Audible Glamer	Bless
Charm Animal	Comprehend Languages
Charm Person	Control Light
Command	Cure Light Wounds
Darkness	Detect Evil
Detect Evil	Light
Matter Agitation	Multiply Food & Water
Phantasmal Force	Protection from Evil
Protection from Evil	Summon Animal I
Psychic Sensitivity	Turn Undead



Second Level Spells

Black Magic	White Magic
Augury	Aid
Calm Emotions	Augury
Charisma	Buoyancy
Desecrate	Calm Emotions
E. S. P.	Consecrate
Find Familiar	E.S.P.
Improved Phantasmal Force	Gentle Repose
Intelligence	Levitate
Invisibility	Remove Paralysis
Speak With Animals	Speak With Animals
Strength	Summon Animal II

Third Level

Black Magic	White Magic
Blindness/Deafness	Cause Disease
Compel Return	Create Food & Water
Heroism	Cure Blindness/Deafness
Hold Person	Cure Disease
Locate Object	Cure Serious Wounds
Negation	Fly
Putrefy	Hold Person
Rage	Negation
Reveal Secrets	Remove Curse
Speak With Dead	Summon Animal III
Spectral Force	Tongues
Suggestion	Water Walk

Fourth Level

Black Magic	White Magic
Command Plants	Blight
Confusion	Cause Disease
Detect Lie	Control Water
Divination	Divination
Fireball	Flame Strike
Lightning Bolt	Holy Smite
Modify Memory	Mesmerism
Polymorph Other	Restoration
Polymorph Self	Sticks To Snakes
	Summon Animal IV

Fifth Level

Black Magic	White Magic
Channeling	Awaken
Control Winds	Bilocation
Feeblemind	Channeling
Song of Discord	Healing Circle
Teleport	Hold Monster
	Insect Plague

Sixth Level

Black Magic	White Magic
Find the Path	Exorcism
Legend Lore	Geas
Longevity	Move Earth
Transformation	Wind Walk
Water Tell	

Seventh Level

Black Magic	White Magic
Control Weather	Control Weather
Raise Tower	Create Golem
Transmute Liquid	Transmute Liquid*
Transmute Metal	Transmute Metal*

Eighth Level

Black Magic	White Magic
Earthquake	Earthquake
	Holy Aura

Ninth Level

Black Magic	White Magic
Astral Projection	Astral Projection

“... there may be something in the nature of an occult police force, which operates to divert human suspicions, and to supply explanations that are good enough for whatever ...”
– Charles Fort

The Psion

While occultists must study occult tomes and put their souls in jeopardy to deal with supernatural creatures to alter the world in wondrous ways, psions are born with psychic powers.

The psion has all the abilities of the scholar, with the following alterations and additions:

Minimum Ability Scores: A psion's Intelligence, Wisdom and Charisma scores must add up to 36 to become a psion.

Psions are skilled at the following tasks: Communicate, Crack Codes, Display Knowledge, Hypnotize and Search

Psions lose the scholar's normal abilities to improvise objects using mechanics and chemistry, though they retain the ability to tinker with electronics.

Psions are capable of using psychic powers, as described above. Unlike normal human beings who happen to have psychic powers, psions need not roll for psychic potential – it is assumed. A psion has a number of power points equal to the sum of his Intelligence, Wisdom and Charisma scores.

At each level, the psion opens two new powers. The psion can choose any minor or major power, but can only open one major power for every three minor powers he has opened.

The Vampire Hunter

The vampire hunter is a scholar who specializes in the lore of monsters, especially the undead and in particular vampires. The original vampire hunter is Dr. Abraham Van Helsing, M.D., D.Ph., D.Litt, etc. Van Helsing is not only a scholar, but also a fine physical specimen with an iron will.

The vampire hunter has all the abilities of the scholar, with the following alterations and additions:

Minimum Ability Scores: Wis 13, Int 11, Con 9, Str 9

The vampire hunter is skilled at the following tasks: Chemistry, Crack Code, Display Knowledge, Gather Intelligence, Hypnotize, Listen at Doors, Search, Treat Injury

As specialists in the supernatural, vampire hunters must take the Occult as their "Display Knowledge" specialty. They retain the ability to research and improvise, but not the ability to maximize the performance of machines.

Their long experience with strange creatures has made them immune to fear. In addition, they enjoy a +2 bonus to save vs. hypnotism and mind control.

Using a crucifix or similar holy instrument, a vampire hunter can "turn the undead", per the occultist spell.

Power & Spell Descriptions

Aid

Spell Level: 2

This spell grants the target (who must be touched) a +1 bonus on attack rolls and saves against fear effects, plus 1d6 temporary hit points that disappear after one hour.

Akashic Knowledge

Power Points: 1

Spell Level: 1

Accessing the akashic knowledgebase permits the user to be counted as "skilled" in one task chosen when the power is activated. Duration is one hour.

Astral Projection

Power Points: 17

Spell Level: 9

The psion or occultist can enter a trance and project his astral spirit from his physical body. This astral spirit is incorporeal and unable to interact with the physical world. Astral spirits can only communicate using the power of telepathy. An astral spirit can travel freely over the physical world, and can enter the ethereal and astral planes at will. The astral spirit can interact with objects and creatures on the ethereal and astral planes, and can communicate normally therein. If a person's astral spirit is killed, his physical body dies as well.

Audible Glamer

Spell Level: 1

This spell allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound the spell creates when casting it and cannot thereafter change its basic character. You can produce as much noise as four normal humans per caster level. The spell lasts for 10 minutes, and has a range of 30 feet.

Augury

Spell Level: 2

An *augury* can tell you whether a particular action made in the next hour will bring good or bad results. The base chance for

receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%. This roll is made in secret. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results: “Good”, “bad”, “good and bad”, and “neither good nor bad”.

Aura Sight

Power Points: 7

Spell Level: 4

This power allows you to discern auras. Auras are invisible to the naked eye, but to you they appear as glowing halos or envelopes of colored light that surround people and things.

The color of each aura reveals information to the reader. The amount of information revealed depends on how long a particular area is studied. In the first round, you discern auras of Good and Evil, even if the owner of the aura is otherwise invisible. In the second round, you discern magical or psychic auras. In the third round, you discern how powerful (hit dice or level) individuals are, and if they are near death (less than 10% of their hit points remaining).

Bestow Curse

Spell Level: 4

You place a curse on the subject by touching them. Choose one of the following three effects: A -3 decrease to an ability score (minimum 1), a -2 penalty on attack rolls and saving throws or, each round during combat, the target has a 50% chance to take no action.

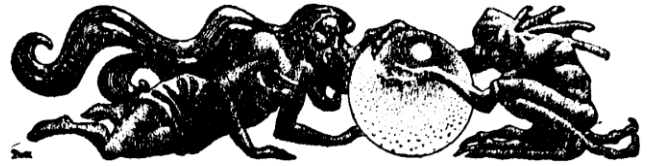
You may also invent your own curse, but it should be no more powerful than those described above. The curse can be removed with the reverse of his spell, *remove curse*.

Bilocation

Power Points: 7

Spell Level: 8

You can briefly appear, physically, in two places at once. Bilocation can be maintained for up to one round per point of Wisdom. Each version of the bilocating person has half the Hit Dice and hit points of the original, and if either one dies, the bilocating person loses one level. The bilocating person retains their normal skills and knacks.



Biofeedback

Power Points: 3

With biofeedback, you toughen your body and ignore pain, reducing physical damage by 2 points per hit for 1 minute per psion level and gaining a +5 bonus to Endurance checks.

Bless

Spell Level: 1

This spell fills your allies with courage. Each ally gains a +1 bonus on attack rolls and on saves against fear for one hour.

Body Adjustment

Power Points: 5

This power allows you to adjust your body at the cellular level, healing yourself of 1d12 points of damage per application.

Buoyancy

Spell Level: 2

By pointing in its general direction, the occultist causes a sunken object that weighs up to 10 pounds per occultist level to float to the surface and remain buoyant for one hour.

Calm Emotions

Spell Level: 2

This spell calms all agitated or excited creatures within a 20-ft. radius area, but does not control them. The spell has a range of 150 feet. Creatures affected cannot take violent actions, though they can defend themselves in combat. Any aggressive action against a calmed creature breaks the spell on all creatures calmed by the spell. The spell last for 10 minutes or as long as the occultist concentrates.

Channeling

Power Points: 9

Spell Level: 5

By opening his mind to the cosmos, you can commune with higher planes of reality. Make a reaction check when you first connect with a higher mind to see what kind of mood it is in.

You may attempt Influence Person task checks at a -3 penalty to improve the contacted being's attitude.

Channeling is a difficult power to control, and imposes a -4 penalty on the psychic's activation saving throw. A failure to activate this power results in the psychic's personality (or alignment) changing as determined by the VM for 1d6 days.

Charisma

Spell Level: 2

This spell grants the subject (who must be touched by the occultist) an 18 charisma for one hour.

Charm Animal

Spell Level: 1

This spell functions like *charm person* (q.v.), except that it only affects animals (not including monstrous beasts).

Charm Person

Spell Level: 1

This charm makes a humanoid creature within 30 feet of you regard you as its trusted friend and ally. You cannot control the person, but you can influence them as though you were a lifelong friend. Any hostile act or suggestion breaks the spell. The spell lasts until it is dispelled in some manner.

Clairsentience

Power Points: 5

With this power, you can see and hear what is happening in a distant place. If you have never been in this place, or do not know somebody present in the place, the task check to activate this ability is made at a -5 penalty.

Cloud Minds

Power Points: 5

With this ability, you can cloud people's minds, making you invisible to them. Just as with the occultist spell *invisibility*, attacking ends the effect.

Command

Spell Level: 1

With this spell, you may issue a one word command to a target within 30 feet of you. The target obeys the command to the best of its ability at its earliest opportunity. If you command a creature to "die", they simply play dead for 1 round.

Comprehend Languages

Spell Level: 1

When you cast this spell, you can understand the spoken words of creatures or read written messages for one hour. In either case, you must touch the creature or the writing for the spell to work. The spell enables you to understand or read an unknown language, not speak or write it. This spell does not crack codes or reveal hidden messages concealed in text.

Consecrate

Spell Level: 2

This spell blesses a 20-ft. radius area within 30 feet of you. *Turn undead* spells cast within the area gain a +2 bonus to the turn undead roll. Undead creatures that enter a consecrated area suffer a -1 penalty on attack rolls, damage rolls, and saving throws. Undead cannot be created within or summoned into a consecrated area. If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to a higher power, the modifiers are doubled. The spell lasts 24 hours.

Create Food & Water

Spell Level: 3

This spell creates a one-day supply of food and drinking water for 24 men or 12 horses (or a combination of the two). At 9th level, the amount of food and water created doubles.

Cure Light Wounds

Spell Level: 1

When laying your hand upon a living creature, you cure 1d6+1 points of damage. This spell deals damage to undead instead of curing their wounds.

Cure Serious Wounds

Spell Level: 3

As *cure light wounds*, but it heals 3d6+3 points of damage.

Darkness

Spell Level: 1

This spell causes complete darkness in a 15-foot radius. Even creatures that can normally see in darkness are unable to pierce this darkness. The darkness lasts for one hour.

Desecrate

Spell Level: 2

This spell has the opposite effect of the *consecrate* spell.

Detect Evil

Spell Level: 1

The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras within 60 feet of the spell's caster. Poison is not inherently evil, and cannot be detected by means of this spell. The spell lasts for one hour.

Divination

Power Points: 7

Spell Level: 4

A divination provides you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The base chance for a correct divination is 70% + 1% per caster level, to a maximum of 90%. If the dice roll fails, you know that the spell failed.

Dominate

Power Points: 7

With this power, you can control the actions of any humanoid creature through a telepathic link that you establish. Once you give a dominated creature a command, it attempts to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival. Subjects resist this control with a Will saving throw, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. Dominating non-humanoids is done with a -5 penalty to the psychic's activation roll.

Dowsing

Power Points: 7

Using a simple dowsing rod, the psychic can find the nearest source of fresh water. He can also use this power to discover the location of precious metals and gems, but suffers a -3 penalty to his activation saving throw to do so.

Empathic Projection

Power Points: 1

This is the ability to project powerful emotions into the mind of a target. It is up to the VM to determine the effects these emotions might have on a situation. A psychic who fails his saving throw to activate this power must make an additional saving throw or be struck with the emotions himself.

E. S. P.

Power Points: 3

Spell Level: 2

With this ability, the user can read a subject's mind. Only surface thoughts are read with this power or spell.

Exorcism

Spell Level: 6

This spell forces an outsider from beyond the mortal realms back to its proper plane if it fails a Will saving throw. If the spell is successful, the creature is instantly whisked away.

Find Familiar

Spell Level: 2

A familiar is a spirit in the form of an animal that is bound the soul of an occultist. This familiar spirit bestows several benefits upon the occultist, as it acts as a loyal servant, increases the occultist's hit points and conveys certain abilities on the occultist.

d20	Familiar	Ability Bestowed
1-2	Bat	Listen at doors skill
3-4	Cat	Move silently skill
5	Hawk	Find secret doors skill
6-7	Lizard	Climb sheer surfaces skill
8	Owl	Darkvision (30 ft.)
9-10	Rat	+2 to Fort saves
11	Raven	+2 to Will saves
12	Snake	Escape Bonds skill
13-14	Toad	+3 hit points
15	Weasel	+2 to Reflex saves
16-20	No familiar available within spell range	

Find familiar can be attempted but once per year, and the familiar spirit that is conjured is determined randomly. The ritual requires burning incense worth \$20 and takes one hour to complete. If a spirit is within 1 mile of the ritual (percent chance equal to the occultist's level multiplied by 10), it answers and is bound to the occultist.

Familiars have the normal statistics for an animal of their type, but are considered monstrous beasts rather than animals. They have average intelligence. When a familiar is within 30 feet of its master, its hit point total is added to the master's hit point total. If the familiar is ever killed, the occultist loses hit points equal to twice the familiar's normal hit point total.

Fly

Spell Level: 3

The subject can fly at a speed of 60 feet per round (or 40 feet per round if encumbered). The spell lasts for 1d6 x 10 minutes plus 10 minutes per occultist level. Speed is 5 mph (or 2.5 mph if encumbered).

Gentle Repose

Spell Level: 2

You preserve a corpse so that it does not decay for one week. The spell also works on severed body parts and cuts of meat.

Illusion

Power Points: 7

The psychic can use this ability to plant powerful illusions inside a person's mind. For every sense they deceive beyond the first, the psychic adds 1 point to the Power Point cost. Thus, deceiving the visual or olfactory or aural sense alone would cost 7 power points, but deceiving all three would cost 9 power points.

Improved Phantasmal Force

Spell Level: 2

This spell functions like *phantasmal force*, except it includes some minor sounds but not understandable speech. It has a range of 500 feet and lasts as long as the occultist concentrates and for 2 rounds beyond.

Intelligence

Spell Level: 2

The spell grants the subject touched an intelligence score of 18 for one hour.

Invisibility

Spell Level: 2

The creature or object touched becomes invisible. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. If the invisible creature attacks another creature, the spell ends. The invisible creature cannot be attacked unless its approximate position is known. Wild attacks suffer a -10 penalty to hit. The spell lasts until an attack is made or the invisible creature wishes to reappear.

Levitate

Spell Level: 2

Levitate allows you to move yourself, another willing creature, or an unattended object up and down as you wish. You can mentally direct the recipient to move as 20 feet up or down each round. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally at half speed. The spell lasts for 10 minutes per level of the occultist.



Light

Spell Level: 1

This spell causes an object to emit as much light as a torch for up to two hours.

Matter Agitation (Pyrokinesis)

Power Points: 3

Spell Level: 1

This is the ability to cause objects to burst into flames. The ability can only be used on flammable objects, and inflicts 1d4 points of damage per level. Activating the psychic power requires one round of concentration.

Matter Manipulation

Power Points: 13

With this power, you can weaken or strengthen the substance of an object or structure. You can affect both mundane and magical inanimate material. Weakening an object's substance gives it a penalty of -3 on any item saving throw it is forced to make, or reduces its effective hardness by one level. Naturally, the opposite is true if you fortify the object. Lasts for 1 hour.

Mesmerism

Power Points: 5

Spell Level: 4

This is the ability to put people into a trance, thus gaining the ability to question them truthfully or implant suggestions in their mind. Implanting a suggestion works as the occultist spell of the same name, and imposes a -5 penalty on the psychic's activation roll.

Mindlink

Power Points: 1

You forge a telepathic mind link with a chosen target. This bond functions over any distance and lasts as long as you wish.

Mind Switch

Power Points: 11

You can attempt to take control of a nearby living creature, forcing your mind and soul into its body, and its mind into your body. You can target any creature whose Hit Dice are equal to or less than your level. The activation roll for this power is made at a -5 penalty. If the target fails a Will saving

throw, you replace its mind and mental ability scores with your own, including your psychic powers. Its mind and mental ability scores are shifted to your body. This state lasts for 1 turn per level. While in the other body, you retain your own hit points, saves, skills and feats, and vice versa.

Mind Thrust

Power Points: 3

With a sharp thrust of your mental powers into the mind of one sentient opponent, you inflict 1d6 points of damage plus one point of damage for every point difference between your and your opponent's intelligence scores. If an opponent's intelligence score is unknown, assume that it is a 10. For creatures, use the following intelligence scores:

Intelligence Rating	Intelligence Score
Low	5
Average	10
High	15
Super	20

Negation

Power Points: 5

Spell Level: 3

Negation nullifies supernatural powers, spells and abilities or suppresses supernatural items for up to 10 minutes. The chance of successfully negating the supernatural is a percentage based on the ratio of the level of the spellcaster trying to dispel over the level of the spellcaster (or HD of the monster) who cast the original spell or used the original power. Thus, a 6th level occultist attempting to negate a power manifested by a 12th level psion has a 50% chance of success ($6/12 = 1/2$, or, 50%). If the 12th level psion were dispelling the 6th level occultist's spell, the chance would be 200% ($12/6 = 2$, or, 200%), and thus automatic.

Phantasmal Force

Spell Level: 1

This spell creates a visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect. The spell has a range of 500 feet, and lasts as long as the occultist concentrates.

Precognition

Power Points: 1

Precognition allows you to glimpse fragments of potential future events. What you see will probably happen if no one takes action to change it, but your vision is incomplete and it makes no real sense until the actual events you glimpsed begin to unfold. In practice, activating this power grants you a “precognitive edge” for 1 turn per level. During this period, you can apply a +1 bonus to any one attack roll, damage roll or saving throw. You can elect to apply the bonus to the roll after you determine that your unmodified roll is lower than desired.

Protection from Evil

Spell Level: 1

This spell creates a magical field of protection around the caster, blocking out all elementals and outsiders. Evil monsters suffer a -1 penalty to hit the caster, and the caster gains +1 on all saving throws against attacks and spells from such creatures. The spell lasts for one hour.

Psychic Sensitivity

Power Points: 1

Spell Level: 1

The psychic can perceive, in places, people, or things, the presence of psychic powers or supernatural creatures within 60 feet. The power lasts for one hour.

Psychic Surgery

Power Points: 17

Psychic surgery can be used to double a creature’s natural healing rate or to grant a subject a +1 bonus to save against disease. It can also be used to heal or inflict 1d6 points of damage. This requires the psychic to touch the subject, and the psychic’s task check to activate the power is made at a -5 penalty. At 5th level, the psychic can heal or inflict 2d6+2 points of damage, and at 10th level, 3d6+3 points of damage.

Psychofeedback

Power Points: 13

You can readjust your body to boost one physical ability score at the expense of one or more other scores. Select one ability score you would like to boost, and increase it by the same amount that you decrease one or more other scores. This boost lasts for 1 minute, but the lowered ability scores only regenerate at the natural rate of healing; i.e. one point per day.

Psychometry

Power Points: 11

This allows you to read the psychic vibrations given off by an object or place, allowing you to learn elements of its history like who last held the device, how it is used or traumatic events that happened in a place. The VM might impose penalties on the psychic’s task check to activate the power depending on the age and provenance of the object or the place that is being read.

Putrefy

Spell Level: 3

This spell causes wounds to become infected. They can be cast on any creature that has lost at least half of its hit points to physical damage of some sort. The target of the spell must pass a Fortitude saving throw or begin losing 1 hit point per round until the wound is cleaned or is cauterized with fire (which inflicts 1d6 points of fire damage to the victim).

Raise Tower

Spell Level: 7

You conjure an extra-dimensional dwelling that has a single entrance. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the tower and the portal is shut and made invisible behind you when you enter. Once observers have passed beyond the entrance, they find themselves in a magnificent foyer with numerous chambers beyond. The atmosphere inside is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell’s effect up to 30 cubic feet per level. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of invisible servants (two per caster level), which are liveried and obedient, wait upon all who enter.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

The tower lasts for 24 hours.

Reveal Secret

Spell Level: 3

This spell plucks one secret from a target within 30 feet and telepathically communicates it to all other creatures within 30



Aleister Crowley (1875-1947)

Called "the Beast" by his mother, Crowley resisted the Christian teachings of his childhood, and reveled in sin. His first mystic experience occurred in 1896 in Stockholm. He joined the Golden Dawn in 1898 and developed his own practice, Thelema, in 1904, writing *The Book of the Law*. In 1907 he founded his own order, A∴A∴, with their headquarters in London. During his life he was also a poet, writer, propagandist and spy for the British during the First World War. He also had an interest in mountain climbing. Crowley was addicted to heroin, cocaine and perhaps hashish.

CN Occultist, LVL 9, HP 20, AC 10, MV 40, ATK +3, SV F I I R9 W8, Str 10 Int 16 Wis 13 Dex 11 Con 6 Cha 12

Special: Mix substances, cast magic spells

Knacks: Climb Sheer Surfaces

Skills: Cast Magic Spell (+3), Chemistry, Communicate, Crack Codes, Display Knowledge, Hypnotize, Search

Feats: Feign Death, Great Fortitude, Iron Will

feet. The target of the spell may resist it with a Will saving throw. If the saving throw is successful, and the target has a Wisdom score higher than the Wisdom score of the occultist who cast the spell, there is a 5% chance per difference in Wisdom that the spell is turned back on the caster.

Remove Paralysis

Spell Level: 2

You can free up to four creatures within 30 feet of the spell caster from the effects of magical or temporary paralysis.

Speak With Animals

Spell Level: 2

You can comprehend and communicate with natural animals. The spell lasts for one hour.

Strength

Spell Level: 2

The spell grants the subject a strength score of 18. The spell lasts for one hour.

Summon Animal I

Spell Level: 1

The caster summons an animal or animals who serve him until slain or until the duration of the spell expires. The occultist can summon 1d2 Challenge Level (CL) 0 creatures, or one CL 1 creature. The animal remains for 6 rounds.

Summon Animal II

Spell Level: 2

The caster summons an animal or animals who serve him until slain or until the duration of the spell expires. The occultist can summon 1d4 Challenge Level (CL) 0, 1d2 CL 1 creatures, or one CL 2 creature. The animal remains for 6 rounds.



Summon Animal III

Spell Level: 3

The caster summons an animal or animals who serve him until slain or until the duration of the spell expires. The occultist can summon 1d6 Challenge Level (CL) 0, 1d4 CL 1 creatures, 1d2 CL 2 creatures or one CL 3 creature. The animal remains for 6 rounds.

Summon Animal IV

Spell Level: 3

The caster summons an animal or animals who serve him until slain or until the duration of the spell expires. The occultist can summon 1d8 Challenge Level (CL) 0, 1d6 CL 1 creatures, 1d4 CL 2 creatures, 1d2 CL 3 creatures or one CL 4 creature. The animal remains for 6 rounds.

CL	Animals
0	Bat (Flying Fox), Cat, Weasel
1	Baboon, Eagle (Hawk), Monkey, Poisonous Snake-Viper, Sporting Dog, Terrier Dog
2	Dolphin, Donkey (Ass), Giant Rat, Lizard-Gila Monster
3	Boar, Chimpanzee, Draft Horse, Hound Dog, Monitor Lizard, Poisonous Snake-Cobra, Riding Horse, Spider Swarm, Wolf, Working Dog
4	Bat Swarm, Black Bear, Constrictor Snake, Crab Swarm, Fighting Dog, Gorilla, Killer Bee Swarm, Nile Crocodile, Tiger Shark

Suspend Life

Power Points: 11

You place yourself into a trance so deep that you are almost in suspended animation. Even powers that detect life or thought are incapable of determining that you are alive. While you are suspended, a year feels as though it were a day. One can suspend life for one month per level.

Telekinesis

Power Points: 5

This is the ability to move small objects with one's mind. For precise telekinetic control of a small object, a -5 penalty is imposed on the psychic's task check to activate the power. Otherwise, impose a penalty of -2 per 20 pounds weight of the object being moved.

Telepathy

Power Points: 9

With this power you can project your thoughts into the minds of other sentient creatures. Penalties may be applied to this ability based on the distance or number of the targets. If communicating with animals or other non-sentient creatures, or the alien minds of aberrations, the psychic suffers a -5 penalty on his task check to activate the power.

Transmute Liquid

Spell Level: 7

This spell transmutes one liquid into another, e.g. water into wine, wine into blood, etc. The spell transmutes up to one pint of liquid per occultist level, and the transmutation lasts for one hour per level of occultist.

Transmute Metal

Spell Level: 7

This spell transmutes one metal into another, e.g. lead into gold. The spell transmutes up to one gram of metal per occultist level, and the transmutation lasts for one hour per level of occultist.

Transvection

Power Points: 3

You can use transvection to *levitate* (as the occultist spell). It can also be used to *fly* (as the occultist spell), but such use imposes a -5 penalty to the psychic's activation task check.

True Seeing

Power Points: 13

You gain the ability to see all things as they actually are, seeing through normal and magical darkness, noticing secret doors hidden by magic, seeing the exact locations of creatures or objects under blur or displacement effects, seeing invisible creatures or objects normally, seeing through illusions, and seeing the true form of polymorphed, changed, or transmuted things. You can focus your vision to see into the Ethereal Plane, but not into other extra-dimensional spaces.

Turn Undead

Spell Level: 1

By presenting a holy symbol and commanding them to begone, an occultist can force undead creatures to recoil from him. The

occultist must roll on the table below to see if the undead is affected. If so, the undead must retreat before the holy symbol, and remain at least 10 feet away from the occultist. If the occultist can successfully repel the particular undead three times, the undead must flee from the occultist's presence. If they cannot physically flee, they crumble into dust.

When a turning attempt is made, a d20 should be rolled and the Turning Undead table consulted for the result. If the number on the dice is equal to or greater than the number shown on the table, 2d6 undead creatures that are affected by the roll are repelled as above.

Occultist Level									
HD	1	2	3	4	5	6	7	8	9+
1	10	7	4	3	2	1	1	1	1
2	13	10	7	4	3	2	1	1	1
3	16	13	10	7	4	3	2	1	1
4	19	16	13	10	7	4	3	2	1
5	20	19	16	13	10	7	4	3	2
6	-	20	19	16	13	10	7	4	3
7	-	-	20	19	16	13	10	7	4
8	-	-	-	20	19	16	13	10	7
9	-	-	-	-	20	19	16	13	10
10	-	-	-	-	-	20	19	16	13
11	-	-	-	-	-	-	20	19	16
12	-	-	-	-	-	-	-	20	19
13+	-	-	-	-	-	-	-	-	20

Ubiquitous Vision

Power Points: 5

You have the metaphoric "eyes in the back of your head" for one hour after activating this power. In effect, you have a 360-degree sphere of sight and cannot be back stabbed. If surprised, you may negate the effect with a Will saving throw. Unfortunately, you suffer a -2 penalty on saves against all gaze attacks during the power's duration.

Water Tell

Spell Level: 6

You gain the ability to speak with water, which can relate to you who or what has touched it as well as revealing what is covered or concealed by it.



Appendix B

BLOOD, TREASURE, GRIT AND VIGOR

Mixing It Up

GRIT & VIGOR is designed to be broadly compatible with most "old school" roleplaying games, *BLOOD & TREASURE* in particular. *BLOOD & TREASURE* is a fantasy roleplaying game, with dragons, magic spells, dwarves and sorcerers among other things. If you want supernatural effects to figure more prominently in your campaign, you might want to look at *BLOOD & TREASURE* and think about using the spellcasting classes (cleric, druid, magic-user, sorcerer and others) and the large lists of magic spells and magic items in that game.

The differences between the two games are few, but they are worth noting:

- 1) Character classes in *G&V* have larger Hit Dice than comparable classes in *B&T*. This is because *G&V* characters wear less armor, and therefore are likely to have lower Armor Classes than their counterparts in *B&T*.
- 2) Characters in *G&V* are assumed to be humans, which is why the game uses character backgrounds in place of the rules for fantasy races in *B&T*. If players want to use fantasy races in *G&V*, do so, but do not have them roll on the character background tables. You should still allow them to multi-class, and should probably take the multi-classing option away from the humans in the game (who are still permitted to dual class).
- 3) Feats are an optional system in *B&T*, but they are a key part of *G&V* characters.
- 4) There are slight differences in the task lists between *G&V* and *B&T*, but these should not interfere with the game. Allow common sense to prevail if a problem arises.
- 4) *G&V* assumes that supernatural creatures can be harmed with silver weapons if they cannot be harmed by normal

weapons. Many creatures in *B&T* can only be harmed by *magical* weapons. If you do not want to use magic weapons in *G&V*, but do want to use supernatural creatures from *B&T* in a game, you will want to allow them to be harmed by silver.

5) There might be slight discrepancies in the value of armor and the damage caused by weapons between the games, but they are probably not large enough to worry about. In terms of weapon proficiency lists, use your best judgment. If you think *B&T* characters should have access to firearms, then so be it. When in doubt, consult a similar class in *G&V*.

6) Movement in *G&V* differs slightly from *B&T*. Humans in *G&V* have a base movement of 45, while in *B&T* they have a base movement of 30. This was due to the need to correlate human and animal movement with automobile movement, which led to me to recalculate movement rates. You are probably best off using *G&V* movement rates, since they are more accurate, but use your best judgment.

Using *GRIT & VIGOR* with other game systems in the JMS family, such as *Mystery Men!*, *Tales of the Space Princess* and *Pars Fortuna* might be more challenging, but not impossible. I plan to produce *G&V*-compatible versions of *Mystery Men!* and *Tales of the Space Princess*, as well as expansions to cover post-apocalyptic settings and more decades than are covered in this volume in the coming years, so stay tuned.

JMS



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Player Name

Campaign

Scars / Marks

Known Associates

EQUIPMENT

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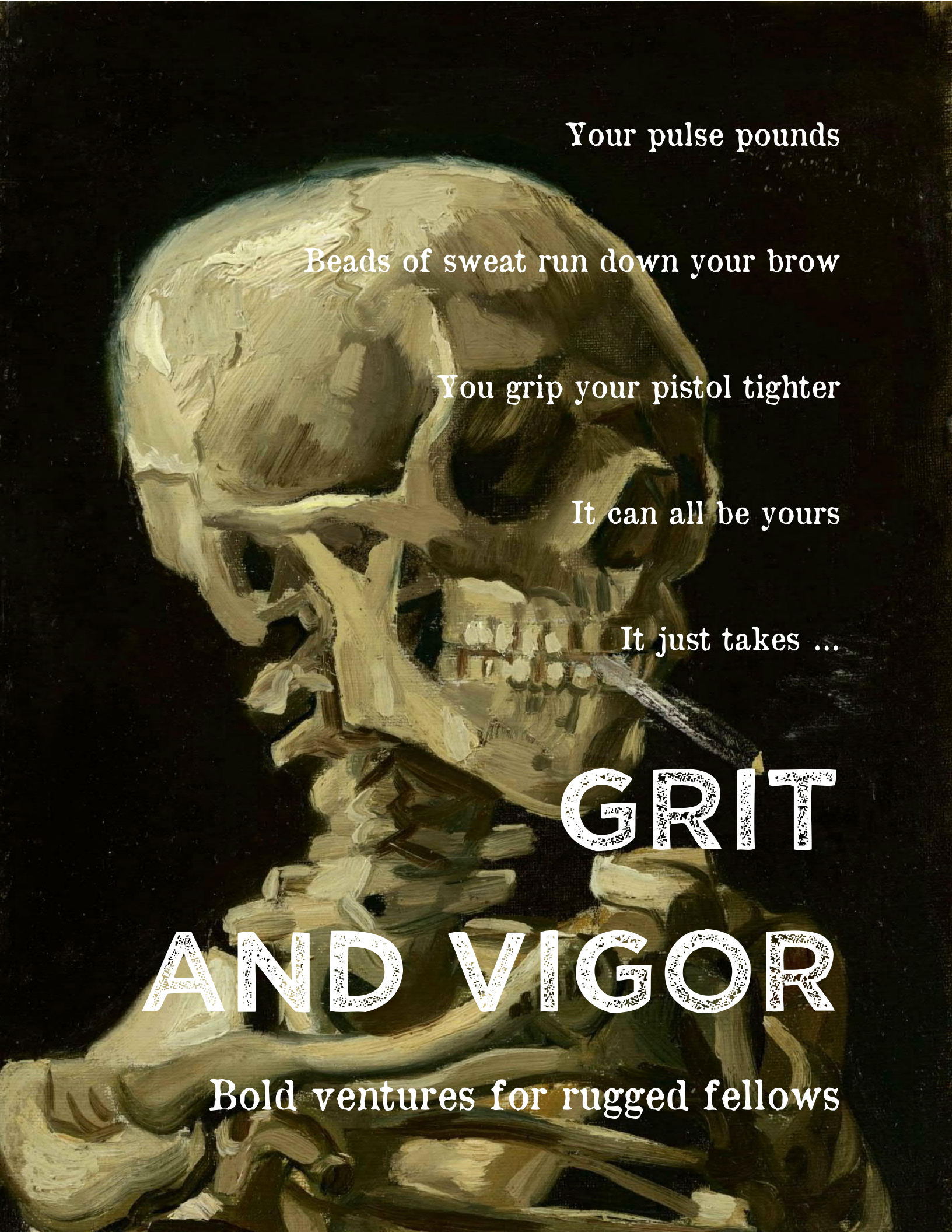
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Your pulse pounds

Beads of sweat run down your brow

You grip your pistol tighter

It can all be yours

It just takes ...

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