



Bureau 13

STALKING THE NIGHT FANTASTIC



Supernatural Role Playing

STALKING THE NIGHT FANTASTIC



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Dedicated to the special crews who stalked the nightmares of the Night Fantastic.

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Stalking The Night Fantastic

#3001

Stalking the Night Fantastic

The history of the human race is filled with evidence of eerie and unexplained occurrences. Our myths, legends and fairy tales consistently reaffirm that the supernatural exists.

This knowledge of the "supernatural" has been with mankind since before the dawn of history. Mostly these occurrences were misunderstood and greatly feared by the general populace.

With no organization, it was usually the small mobs of angry peasants that stalked the creatures of the night, and more often than not, exterminated the supernatural, good and evil.

Always, though, there have been a few who were capable of discerning the passing difference between good and evil.

In the early 1860's the United States established a secret supernatural investigative agency under the cover of the Civil War. Only a few top officials knew of its existence and it became known simply as "Bureau 13".

For the next century the few employees of the Bureau went quietly about their "business" of ferreting out and eliminating the destructive aspects of the supernatural.

So successful were their efforts that the memories of the public dimmed and the fear of the unknown was replaced by awe (and suppressed fear) of the new technologies.

Foreign branches of the organization were established in Europe, Africa and Asia.

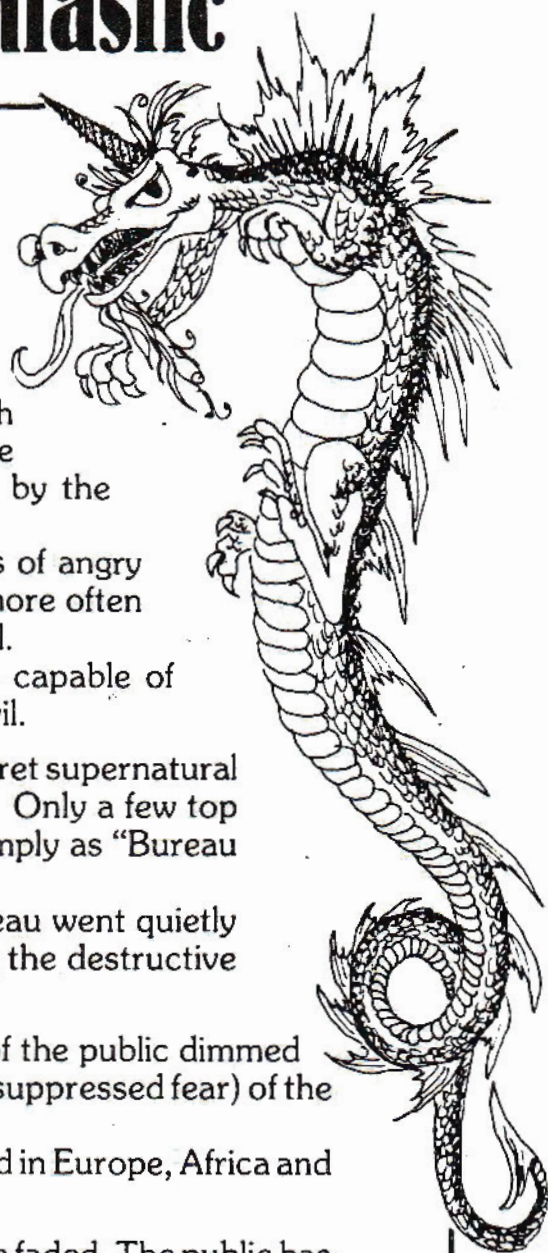
The years have passed and worldwide memories have faded. The public has come to believe that magic and the supernatural are the stuff of childrens' dreams and nightmares. They are wrong.

1989

Bureau 13, now an ultramodern force, more secret than before, fights to stem the growth of ancient magic and the supernatural that threatens the innocent.

Wherever the supernatural waits, good and evil, the agents of Bureau 13 will be there but . . .

Evil is growing.



STALKING THE NIGHT FANTASTIC

Stalking the Night Fantastic is a role playing game of fantastic encounters with the supernatural in modern times.

You will become a government agent charged with the duty of disposing of the greatest un-natural threats to people and the economy of the United States and Canada. You will work under the knowledge that you are funded by an agency so secret, even the highest officials do not know of your existence.

Welcome to that elite band of people who wander the dark streets of the night, ever searching for the horrors that should not exist in this modern age. You are an agent Stalking the Night Fantastic.

STALKING

Stalking is written to be realistic, concise and easy to play. It was designed by role players who understand the problems of running a game with overlong text and complex systems that make game play a burden for the player and GM.

The most difficult part of Stalking will be the necessary set up time for more complex adventures and social interaction.

Materials Needed

- A One or more copies of the game Stalking the Night Fantastic.
- B Paper, Pencils, Notebooks, Maps, and Index cards.
- C A set of common polyhedral dice, the more the better. These will include four sided (d4), six sided (d6), eight sided (d8), ten sided (d10), the 20 sided (d20), and the percent % or (d100).
- D One to twenty players and a gamesmaster.
- E A pocket calculator, home computer, or slide rule may be helpful but not a great necessity.
- F Miniature figurines and buildings are handy at times for placing the setting of your adventure.
- G Photocopies of Stalking's Character, Equipment, and Vehicle sheets are almost a must.*
- H An outstanding imagination or a keen interest in the supernatural.
- I A time to plan and a place to play.

Photocopying

* Photocopying is for personal use only. Any resale of Stalking playing aids is a violation of copyright laws and punishable by legal action. If you are interested in designing or publishing Stalking playing aids, contact Tri Tac Inc. for information.

TERMS

ROLEPLAYING

Is the ability of the game player to design a character he wishes to become with that character's strengths and limitations. The character is guided through a series of adventures and general living by the Games Master. The player makes the character's decisions, right or wrong, as he continues his character's life within the framework of the game.

GAMESMASTER

The records keeper and designer of the adventure. This is the person who sets the stage of events your player character will experience. The abbreviated term for Gamesmaster is GM.

PLAYER CHARACTER

The individual(s) created by the player for the game. This character is controlled entirely by the player. Player characters may also include animals as long as they are played true to intelligence, personality, and temperament.

NON-PLAYER CHARACTERS

These are the characters created by the GM that become the friends and foes in the game. Their characters and development may range from simple to complex colorful individuals.

Stalking the Night Fantastic

This is the chosen profession of an elite force of government agents who hunt the modern supernatural. This agency is secret and generally unknown to government officials and the general public.

4d6

This is the indicator for rolling a random number on any of a series of types of dice. The initial number (4) is always the number of dice to roll of the type designated by the (d). The example 4d6 has the player or GM rolling four six sided dice and totaling the resulting numbers.

4d6 +2

The +2 modifier is added to the total of the first dice rolling operation. Always follow operations from left to right.

4(d6+2)

This +2 dice modifier is attached to the individual type of dice being rolled. For each die rolled, 2 is added to the total of the die.

MEASUREMENT

Stalking the Night Fantastic was designed with the English system of measurement. A metric conversion table is included in the appendix.

DICE ROLLS **4d6 x.50**

The (x.50) is a modifier for the final total result. Most of these modifiers can be found in the Number Breakdown Chart in the appendix. Fractions are always rounded down.

UTILITY SHEETS

These are example sheets that can be photocopied for player / GM use. Do not use the original for game play. There is a large utility appendix at the end of this book.

Time & Motion

Throughout Stalking the Night time will be listed as actions, turns, and real time.

ACTION = 2 Seconds Real Time
TURN = 1 Minute or 30 Actions
TIME = In game Hours and Days

In any action characters can perform short physical movements as:

MOVE	THROW AN OBJECT
SAY A FEW WORDS	FIRE A WEAPON
PUSH TWO BUTTONS	DRAW A WEAPON

A high agility may increase your number of movements per action. See Agility.

CRAWL	= 04 feet per action
WALK	= 05 feet per action
DODGE	= 07 feet per action
RUN	= 10 feet per action
RUNNING JUMP	= 01 foot is cleared per point of character's strength (+d4 feet). If the character is an athlete add a (d10).

IMPAIRED MOVEMENT = .50 x your movement rate. This may include broken limbs, intoxication wounds, pain, shock and stun. Also see terrain modifiers in Weapons Fire.

Each action a character makes a decision to:

ATTACK

Attempt to hit a target by rolling a d20 under your character's dexterity. Use size and speed modifiers from the projectile and weapons fire section. You may also use the optional motion modifiers from the same section.

DEFEND

To protect from physical attack. Roll a d20 under the character's dodge number for success in dodging an attack. This choice of action does not allow a return attack. High velocity projectiles can not be dodged.

MARTIAL ARTS

These varied skills give the character a special range of physical combat skills and / or the second chance to repeat an action.

Always roll under your martial arts percentage on a d100 for successful use. See Martial Arts in the Damage and Skill section.



EXAMPLES

As you progress through the ideas and game systems of Stalking the Night Fantastic, you will meet and get to know one of the agents who hunt the supernatural.

The life of Robert Harrison will guide you through this book as an example of how to use the game systems.

These are the trials and tribulations of an investigator whose life begins here.

Harrison & Friends

At 32 years of age, Robert Harrison is a well known science fiction writer, recognized for his "Pookon of Mars" novels and a gross of short stories.

With a Bachelors degree in English Literature from Brown University in Rhode Island, Robert Harrison is a full time writer who tinkers with old cars, drinks beer, and travels to Science Fiction conventions for fun, profit or a free dinner.

His involvement with a "Stalking" team at the World Science Fiction Convention in Detroit saved a number of lives as he crushed the head of a werewolf with his silver plated Hugo Award (best short story).

To his amazement, Robert Harrison now discovered the supernatural was real and a Federal Agency called Bureau 13 was out to liquidate its more malign aspects. For more than a century this secret group had been funded as a necessary arm of the government.

Due to a disastrous confrontation a decade earlier, the Agency had lost nearly all of its working agents. Now it was desperate for competent people.

Robert was given the choice of joining the Agency, keeping quiet, or being faced with the wrath of the IRS. Realizing he would never survive a tax audit, he joined without a moments hesitation.

In the months that followed he began to learn of the shadowy organization, Bureau 13, that he was now employed by, as well as of the paranormal horrors that quietly hid within the confines of modern society.

He joined a team of novice hunters of the supernatural that included:

NAME	Occupation	Country
John Gillespie	Priest (monk)	USA / Malawi
William Bass	Reporter	USA
David Peters	Para-Medic	USA
Mary Peters	Artist	USA
Jon Draken	Gunsmith	Iceland
Thomas O'Mally	Gunrunner	Ireland

Notes to the GM

- 01 Never let your players gain control of the game. Your decisions should be final.
- 02 In the same vein, don't keep absolute control over your players. Let them make their own decisions and mistakes.
- 03 Be reasonable. Let a player state a valid argument. Be willing to change a ruling without making it a habit.
- 04 The invincible is no fun for the GM or other players. Changing or fudging a character's stats should not be allowed. Often a character with a low to mediocre stats becomes interesting and more of a challenge to role-play than any super character.
- 05 Make your players work for their supplies and wealth. See what they can do without, not with. Don't be afraid to destroy a player character's equipment. Necessity is the mother of invention and the basis of a good game.
- 06 Don't design killer adventures with no solution. A grim, bloodthirsty GM is no fun for the adventurers. Always give your players a way out of a situation they can not handle.
- 07 You may find yourself in a situation where you are tempted to fudge a die roll to your player's benefit. This is not the sign of a weak GM, but a good GM who can understand the difference between bad luck and a bad decision. Just don't let them know.
- 08 Inconsiderate, ridiculous, or homicidal players should be removed from the game at the first opportunity, (preferably with a heavy blunt instrument). There is no room in a role-playing game for fools who get other player's characters killed or spoil an adventure with acute stupidity.
- 09 A little humor in a game makes it a lot more fun. Remember humor has its place so don't get too wrapped up in fun or your credibility as a GM will suffer as slapstick. Funny GM's provide little enjoyment to the serious role-player.
- 10 Be fair and honest with your players. You are the person they trust to guide them through an adventure.
- 11 Find an interruption-free area to play in. The tension or mood of the game is likely to suffer with distraction.
- 12 Don't forget the paper, pencils, dice, and munchies.

Though the previous remarks should not be considered the last word on gaming, they may help to make a game more enjoyable for all.

The Campaign

Stalking the Night Fantastic lends its premise to small groups of Agents or Bureau members who are "free" agents in search of the dangerous aspects of the supernatural.

As free agents they set their own pace and organization rules. They are funded and equipped by a government agency they will never come to know. Their only contact with their home office is through certain phone answering machines where they leave equipment orders.

Scattered across the country are homes and businesses that are designated storage dumps of material and weapons. These drop-points are also where material and prisoners are left. Many of these secret dumps have highly sophisticated facilities and vehicles for general use.

Agency Protection

Even with their sophisticated equipment, the Agents will soon realize that they are not protected by the agency and will suffer whatever punishment local law decrees if they are caught. The Agency will never defend its agents or jeopardize its security by taking a risk that will expose Bureau 13 to public knowledge.

Campaign Design

The Stalking the Night Fantastic campaign is easiest with a band of 4 to 8 players who roam the countryside in a base vehicle, often waiting for orders or getting a number of assignments or investigations in a batch. An example may be cryptic or detailed. Taped or video cassettes may be dropped at special points for agents to pick up. Again these may be detailed accounts or a small message.

For special priority messages their teleprinter may activate and give a small number of new inquiries to make.

In many cases Bureau agents may find the supernatural without direction by the agency.

Bureau 13 agents may also be occasionally called to aid in matters of National Security and Espionage. They may even do a little private eye work when not on investigations.

Characters are often led around the world on hunts for needed information. These trips will often push them directly into hostile foreign situations or remote areas with their own peculiar dangers.

REMEMBER

- 01 Stalking lends itself to groups (3-8) of excellent role players who are not usually trigger happy.
- 02 Players who are constant as well as intermittent will find Stalking an easy game to move their characters in and out of because of the roving or agency format.
- 03 The GM should plan adventures well in advance and create the necessary game detail such as NPC personalities, maps, and scenario timetables.

CHARACTERS

There is nothing as important as your character, his personality and history. Many of these factors influence his day to day life, his reactions under stress, and his general attitudes.

Before you begin character generation and play, think about your character and remember a few basic rules for role playing.

REMEMBER

- 01 When your character is generated decide on his or her personal makeup.
- 02 Keep in character, think, will the character's next reactions be logical for this character? Will a devout coward rush into battle or hide behind his friends to save himself?
- 03 Once having established a personality, stick with it. A good way to drive a GM crazy is a character with a half a dozen personalities. A drunk one week doesn't become a saint the next without a little work. When he becomes a lost corporate president the third week, there may be a credibility gap.
- 04 Remember you can always roll a new character to replace the old if you become discouraged with the character's personality. Temporary retirement gives the benefit of having a character for a later date.
- 05 When a favorite character is lost there may be a few moments of heartbreak, but remember, "this is only a game". Anger against the GM or other players is not in the spirit of gaming.

Start

As you begin you will need to photocopy or hand copy a character and equipment sheet for play. Use a pencil, not ink, as you design your player character. Many of your statistics will change and you will want to erase outdated information. You may also wish to make an extra copy for the GM in case you lose your master copy. This often will require updating.

REMEMBER

- 01 Follow instructions, rolling only once for each of your statistics.
- 02 There is no best of three roles or picking the "best" of 6 dice.
- 03 When you role a statistic, it is yours permanently or until you develop it if by use of skill.
- 04 Think about your character before you develop his talents. With this system you will have the freedom to create a character whose personality is entirely your choice.

CHARACTER NAME _____	RACE _____
OCCUPATION _____	COUNTRY _____
COMMAND _____	SEX _____ AGE _____
EXPERIENCE LEVEL _____	EXPERIENCE POINTS _____
STR _____ INT _____ THR _____ SNS _____	
CON _____ WIS _____ DOD _____ MRE _____	
DEX _____ LCK _____ ACC _____ PIE _____	
AGL _____ CRZ _____ PSI _____ MAG _____	
NPT _____ 75% _____ 50% _____ 25% _____	

Generation

Start with a blank character sheet. An example is in the utility sheet appendix of Stalking the Night Fantastic.

CHARACTER INFORMATION

NAME

The name of the character you design. The name may be simple or colorful. Characters from other countries should be named with reasonably realistic ethnic names.

RACE

The race of the character.

OCCUPATION

The primary skill of the character, what he or she did for a living before joining the agency.

COUNTRY

This is the character's country of origin. This may include adopted countries and will not necessarily predetermine race.

COMMAND

This is a character's rank from current or past military experience.

AGE

This is the age of the character.

SEX

The character's sex.

LEVEL

The current experience point level of the character.

EXPERIENCE

The number of experience points the player character has earned on his or her life and adventures.

Bureau 13

CHARACTER NAME <u>ROBERT HARRISON</u>	RACE <u>CAUC</u>
OCCUPATION <u>WRITER</u>	COUNTRY <u>USA</u>
COMMAND <u>No</u>	SEX <u>M</u> AGE <u>32</u>
EXPERIENCE LEVEL <u>0</u>	EXPERIENCE POINTS <u>0</u>
STR _____ INT _____ THR _____ SNS _____	
CON _____ WIS _____ DOD _____ MRE _____	
DEX _____ LCK _____ ACC _____ PIE _____	
AGL _____ CRZ _____ PSI _____ MAG _____	
NPT _____ 75% _____ 50% _____ 25% _____	

STATISTICS

These are the randomly generated numbers that give your character his strengths and limitations. The character sheet above shows the block of statistics you will generate.

STR Strength

Strength is the force a character can exert to lift or move objects. Each point of strength allows a character to carry 4 pounds with reasonable comfort.

STRENGTH HAS FIVE OPTIONS:

- 01 CARRY : 4 pounds per point of STR with reasonable comfort. For every additional 10 pounds carried over a time reduce your character's Agility by 2 points.
- 02 DEAD LIFT : Double STR. Use in a lift situation for d4+2 actions in a 5 minute period.
- 03 DRAG : Four times STR. Use for d4+2 actions in a 5 minute period. Double this in an emergency situation.
- 04 COMBAT : To punch or strike with an object or self. See damage relating to strength.
- 05 THROW : The limit of distance an object may be thrown. See damage relating to impact.

For your strength roll 4d6 and subtract four from the result.

CON Constitution

Constitution is the general health of the character, his or her basic life force. Constitution can be reduced by sickness or critical damage to the character. At -1 CON a character is unconscious. At -3 CON a character suffers death shock and will die unless aided. (See Medical section.)

For a character's constitution roll 4d6 and subtract four from the result.

DEX Dexterity

Dexterity is the character's measure of hand to eye coordination that allows him to do a precision task. This is also the hand to hand combat number that allows physical or hand held weapon attacks. Always roll a d20 under your DEX to strike at a target, but remember the modifiers in the combat charts and other "to hit" modifiers due to skill and martial arts training.

For dexterity roll 4d6 and subtract four from the result.

AGL

Agility

Agility is the speed of action of the character and the coordination of his or her movements.

For agility roll 4d6 and subtract four from the result.

Determine your character's movement and action rate from the table below. Index across from your character's agility.

AGILITY	RATING	ACTIONS	MOVEMENT
01-04	Low	x0.50	x0.50
05-16	Average	x1.00	x1.00
17-20	Above Average	x1.50	x1.50
21-25	High	x2.00	x2.00
26-30	Very High	x2.50	x2.50
31-40	Fast	x3.00	x3.00
41+	Very Fast	x3.50	x3.50

Agility is also used for determining the success or failure of difficult acrobatic stunts, jumping, and the rate of speed of physical combat. See the character Experience and Difficulty tables.

INT Intelligence

Intelligence is the learning ability of the character you design. A lower INT may limit the character's skills but will in no way make him or her any less of a playable character.

For intelligence roll 4d6 and subtract four from the result.

WIS

Wisdom

Wisdom is the character's ability to use sound judgement in an alien society or learn the purpose of items of unknown function. Always roll under your wisdom on a d20 for successful use.

Your wisdom score is found by rolling 4d6 and subtracting four from the result.

LCK

Luck

Luck helps the player-character in adverse situations, mostly when he needs that extra point on the dice to make a fortune or not fall off a thousand foot cliff. It is used at the discretion of the games master. Luck does not effect situations of combat or equipment failure. Luck can be used for repair percentages.

Luck is always a critical roll. Luck adds one or two points to a percent (%) dice roll. Always roll under your luck for success.

For luck roll 4d6 and subtract four from the result of the roll.

CRZ Charisma

Charisma is the rating of a character's personality and physical appearance. Charisma is mostly irrelevant when dealing with alien life or the hostile paranormal.

For charisma roll 4d6 and subtract four from the result.

PSI Psionics

Psionics is the ability to have an extra range of controllable senses. PSI ability can manifest itself in many forms or combinations of forms. Psi is also related to the use of magic.

For PSI ability roll 2d20 and subtract 20 from the result. A character with a positive number has the potential to have PSI ability.

- 01 If PSI is a negative number, you have no Psionic ability. On a PSI score of 1 to 20 roll a d100.
- 02 Any result equal to or below your Psi score gives you Psi ability at the level you rolled. If you roll over your score, you have no ability, but have a second chance to roll for Psi Sensitivity.
- 03 A second roll on a d100 under your Psi score gives you one of these problems when confronting Psi use. (Roll a d6)

- | | |
|-------------|----------------------|
| 01 Tingling | 04 Migraine Headache |
| 02 Nausea | 05 Nosebleed |
| 03 Headache | 06 Shakes |

See PSI in the PSI and Magic section for information on abilities and use. See the statistic reductions table for sensitivity related problems.

THR Throw

Throw is the character's natural ability to physically propel an object toward a still or moving target in the hope of hitting the target. Always roll under your throw on a d20 to hit a target. Your ability to throw is limited by optional modifiers.

- 01 ATTACKER / DEFENDER MOVEMENT
- 02 SIZE / SPEED OF TARGET
- 03 WEIGHT / SIZE OF THE OBJECT THROWN

For your ability to throw add your ratings of Strength, Accuracy, and Dexterity. Divide the result by three. Round fractions down to the nearest number.

$$\frac{\text{STRENGTH} + \text{ACCURACY} + \text{DEXTERITY}}{\text{DIVIDE BY THREE}}$$

ACC Accuracy

Accuracy is your base number for any type of projectile weapons combat. Optional combat modifiers are added to this number. Always roll a d20 under your accuracy to hit.

For accuracy roll 4d6 and subtract four from the result.

DOD Dodge

Dodge is the ability to avoid a physical strike or move out of the way of a thrown or dropped object, if not surprised. Arrows and high velocity projectiles can not be dodged. Always roll under your dodge rating on a d20 for success.

For your ability to dodge add your ratings in Strength and Agility. Divide the result by two, rounding fractions down to the nearest number.

$$\frac{\text{STRENGTH} + \text{AGILITY}}{\text{DIVIDE BY TWO}}$$

MRE Resistance

Magic Resistance or MRE is the character's inherent ability to dodge or evade a magic attack. This number is unchangeable, once generated, though a piety roll can add to it for a single action. Always roll under your MRE on a d100 to avoid a magic attack. You can roll once per attack.

For MRE roll a d6. This is your percentage on a 1 to 100 scale to avoid a magic attack. Many supernatural creatures enjoy a higher MRE. Use of MRE is a GM option.

HPT Hit Points

Hit points are the physical structure of your character. Hit points are the total number of points a character can take in damage before he or she is incapacitated or killed. At 0 hit points a character is unconscious. At -10 hit points a character is dead.

Hit points are the product of Strength added to double your Constitution rating with the addition of a d10. Your character sheet also has the space for a breakdown of your hit points by percentage to aid with shock, stun and unconsciousness.

$$\text{STRENGTH} + (2 \times \text{CONSTITUTION}) + \text{d10}$$

MAG Magic

MAG or Magic Ability is a special talent or branch of PSI.

REMEMBER

- 01 A character must have a positive PSI potential and a PIE (piety) of at least 10 to begin any magic training. The character must now roll a d20 for PIE (piety) as opposed to setting his or her own score.
- 02 A character can have PSI or Magic, but not both. A decision is made once.
- 03 If MAG is taken transfer your PSI score to the MAG statistic and cross PSI off your character sheet. If PSI is chosen cross MAG off your character sheet.
- 04 See PSI and MAGIC for more information, development and set-up.
- 05 A special sheet for Magic or Psi use is provided in the Utility Sheet section.

SNS Sensitivity

Supernatural Sensitivity is the measure of a character's ability to "feel" the presence of the supernatural. This may manifest as a tension in the air, an odd feeling, or an effect on natural areas or animals.

SNS may also be a GM requested roll to spot something unusual.

For your player character's Supernatural Sensitivity roll 4 six sided dice (4d6) and subtract 4 from the result.

Harrison & Friends

While walking the dark streets, Robert Harrison crosses through a dark alley to a 24 hour convenience store.

The GM requests the roll of a 20 sided dice (d20) under Harrison's 13 SNS score. A 16 is rolled.

The shadowy rancid heap that leaps to bar his way gains surprise as it asks for 50 cents to buy a bottle of wine.

Failing his wisdom roll, Harrison gives him a dollar and leaves, failing to notice the feral glint in the wino's eyes.

PIE Piety

Piety is the index of the character's relationship to the higher forces he believes in. This belief may add or subtract a d4 from any action, skill attempt, weapons fire or general roll of the dice once in a twelve hour period.

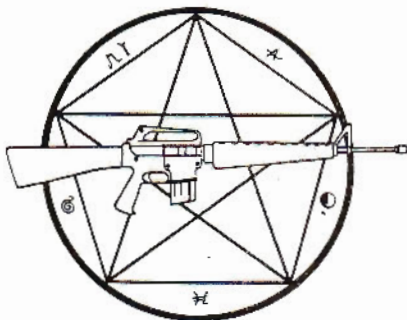
Always roll under your piety on a d20 for that extra d4 bonus where you need it.

Remember, it only works once every 12 hours. If misused it may work against the character at the GM's decision.

Piety is set by the player, level 0 to 20 as the character begins. Piety, from that point on becomes the GM's responsibility to lower or raise as fitting the character's actions.

Harrison & Enemies

At first a dedicated convert to the evil Brotherhood of Darkness Inc. Brother Johnson has fallen from grace by being a slob and belching at high black mass. His modest piety of 19 has been reduced to 8 over a period of time. He now hopes to raise his standing by the destruction of a Bureau 13 member. Harrison is his target.



Characteristics +

Even if your character is a bit under-developed or lacking in characteristics you think are important, you have the chance to develop your character as he or she gains experience.

First read the experience and skill point system, develop your character's education, then return here.

Body Building

As a character gains experience and moves to higher plateaus of development, he or she gains skill points to improve education.

These gained skill points will also allow a character to develop personal statistics to a higher level.

REMEMBER

- 01 Statistics can only be improved after the character has gained experience and higher levels.
- 02 Skill points gained can be used for improvement with the listed costs.
- 03 There is no trading skill points back or separate accumulation from one level to the next.
- 04 Only statistics of Strength, Dexterity, Constitution, Wisdom and Agility can be developed.
- 05 Throw and Dodge are refigured after statistics are improved.
- 06 Hit points are not refigured.
- 07 Improving Accuracy is a specific skill relating to firearms familiarity. See the Weapons section.
- 08 Statistics cannot be improved over 15.

Cost

CHARACTERS STATISTIC (Current)	COST IN SKILL POINTS (Per Point of Increase)
0 to 5	1 Point
6 to 9	2 Points
10 to 13	4 Points
14 to 15	6 Points

Example

Brother Johnson, with a strength of 4, begins to develop his few muscles with body building exercises and at the point of changing from second to third level gains 5 skill points for general use.

With one point he raises his strength from 4 to 5, with the second he again raises his strength to 6. With two of the remaining points he raises his 6 strength to 7 and devotes his final point to demonic studies.

Martial Arts

The taking and developing of martial arts skills can add a +1 on agility "use" per 5 levels of Martial Arts skill levels.

Primary Skills

Every character is assumed to have a general range of skills necessary to survive day to day life. This primary education is taken for granted by the GM.

As the character gains advanced education there is a choice of skill and specialization of educational area.

Skill Acquisition

Use the table of skill acquisition to pick the type of knowledge you wish your character to have. Concentrate types of skills in a specific area or have several skill areas of general experience.

Education

Skills have five different letter prefixes that designate your character's past method of learning. These include:

W	WORK EXPERIENCE	10 years
T	TECHNICAL SCHOOL	04 years
M	MILITARY EDUCATION	06 years
H	HIGHER EDUCATION	06 years
S	SELF TAUGHT	

Choose any one letter for your character's education, then any skills with that letter prefix. Any additional Military Training allows the character to use skills with the prefix M.

Self taught skills are the hardest way to acquire skills. These are mostly for the character who wants a special skill not in the realm of his or her education. The initial player taking of a Self Taught skill requires the loss of a skill. As a character gains skill levels this initial cost becomes a two point penalty to start self teaching.

Extra-Legal Skills

Extra-Legal skills are always self taught skills. Many of these skills are beneficial Bureau 13 agents in many adverse situations.

Medical Skills

Medical Skills require a different process than normal skills. If you decide to become a surviving doctor, go to the medical skills section after the experience tables.

Bonus Skills

Characters may have a skill or natural talent with a skill level bonus.

HOBBY

+1 Any 2 hobby type skills.

LONG USED SKILL

+1 Any 1 skill in semi-constant use.

CREATIVE TALENT

+2 Any Creative Type Skill (This may include art, writing, music etc.)

Skill Generation

Skills are an integral part of the player character. A skill is a specialized area of knowledge and training developed by your character after study and time.

Each point of skill level gives a player a +5% chance to accomplish a task relating to that skill. Levels for skills range from 0 to a maximum of 20. As a character gains experience he can develop existing skills or entirely new skills.

REMEMBER

- 01 Choose a primary occupational skill. Your starting level for this skill is d4 +4.
- 02 Choose two skills that relate or help you in this primary skill. Start the level of these skills as d4 +2.
- 03 Index from the player character's intelligence to find the number of additional types of skills you may choose. Try to relate these skills to your primary skills, but do not forget hobbies or special areas of interest. Start the level of these skills as a d4.
- 04 Add Skill Bonus for hobby or talent.

Number of Skills

INTELLIGENCE ADDITIONAL SKILLS

01-04	Slow Learner	06
05-09	Average Learner	12
10-16	Excellent Learner	15
17-19	Fantastic Learner	19
20-21	Genius	22
22-24	More Than Human	26

Harrison's Skills

Robert's skill of Writing is his primary skill. His two other related skills are Typing and Computer use. He gains a bonus (+1) in his skill of Writing because it is his full time occupation. He also adds a (+1) bonus because he considers it a hobby.

SKILL	LEVEL	%SUCCESS
Writing	09	45%
Typing	04	20%
Computer use	05	25%

Robert's player now chooses 15 additional skills because of his intelligence of 14. For each of these new skills he rolls a d4 to determine their starting level. He adds a (+1) to Auto Repair as a hobby bonus as he likes to work on "kit cars".

SKILLS	LEVEL	SKILLS	LEVEL	PARTIAL ARTS COMBAT
WRITING	9	MOTOR VEHICLE	2	
TYPING	4	AUTO REPAIR	3	Kick
COMPUTER USE	5	ARABIC (LANGUAGE)	2	
ANTHROPOLOGY	3	CUISINE	1	Punch

SKILL TYPES

ABNORMAL PSYCHOLOGY - - H M S
The study of deviant social behavior in humans or animals. Requisite (psychology)

ACCOUNTING W - H M S
The ordered process of keeping track of funds earned and spent by a single source.

ADMINISTRATION W T H M S
The operation of directing a government agency or business.

AIR SEA NAVIGATION - T - M S
The ability to direct the course of a boat or aircraft with accuracy over distances.

AERODYNAMICS - T H M S
The study of forces acting on bodies in air or liquid. Requisite (aeronautics)

AERONAUTICS - T H M S
The study of the operation of aircraft, their operation, flight, or manufacture.

AGRICULTURE W T H M S
The science and application of farming.

ARCHAEOLOGY - - H - S
The study of past life and civilization as revealed by relics left by ancient peoples.

ANIMAL HUSBANDRY W T H M S
The care and use of domestic animals.

ANIMAL TRAINING W - H M S
The behavioral training of domestic or wild animals for a specific purpose.

ANTHROPOLOGY - - H M S
The science of man, his cultures, origins and development. Requisite (sociology)

AQUATIC VEHICLES TECHNOLOGY - T - M -
The care and repair of aquatic vehicles and equipment. Requisite (engineering)

AQUATICS (Diving) - T - M S
The study and use of artificial aids to survive underwater. Requisite (swimming)

ARCHERY TECHNOLOGY - - H M S
The care and use of archery type weapons, including design and construction.

ARCHERY - - H M S
Every 3 levels of archery give accuracy a +1 in the use of bow type weapons only.

ART, COMMERCIAL - T H M S
Use of art for commercial applications.

ART, DRAFTING W T H M S
The specific use of technical drawing for use in industry. Requisite (related science)

ART, PAINTING - T H - S
Application of pigments to a surface to form an idea or concept.

ART, SCULPTURE - T H - S
The creation of three dimensional objects to form an idea or concept.

ART, HISTORY - - H - S
The history and styles of art, including painting, sculpture and other aspects.

ASTRONOMY - T H M S
The study of stars, planets, and phenomena of space. Requisite (mathematics)

ASTROPHYSICS - - H M -
The physics of space, the operational and theoretical mechanics and chemistry of stars and planets. Requisite (Higher Math)

ATMOSPHERICS (Weather) - T H M S
The science of weather, its structure, effects, cause and often its prediction.

BANKING W - H - -
The operation of custody, loan or exchange of currency or valuables.

BALLOON TECHNOLOGY - - H M S
The building, maintenance and piloting of lighter than air or hot air balloons.

BARBERING W T - M S
Cutting hair and hair styling.

BIO-CHEMISTRY - T H M -
The chemistry of living things, including analysis and practical use. (Requisite Chem)

BIOLOGY, ANIMAL - - H - S
The study of the general structure and living processes of animals.

BIOLOGY, HUMAN - - H M S
The study of the general structure and living processes of humans.

BIOLOGY, MARINE - - H M S
The study of aquatic life.

BLADE FIGHTING - - - M S
Use of this skill in combat gives a +1 to hit per three levels of this skill only when knife fighting.

BLADE WEAPONS TECHNOLOGY W - H M S
Design and manufacture of blade weapons.

BOATING, SMALL W - H M S
The operation and use of small boats.

BOATING, LARGE W T H M S
Operation and use of larger boats or small commercial boats with under 6 crew.

BOATING, LARGE COMMERCIAL W T H M -
Operation of large commercial freighters with larger 25+ crews.

BOATING, SAIL W T H M S
The operation of sail boats.

BROKERING, COMMERCIAL W - H - S
The agenting of merchandise for resale.

BUSINESS LAW - - H M -
The branch of law that specifically deals in business applications.

CALLIGRAPHY W T H M S
The art of hand lettering.

CERAMICS, CLASSICAL W T H M S
The design and creation of ceramics in the form of tiles, pots, and functional shapes.

CERAMICS, INDUSTRIAL W T H M S
The application of Ceramics in industry for special uses.

CHEMISTRY, GENERAL W T H M S
The general use of chemistry in research or chemical analysis.

CHEMISTRY, ORGANIC - T H M -
The chemistry of carbon compounds, their analyses and applications.

CHEMISTRY, INORGANIC - T H M -
The chemistry of non-carbon compounds.

CHILD CARE W - H M S
The care and feeding of children with some emphasis on psychological and social growth.

CIVIL ENGINEERING - T H M S
Engineering relating to public works and construction. Requisite (engineering)

CIVIL LAW - - H M S
Law relating to the public or individual.

COLD SURVIVAL - - - M S
The ability to survive in dangerously cold areas. Finding food, and shelter.

COMMANDO TRAINING - - - M S
Training to fight and survive in hostile surroundings. Every 5 levels of this skill add a +1 to hit with blade, projectile, and special weapons. This also adds 5% for any use of survival training or combat agility.

COMMUNICATIONS TECHNOLOGY W T H M S
 The design, repair and use of many types of communications equipment.

COMPUTER PROGRAMMING W T H M S
 The skill of computer programming in the various computer languages.

COMPUTER OPERATION W T H M S
 The operational skills of using a computer for work and specific purpose.

CORPORATE MANAGEMENT W - H - -
 The ability to manage the operations of large or diversified business interests.

CORPORATE STRUCTURE W T H M -
 The study of corporate management and the structure of large business.

COSMETOLOGY W T H - S
 The use of artificial aids to change the structure or appearance, often disguise.

CRIMINAL INVESTIGATION W - H M S
 The investigation of illegal activities, with technical or general techniques.

CRIMINAL LAW W - H M S
 The branch of law dealing with criminal defense and prosecution.

CRIMINAL SCIENCE W T H M S
 The science dealing with criminal activity and techniques.

CRYPTOLOGY - - - M -
 The science of encoding or breaking codes that hide information.

CRUDE WEAPONS - - - M S
 The design and building of crude natural or simple technological weapons for use. This may also include traps for animals or man.

CUISINE W T H - S
 The art of the alteration of food for consumption. Basic to complex cooking.

DANCING W - H - S
 The art of movement (usually to music) for entertainment or social function.

DATA MANIPULATION W T H M S
 Use of information storage and retrieval to find specific needed information.

DEMOLITION W T - M S
 Effective use of explosives to demolish or damage structures.

DESERT SURVIVAL - - - M S
 The ability to survive in hot climates, to find food and shelter in the areas of dangerously high temperature.

DIPLOMACY - - H M S
 The art of negotiation between disagreeing parties with emphasis on peaceful resolution.

DOMESTIC TECHNOLOGY W - H - S
 The management of living conditions in homes or apartments, general living skills.

DOMESTIC TRADE W T H - S
 Retail and trade on the domestic scale, small scale trade.

DRAMA, THEATRE ARTS W - H - S
 The art of creating the illusion of being someone else for entertainment purposes.

ECOLOGY W - H - S
 The study of nature, relations between organisms and their environment.

EDUCATION - - H M -
 Learning the ability to teach a subject, to make teaching effective.

ELECTRONIC DIAGNOSIS W T H M S
 The ability to find problems and flaws in electronic equipment.

ELECTRONIC ENGINEERING W T H M S
 The design and repair of large or small electronic equipment.

ELECTRONICS, MICRO W T H M S
 The design, use, and repair of electronic sub-miniature components.

EMERGENCY MEDICAL CARE W T H M S
 The ability to cope with emergency medical problems ranging from simple cuts to the resuscitation of life.

ENTERTAINER W - H - S
 The skill to entertain or amuse small or large numbers of people with a talent or developed ability. Characters have a 5% chance of a natural talent that starts their talent area at (4 +d4) in skill level.

TALENT EXAMPLES
 01 Voice 04 Comedy 07 Art 10 Gymnastics
 02 Craft 05 Sport 08 Writing
 03 Music 06 Memory 09 Management

ENVIRONMENTAL ENGINEERING W T H M S
 Creation or design of a specific type of environment and its maintenance.

FABRICATION, METAL W T H M S
 The design and creation of metal parts.

FABRICATION, WOOD W T H M S
 The design and creation of wooden parts.

FABRICATION, PLASTIC W T H M S
 The design and creation of plastic parts.

FASHION W - H - S
 Design and construction of clothing for daily use or the creation of costumes.

FENCING - - H M S
 Combat skill with foil or sabre that adds a +1 on hit ability per three levels of fencing skill with these specific weapons.

FIGHTER PILOT - - - M -
 The skill to fly and effectively use the weapons of fighter-type aircraft. The user is required to have a skill of (Pilot 4).

FINANCE W T H M S
 The ability to manipulate sums of money for loan or profit.

FOOD PROCESSING W T H M S
 The mass processing of food substances for consumption by large numbers of people.

FUSION TECHNOLOGY - T H M -
 The design and maintenance of fusion power systems. Requisite Skills (electronics, physics, laser technology, computer)

FLUID SYSTEMS W T H M S
 The technology of the motion of liquids under pressure including plumbing, steam, or coolant. This may include waste disposal.

FOREST SURVIVAL - - H M S
 The ability to find food and shelter in forest environments.

GEOGRAPHY - - H M S
 Science that deals with natural features, climate, and products of the earth.

GEOLOGY - T H M S
 Science that deals with the history of the earth as shown through rock and structure.

GRENADE WEAPONS - - - M S
 Creation and use of grenade type weapons that includes their disarmament.

GUERRILLA TACTICS - - - M S
 Tactics for quiet subversion. Usually a small unit that fights intermittently.

GYMNASTICS W - H M S
Long physical training and exercise that improves the overall flexibility of the body.

GLIDER TECHNOLOGY - - H M S
The design and flight characteristics of ultra-light aircraft, glider or powered.

HEALTH CARE W T H M S
The care of people, the prevention or general treatment of health problems.

HEAVY EQUIPMENT OPERATION W T - M S
The ability to operate heavy industrial equipment including cranes, bull dozers, and other industrial equipment.

HISTORY - - H M S
The study of the causes and effects of past events. Sometimes a specialized area.

HORSEMANSHIP W - H M S
The ability to ride a horse with skill.

INTERIOR DESIGN - T H - S
The effective design of the interior of structures, arrangement of space and the general appearance.

INTERROGATION - - - M S
The removal of needed information from an individual by trickery, force or psychology.

JOURNALISM W T H M S
Creative writing to convey information through news, story, or audio-visual means.

JUNGLE SURVIVAL - - - M S
The ability to find shelter and food in jungle and rain forest areas.

LABOR RELATIONS W - H M S
The ability to mediate between workers and management in a business.

LANGUAGE (Additional) W T H M S
Several more languages may be added to the character instead of additional skills. See the language page.

LASER TECHNOLOGY W T H M S
The building, repair and use of lasers for many purposes. Requisite (electronics)

LAW ENFORCEMENT - - H M -
The codes and practical use of techniques of law enforcement. Requisites (Criminal Science 4, Criminal Investigation 4, Criminal Law 1 and Martial Arts Passive 2, Active 3)

LINGUISTICS - - H M -
The study of language, its structure, use and history may be specialized.

LIFESAVING W T H M S
The ability to save lives in situations of drowning. Requisite (Swimming 4, Emergency Medical 4) See CPR in Medical

MARKETING W T H - S
The skill of selling a product, to make it competitive across a wide market.

MARTIAL ARTS - - H M S
See Martial Arts in the Damage Section.

MATHEMATICS - T H M S
The ability to use math up to algebra.

MATHEMATICS, HIGHER - - H M -
Higher math that borders on theoretical.

MECHANICAL DIAGNOSIS W T H M S
The ability to diagnose and repair most mechanical problems in familiar equipment.

METALLURGY - T H M -
Knowledge of metals, structure, strengths, and limitations. Requisite (chemistry)

MICROWAVE TECHNOLOGY - T H M -
The use of microwaves for communications and industrial work. Requisite (electronics)

MOUNTAIN CLIMBING - - H M S
The skill of scaling sheer rock faces.

MORTUARY SCIENCE W T H M S
The science of preservation of the dead.

MUSIC TECHNOLOGY W T H - S
The understanding of music, techniques, instrument repair, and mechanics of sound.

MUSIC PERFORMANCE - - H - S
The ability to play an instrument of a specific type. Requisite (Music Tech. 1)

NUCLEAR PHYSICS - T H M -
The science of the atom relating to atomic theory and applications for industrial and weapons use. Requisite (High Math 5, Physics 4, Chemistry 4)

NUCLEAR WEAPONS TECHNOLOGY - - H M -
The use and repair of nuclear weapons.

NURSING W T H M -
This medical assistance skill aids use of medical skills with a +5% per 5 levels. Requisite (Emergency Medical 4, Chemistry 5, Health Care 5 and Biology Human 4)

OCEANOGRAPHY - T H M S
The study of the ocean, its environments, life, and structure.

OPTICS - T H M S
The science that deals with the nature and properties of light.

PHILOSOPHY - - H - S
A critical study of fundamental beliefs and the grounds for them.

PHOTOGRAPHY W T H M S
The use of equipment to capture images on a sensitized surface.

PHYSICAL SURVEILLANCE - - - M S
To watch or spy without detection.

PHYSICS - - H M S
The science of natural laws, matter, light, motion, energy and sound.

POLITICAL SCIENCE - - H M S
The art or science of influencing, guiding or taking control of a government.

PROJECTILE WEAPONS TECHNOLOGY W T H M S
The ability to repair and maintain a firearm. At PWT 5 the character gains the title of Gunsmith. This does not improve the accuracy of the character.

PUBLIC SPEAKING - - H M S
The science of talking to large numbers of people and holding their interest through use of voice or action.

PSYCHOLOGY - - H M S
The science of mind and behavior that may include behavior modification.

PILOT, MOTOR VEHICLE W T H M S
The driving of a motor vehicle. At a level of 1 any automatic, 2 any manual, 3 any antique, 4 any high speed civilian vehicle.

PILOT, HEAVY MOTOR VEHICLE W T - M S
The driving of larger motor vehicles that include busses, semis, and large transports.

PILOT, ULTRALIGHT AIRCRAFT - - H M S
The piloting of ultralight aircraft.

PILOT, FIXED WING (PROP) - T H M -
The flying of prop-driven aircraft with a requirement of two skill levels per engine of the aircraft flown.

PILOT, JET

- T H M -

The piloting of jet aircraft requires the skills of (Pilot, Fixed Wing 6) as prior training. The user must have two levels of Jet Pilot per engine of aircraft flown.

PILOT, ROTARY WING

- T H M -

Piloting of helicopters requires the skill of (Pilot, Fixed Wing 4).

RELIGION

W - H - S

Study of man's relation to higher forces.

RETAIL SCIENCE

W T H M S

The science of selling on the small scale.

ROBOTICS

- T H M S

The science of robot technologies, to design, repair or build.

SANITATION ENGINEERING

W T H M S

The design and maintenance of sanitation.

SECURITY

W T H M S

The protection of man or property.

SKIING

W T H M S

The ability to ski.

SOCIOLOGY

- - H M S

The science of understanding societies.

SOLAR ELECTRIC TECHNOLOGY

W T H M S

The technologies of converting sunlight to electric power and heat.

SWIMMING

W - H M S

The ability to move through water and survive without drowning.

STRUCTURAL ENGINEERING

- T H M -

The diagnosis and repair of large or small structures, bridges, or buildings.

TAX LAWYER

- T H M -

Branch of law dealing with taxes. From skill levels 1 to 6 the title is CPA.

TACTICS

- - - M S

The use of tactics gives a +5% per three levels of skill when dealing with large military situations.

UNDERSEA ENGINEERING

- T H M -

Engineering under water and pressure.

UNDERSEA SURVIVAL

- - H M -

Skill of surviving undersea mishaps.

ULTRALIGHT AIRCRAFT TECHNOLOGY

W T H M S

The design and repair of ultralight craft.

VEHICLE REPAIR, AUTO

W T H M S

Repair of common and uncommon problems of motor vehicles, gas or diesel.

WEAPONS, MILITARY LIGHT

- - - M S

The effective maintenance and repair of light military weapons.

WEAPONS, MILITARY HEAVY

- - - M -

The effective maintenance and repair of complex weapon systems.

EXTRA LEGAL SKILLS

Extortion	Illegal Gaming	Fraud
Espionage	Assassination	Forgery
Assault	Computer Crime	Smuggling
Pickpocketing	Organized Crime	Terrorism
Tax Evasion	Booking (bets)	Procuring
Safe Cracking	Drug Traffic	Arson
Kidnapping	Counterfeiting	Traps
Petty Theft	Grand Theft	Brawling
Breaking & Entering		
Electronic Countermeasures		

These skills, while not normal skills of the typical character, can be handy in the adverse situation.

Bureau 13 Training

As people are indoctrinated into Bureau 13 they receive an added number of skills found by adding 2 to a d4 roll. These skills start at a level of d4.

REMEMBER

- 01 Add 2 + d4 skills from the Special Skills table listed below.
- 02 Start these new skills at a level of d4 to start as normal skills.

SKILLS

01 MAGIC, WHITE or GREY

The study of magic, how it is used, how it can be dangerous or helpful. (This does not give the user the ability to use magic without the talent for magic.)

02 MAGIC, BLACK

The study of the darker aspects of magic, how it is used, its dangers. (This does not give the user the ability to use magic without the talent for magic.)

02 SUPERNATURAL (SPIRITS & UNDEAD)

The study of ghosts, undead and related creatures.

03 SUPERNATURAL (NATURAL)

The study of the unusual creatures that inhabit the world with emphasis on the US and Canada.

04 PARANORMAL PSYCHOLOGY

The study of the unusual human or animal patterns of thought and action.

05 CRIMINAL PSYCHOLOGY

Study of deviant human behavior.

06 WIRETAPPING

The use of modern wiretapping devices, to install, repair or remove them.

07 DOCUMENT FORGERY

The use of identification designed by the character. This is supplemented by use of the standard Document Designer feature of Bureau 13's heavy vehicles or supply dumps. (see equipment)

08 PSIONIC STUDY

Study of the possible powers of the mind and their uses. (This does not give the user PSI.)

09 HEAVY WEAPONS

The use of military weapons and their effectiveness.

10 DEMOLITION

The effective destruction of inanimate or animate objects with conventional or military explosives.

11 COMPUTER TAPPING

Use of Bureau 13's computer systems to tap other computer information systems. This may include government and the high security files that are difficult to tap including Department of Defense systems, the military, CIA, FBI and IRS.

12 EVIDENCE DISPERSAL

The science of eliminating or concealing evidence of the supernatural before the authorities are able to investigate.

13 COMBAT DRIVING

The added ability to drive under adverse conditions or in combat situations.

LANGUAGE

A character learns one language in his or her formative years. This becomes his native language. As a character gains skills he may elect to learn additional languages in place of new skills.

Bilingual

Characters raised in a double language or bilingual environment automatically add the second language as an additional skill.

REMEMBER

- 01 Start your character with his native language at a level of 20.
- 02 Additional languages may be added as regular skills. Languages start at a level of d4.
- 03 Characters who are from a bilingual environment start their second language at a level of 16 + d4.
- 04 A character who studies or stays in a foreign language situation can gain d6 points of level in that language per year of total immersion. Immersion is the complete dedication to learning a language.
- 05 See the language bonus section.

Language Levels

LANGUAGE LEVEL	DESCRIPTION	CHANCE OF COMMUNICATION
01-03	Totally Unintelligible	15%
04-06	Mostly Unintelligible	30%
07-09	Somewhat Understandable	45%
10-12	Almost Understandable	60%
13-15	Understandable	75%
16-18	Fluent	90%
19	Fluent / Can Translate	95%
20	Talks Like A Native	99%

Languages

01 Arabic	16 Japanese
02 Chinese	17 Korean
03 French	18 Latin
04 Gaelic	19 Polish
05 German	20 Portuguese
06 Greek	21 Russian
07 Hebrew	22 Spanish
08 Hindi	23 Swahili
09 Hungarian	24 Swedish
10 Italian	25 Welsh
11 English	26 Danish
12 Turkish	27 Bantu
13 Bulgarian	28 Romanian
14 Czech	29 Albanian
15 Norwegian	30 Icelandic

Language Bonus

Languages are a special branch of skills that may be taken at a higher skill rating to start.

LEARNING BY LEVEL START BONUS

(education)		
Normal Learning	d4	no
Self Teaching	1	no
Primary School Training	d4	+3
Secondary School Training	d4	+3
Higher Education Training	d4	+4
Primary + Secondary	d4	+6
Secondary + Higher Education	d4	+7
Primary + Secondary + Higher Education	d4	+10

(intermittent contact)		
In Own Country		+2
In Other Country (year)		+3
Relative or Family (little use)		+1
Relative or Family (much use)		+2

(related languages)
Knowing a closely related language to the new language you wish to learn gives you .25 times the level of the related language as a bonus. Maximum of a 5 point bonus.

REMEMBER

- A This school training is in three stages.
 - B These bonuses are for initial language generation only.
 - C STAGES OF LEARNING
 - 1 Primary: Children's basic school.
 - 2 Secondary: A high school equivalency.
 - 3 Higher: College study over a period of years.
- Any of these stages may be skipped during the development of the character.

Harrison & Friends

As a child Robert Harrison had a neighbor named Faras who used to teach Robert a few words in Arabic. As an adult he begins to learn Arabic. His roll to start is a 1 but because of his intermittent learning he gains a bonus of +1 on his roll for the initial generation of language. Robert can understand the word Jihad and order Kafta snooter in a Syrian restaurant without making too many of the owners choke with laughter.



CHARACTER SKILL LEVELS

Skill levels (0 to 20) are a measure of the character's ability to perform a task. Each point of skill level is worth +5% on the attempt to successfully accomplish such a task.

Difficulty ratings are the toughness of a task a player character wishes to accomplish.

All skill attempts of any importance have GM rated difficulty potential. This is the number a player must roll under on a d100 (percent dice roll).

This number for success is modified by resources available, time, and situation.

REMEMBER

- 01 Each point of skill is worth +5% toward your needed number.
- 02 Related skills from a single player can be combined for the attempt at a task under the discretion of the GM.
- 03 Skills can not be combined with those from other players. The highest skill level that is available is the level used for the task attempt. Each player helping adds +1% on the final totals.
- 04 On the GM's decision the luck roll can be used where a percentage roll fails and falls short by one or two points.
- 05 An unmodified roll of a 01 on a d100 is always a success. A roll of 00 is always a crashing failure.

Difficulty Rating

The difficulty rating is the measurement of difficulty of an attempted task. It can be used for fabrication, repair, feats of agility and dexterity.

DIFFICULTY RATING	PERCENT CHANCE OF SUCCESS
01	+95% + Skills +)- optional modifiers
02	+80% + Skills +)- optional modifiers
03	+65% + Skills +)- optional modifiers
04	+35% + Skills +)- optional modifiers
05	+20% + Skills +)- optional modifiers
06	+05% + Skills +)- optional modifiers
07	0% + Skills +)- optional modifiers
08	-05% + Skills +)- optional modifiers
09	-20% + Skills +)- optional modifiers
10	-35% + Skills +)- optional modifiers
11	-65% + Skills +)- optional modifiers
12	-80% + Skills +)- optional modifiers
13	-95% + Skills +)- optional modifiers

Harrison & Friends

Investigating a report of an attack on a rest home, Robert talks to the hospital staff while in the guise of a reporter.

With little learned he returns to his car and tries to start the engine. Five minutes of frustrating work convinces him something is definitely wrong. A repair is necessary.

Skills that relate to the project:

AUTO REPAIR 04 (+20%)
ELECTRONIC REPAIR 01 (+05%)

The GM rates the difficulty of the repair as a 6 or 5% chance of success. Robert's chance to repair the vehicle is 5% + his skills + any optional modifiers. He now has a 30% chance of success.

(Robert's player must now roll under 30 on a d100, percent dice for success.)

A 65 is rolled. The engine will not start even after Robert thought he had fixed the problem.

Robert digs in the trunk for his tools and the repair manual.

In an hour, he tries again and can add these modifiers to the dice roll.

COMPLETE TOOLS AVAILABLE +05%
COMPLETE INFORMATION AVAILABLE +10%

Now with a 45% chance of success, Robert tries to find the problem.

A 28 is rolled on a d100 and he finds the bomb Brother Johnson has badly wired into the ignition system.

Thinking fast, he deposits the small radio control receiver in a roadside garbage can.

Two blocks away Brother Johnson is waiting for Robert Harrison's car to pass him. With satanic glee he spots Robert's vehicle.

Holding his breath, he pushes the button and watches a far garbage can detonate and send its lid flying across the sky.

Chalking another \$200 off his expense and assassination account, Brother Johnson makes other plans.

Difficulty Randomization

This chart allows for the randomization of difficulty by generating a level of difficulty from general information.

REPAIR	RATING
Simple Repair or Fabrication	d4
Repair or Fabrication	d4 +1
Complex Replacement	d4 +2
Complex Fabrication	d4 +3
Very Complex Replacement	d6 +3
Very Complex Fabrication	d6 +4
Speciality Fabrication / Repair	d6 +6
Unlikely Fabrication or Repair	d6 +7
AGILITY	
Easy Acrobatics	d4
Difficult Acrobatics	d4 +2
Almost Impossible Acrobatics	d4 +4
Impossible Acrobatics	d6 +4
Unlikely Acrobatics	d6 +6
Ridiculous Stunts	d6 +7

Skill Modifiers

REPAIR / FABRICATION

	MODIFIER
01 Lack of Tools	-05%
02 Lack of Technology	-10%
03 Lack of Materials	-10%
04 Fabrication Under Stress or Combat	-05%
05 Fabrication in Hostile Environment	-10%
06 Old Parts, Undependable	-10%
07 Lack of Instructions	-10%
08 Complete Tools Available	+10%
09 Complete Information Available	+10%
10 Prepackaged "How-To" Kit	+15%
11 Familiar Design	+15%
12 Semi-Familiar Design	+05%
13 Unfamiliar Design	-05%
14 Something Never Attempted	-10%
15 More Than Three Failures at Attempt	-10%
16 More Than Six Failures at Attempt	-20%
17 Semi-Foreign Design	-10%
18 Foreign Design	-15%
19 Totally Foreign Design	-20%
20 Archaic / Old Design	-05%

AGL/DEX Modifiers

A character's agility or dexterity may be used in the same way as a skill level to accomplish a difficult acrobatic or balance saving feat. Each point of a character's agility is worth a +5% in an attempt.

AGILITY / DEXTERITY

	MODIFIER
01 Attempt at a well known activity while under no stress.	+15%
02 Character plans a complex action in a non stress situation.	+05%
03 Character plans a complex action in a moderate stress situation.	- 0%
04 Character plans a complex action in a high stress situation.	-10%
05 Action attempted for the first time without practice.	-15%
06 Character is wounded with less than half hit points remaining.	-20%
07 Character under weight burden.	-10%
08 Character under heavy or light gravity situation.	-10%
09 Character wounded in arm or leg.	-15%
10 Less than half constitution is remaining in character.	-25%

REMEMBER

These modifiers are options for the GM or players use at the GM's discretion.



Optional Modifiers

These modifiers are optional for personal difficulty. The GM may wish to use them for special situations. They can apply to most repair, fabrication, dexterity, and agility feats.

Health

	MODIFIER
01 Fresh, Healthy	+05%
02 Very Healthy	+03%
03 Healthy	+01%
04 Sick	-03%
(character at 75% of constitution)	-05%
(character at 50% of constitution)	-10%
(character at 25% of constitution)	-15%
05 Tired	-05%
06 Pushed to Limit	-10%
07 Under Effects of Drugs	-10%
08 Tipsy (drunk)	-05%
09 Drunk	-20%
10 Roaring Drunk	-40%

Distraction

	MODIFIER
01 General Annoyance	-02%
02 Continued Annoyance	-05%
03 Rampant Annoyance	-08%
04 Total Annoyance	-10%
05 Pain, Light	-05%
06 Pain, Heavy	-10%
07 Stun, Light	-15%
08 Stun, Heavy	-40%
09 Forced Against Will	-05%
10 Forced at Gunpoint	-10%

EXPERIENCE

Experience points are a system of reward points for positive action in the game. With these points characters reach new plateaus of level where they are able to improve and gain skills. With each additional level chances of survival are improved by an increase in hit points.

Experience may be awarded for individual or group action. This experience is usually accumulated by the playing group as a whole and divided equally to characters who survive the game.

REMEMBER

- 01 Experience is the GM's decision.
- 02 Do not give experience for every small action that adds to the general welfare of the party.
- 03 Do not award experience for killing, looting, burning, or unjust mayhem by the players. Players who have their brains in their trigger fingers should be limited by Negative Experience.
- 04 Negative Experience is a system of not allowing a character to progress in level until a GM set amount of new experience is returned as penalty.
- 05 A character can never lose experience already gained from past games.

Bureau Levels

0	Victim	08	Stalker
01	Bait	09	Night Wise
02	Rookie	10	Investigator 4th
03	Experienced	11	Investigator 3rd
04	Veteran	12	Investigator 2nd
05	Pro	13	Investigator 1st
06	Detective	14	Inspector
07	Sleuth		

Experience Points

LEVEL	POINTS	ADDITIONAL HIT POINTS GAINED	ADDITIONAL SKILL PTS. GAINED
01	100-	1000	d10
02	1001-	2000	d10
03	2001-	4000	d10
04	4001-	8000	d10
05	8001-	16000	d10
06	16001-	32000	d10
07	32001-	64000	d10 +01
08	64001-	120000	d10 +01
09	120001-	240000	d10 +02
10	240001-	480000	d10 +02
11	480001-	730000	d10 +03
12	730001-	980000	d10 +03
13	980001-	1230000	d10 +04
14	1230001-	1480000	d10 +04
15	250,000 per level	d10 +05	d4 +10

Harrison & Friends

After minor adventures with Bureau 13, Robert has gained a little experience.

He is a little tougher and a little more experienced in his skills use.

Now at first level he gains the roll of a d10 to increase his hit points and a d4 more skill points to increase his levels in old skills or start new skills.

Robert's player rolls a 6 on a d10, bringing his character's hit points to 53. He then rolls a 3 on a d4 for additional skill points.

Robert decides to add to an old skill, Anthropology and gives it one point. With his remaining 2 points he improves his Arabic by 1 point and his Auto Repair by 1.

Robert's skills are now:

EXPERIENCE LEVEL 1 EXPERIENCE POINTS 230

STR 15 INT 14 THR 13 SWS 05
CON 16 WIS 08 DOD 13 MRE 02%
DEX 13 LCK 11 ACC 12 PIF 07
AGL 11 CRZ 07 PSI 8 MAC 8
HPT 53 75% 39 SOX 26 25% 13

SKILLS	LEVEL	SKILLS	LEVEL	MARTIAL ARTS COMBAT
WRITING	<u>9</u>	MOTOR VEHICLE	<u>2</u>	
TYPING	<u>4</u>	AUTO REPAIR	<u>4</u>	Kick
COMPUTER USE	<u>5</u>	ARABIC (LANGUAGE)	<u>3</u>	
ANTHROPOLOGY	<u>4</u>	CUISINE	<u>1</u>	Punch

Examples

	Total PARTY EXPERIENCE
Reconnaissance	50 pts.
Outstanding Reconnaissance	100 pts.
Good Judgement, Sound Reasoning	200 pts.
Outstanding Reasoning, Insight	600 pts.
Outstanding Planning	550 pts.
Infiltration into an Hostile Camp	500 pts.
Aiding the Needy	1000 pts.
Going Out of Their Way to Aid	1500 pts.
Risking Their Lives to Aid	2000 pts.
Outstanding Aid	3000 pts.
No use of Violence	2000 pts.
Minimal Use of Weapons	750 pts.
Effective Use of Weapons as Needed	300 pts.
Avoiding Traps / Setting Traps	400 pts.
Outsmarting a Superior Force	1000 pts.
Outfighting a Superior Force	550 pts.
Playing in Character	100 pts.
Good Group Organization	500 pts.
Good Organization After	
Leadership Loss	400 pts.
Dealing Peacefully with Others	500 pts.
Removal of a Supernatural Threat	1000 pts.
Effective Use of Equipment	500 pts.
Not Jeopardizing Civilians	1000 pts.
Avoiding Authorities	400 pts.

These are only examples of possible ways to gain experience. Groups who are outside the law may gain experience for the opposite reasons. This is the GM's decision.

MEDICAL SKILLS

Separate from general skills are the special medical skills a character may have when he or she plays a doctor.

A character who becomes a doctor uses a separate skill generation and experience system.

REMEMBER

- 01 The only requisite for becoming a doctor is a minimum intelligence of 12.
- 02 Choose a primary medical specialty. Start this skill at a level of d4 +4.
- 03 Choose four other medical skills, start their level at d4 +1.
- 04 Choose 12 skills from the general skill table with the prefix H. Start these skills at a level of d4. A character with military training may also use the M prefix skills.

Skill Types

ANATOMY

The study of the structure of life.

ANESTHESIOLOGY

The science of administering local and general anesthetics.

AUDIOLOGY

The science of hearing.

AUTOPSY

The science of medical examination after death to ascertain the cause of death.

BACTERIOLOGY

The science and study of bacteria.

BEHAVIOR - MODIFICATION

The study of the total response of a living organism to internal and external happenings. The alteration of behavior.

BIONICS / REPLACEMENT SURGERY

The science of replacing human or alien parts with fabricated parts that serve a similar function.

BIOCHEMISTRY

Study of the chemistry of living tissues.

BIO-PLASTIC SURGERY

The alteration of living tissue to change it's shape and general appearance

BOTANY

The study of plants and their medical use.

BURN TECHNOLOGY

The use of high technology to treat and repair burn damage.

CHEMISTRY

A working knowledge of general and specialized chemistry in the lab or field.

COMMUNITY MEDICINE

The knowledge of the medical needs of a community often specialized by race.

DENTISTRY

Science of the prevention, diagnosis, and treatment of disease of the mouth & teeth.

DERMATOLOGY

Science of the structure, function, and diseases of the skin.

DRUG THERAPY

The use of drugs to treat diseases and disorders over a period of time.

GENETICS

The science of heredity and variation, the engineering of traits in living things.

IMMUNOLOGY

The science of dealing with the reactions of living tissues to foreign biological material.

INTERNAL MEDICINE

Medicine that deals with the diagnosis and medical therapy of diseases of internal organs by non-surgical methods.

MICROSURGERY

Surgical methods for correcting problems at the microscopic level that most often requires special equipment.

MEDICAL TECHNOLOGY USE

The knowledge and the use of the latest in available medical technology and hardware.

NEUROLOGY / NEUROSURGERY

The study of the anatomy, physiology, and pathology of the nervous system. This also includes general repair and restructuring.

OBSTETRICS

The study and care of prenatal life, including birth and infant care.

ONCOLOGY

The study and care of neo-plastic growths, the formation of new tissues commonly called cancers and tumors.

ORTHOPEDICS

The branch of surgery concerned with the correction of deformities and diseases of the muscle and skeletal system.

OPHTHALMOLOGY

Science of the anatomy, physiology, and diseases of the eye.

PATHOLOGY

The science of disease and its treatment.

PARASITOLOGY

The study of parasitic organisms.

PHARMACOLOGY

The science of the nature and properties of drugs, particularly in their actions on living things.

PSYCHOLOGY

The science that studies the function of the mind.

PSYCHIATRY

The medical science that deals with the origins, diagnosis, and treatment of mental and emotional disorders.

RADIOLOGY

The branch of medicine that deals with the treatment of disease by radioactive substances.

SCAN TECHNOLOGY

The branch of medicine that deals with the diagnosis of injury and disease by use of special systems.

SPACE MEDICINE

The study and treatment of disorders common to people working in space.

SURGERY

The branch of medicine dealing with trauma and diseases requiring any operative restructuring procedures.

TOXICOLOGY

The science of the nature and effect of poisons, their detection, and treatment.

VIROLOGY

The study of viruses and virus diseases.

Bureau 13

CHARACTER NAME JOSH ABRAMS RACE CAUC.
 OCCUPATION Doctor COUNTRY USA
 COMMAND - SEX M AGE 42
 EXPERIENCE LEVEL 0 EXPERIENCE POINTS 0
 STR 10 INT 15 THR 13 SMS 10
 CON 12 WIS 14 DOD 10 MRE 02%
 DEX 16 LCK 10 ACC 12 FIE 14
 AGL 10 CRZ 12 PSI 0 MAG 0
 HPT 38 75% 28 SOZ 19 25% 09

SKILLS	LEVEL	SKILLS	LEVEL	MARTIAL ARTS COMBAT
SURGERY	6	Toxicology	3	
PATHOLOGY	3	EMERGENCY MEDICAL	4	Kick
BACTERIOLOGY	2	COMPUTER	2	Punch
SOCIOLOGY	2	PILOT, AUTO	3	Throw
CHEMISTRY	4	SKIING	1	Dodge
CHILD CARE	1	PILOT, (PROP)	4	
PHYSICS	2	BIOLOGY (HUM)	2	
CUISINE	2	PRIMATOLOGY	1	LANGUAGES
RELIGION	3	*UZI (USE)	2	FRENCH 3
SOCIAL WORK	2	FABRICATION (WOOD)	3	GERMAN 2
PARANORMAL PSYCHIC	3	COMBAT DRIVING	1	
PSI STUDY	2			

Medical Abilities

RESUSCITATION

For every level of experience a doctor possesses he or she has a 5% cumulative chance to save a victim from death shock.

This resuscitation is the attempt to restart the victim's life functions after they have stopped. Each attempt takes d4 minutes. During the attempt the victim's constitution remains stable until the attempt succeeds or fails.

Roll a d100, scoring under the Doctor's "ability to resuscitate", level percentage, for success. This may also be taken as a separate skill.

A successful roll gives the victim a second death shock roll to survive. This procedure can be continued 6+ d6 attempts before it is no longer effective.

A second type of failure to resuscitate is where the attempts go over a maximum time. At this time the character becomes hopelessly brain damaged and useless.

CONSTITUTION

TIME TO BRAIN DEATH

0 - 02	03 minutes
03 - 08	04 minutes
09 - 14	05 minutes
15 - 18	06 minutes
19 - 22	07 minutes
23 - 26	08 minutes
27 - 30	09 minutes
31 - 40	10 minutes
41+	12 minutes

Medical Levels

0	Medic	08	Junior Resident
01	Medic 4	09	Resident
02	Medic 3	10	Senior Resident
03	Medic 2	11	Chief Resident
04	Medic 1	12	Doctor
05	Intern 3	13	Specialist
06	Intern 2	14	Research Physician
07	Intern 1		

Experience Points

LEVEL	POINTS	ADDITIONAL HIT POINTS GAINED	ADDITIONAL SKILL PTS. GAINED
01	100-	1000	d10
02	1001-	2000	d10
03	2001-	4000	d10
04	4001-	8000	d10
05	8001-	16000	d10
06	16001-	32000	d10 +01
07	32001-	64000	d10 +01
08	64001-	120000	d10 +01
09	120001-	240000	d10 +02
10	240001-	480000	d10 +02
11	480001-	780000	d10 +03
12	780001-	1080000	d10 +04
13	1080001-	1380000	d10 +05
14	1380001-	1680000	d10 +06
15	300,000 per level	d10 +06	d4 +12

Emergency Healing

Emergency healing has a base of 5% for every level a doctor possesses.

This ability allows the doctor to repair physical damage. This ability is limited to one use per day per patient. The attempt takes d100 minutes of the doctors time.

Healing restores a limited number of hit points to the character or NPC character.

Healing Rates

	PER 48 HOURS	RATE
Natural Healing		d4 +1
Well Equipped Hospital,		d10
Poorly Equipped Hospital		d8
Field Hospital		d6 +1
Adverse Conditions		d6
Lack of Equipment, Supplies		d4
Worst Possible Conditions		d4 x.50

Modifiers on situation may come from the difficulty tables in the previous section.

Doctors are an important rarity where office calls are measured in tens of miles or where people can not afford the services of a full time resident doctor.

Doctors gain a +1 on their charisma score when dealing with most individuals or groups.

Bureau 13 History

In 128 years of quiet operation Bureau 13 has investigated more than 20,000 cases of the supernatural. Some memorable dates are listed.

- 1862 Bureau 13 established.
- 1870 The Windwillow Coven exterminated after they begin to sacrifice humans to a greater evil.
- 1918 Demons banished back to hell after they aid the Central powers in WW1.
- 1929 Minister of Hell banished from Wall Street with disastrous results.
- 1942 Bureau 13 fights supernatural sabotage of America's entry into WW2.
- 1943 Japanese water demons (Kappa) attack American shipping in San Francisco and the near Pacific. Bureau 13 is there.
- 1944 Bureau 13, with French help, destroys the German "Overman" experiments to create a superior human race.
- 1951 Unicorn captured and sent to Yellowstone National Park.
- 1955 Giant ants exterminated in New Mexico.
- 1957 Hitler's clone captured in Skokie.
- 1964 A quiet, uneventful year is climaxed by the discovery of flying reindeer.
- 1968 Vampire removed from New York City after raiding five blood banks.
- 1971 Agents sink the yacht of the religious leader Sun Yen Yen.
- 1975 Spawn of Goshnar infest zoo in Iowa until removed by Agents.
- 1977 Mass raid by Bureau 13 agents ends in ambush and what becomes the massacre of 77. Of 86 operatives, 61 died or were captured by an unknown agency, 10 escaped and 15 quit. The offices of Bureau 13 were destroyed by a bomb.
- 1978 Crazy PSI named Morreau escapes from agency maximum security after claiming the world will be destroyed by nuclear war in the year 1989.
- 1980 Remaining agents continue without the aid of the Bureau Central.
- 1983 Bureau 13 reformed in secret for better effectiveness and begins a new training and operations program. First special vehicles come into use.
- 1985 New links with the military and the high tech tapping of the Department of Defense, FBI, CIA and IRS computer networks now speed needed information retrieval.
- 1989 World War 3 averted as Bureau 13 agents shoot a time traveller at Cheyenne Mtn. New groups of agents recruited as the need increases for several groups of agents working independently across the US and Canada. A dimensional warp suspected in Canada's Richardson Mts. Accounts of supernatural "problems" are increasing dramatically.

The Agency

Bureau 13, sometimes called the Agency, was secretly established to combat the evil or destructive side of the supernatural.

Much like a detective agency, the small teams of the bureau travel the country in search of the paranormal.

While some aspects of the supernatural are evil, others are not. In many cases the teams must decide if the paranormal has found an ecological balance and is actually a benefit.

Secrecy

The main concern of Stalking teams is the high level of secrecy they must maintain to keep the public from the edge of insanity.

Rules for the teams are simple and direct.

RULE 1 Don't get caught.

RULE 2 Don't leave evidence.

RULE 3 Use violence only if necessary.

Legal Aid

The Bureau will not legally aid agents in any direct way that will jeopardize their secrecy or operations. Information is sent to agents on an intermittent basis or by a message drop.

After the Massacre of 77, the agency has gone underground with tight security. Now hidden somewhere in Washington, it again contacts and sends agents across the country to deal with the paranormal.

New Agents

Bureau 13 is always happy to add a new agent to their small ranks due to the fact of a high attrition rate and a lack of people able to cope with the concepts and creatures associated with the supernatural.

Salary

Payments to agents are handled by direct deposits to their bank accounts. Each agent has his or her own "Universal" bank or cash card as well as any credit cards they have accumulated or forged with the document designer system.

As agents travel the country their bank cards are used for (automatic teller) cash withdrawals in 80% of American, 50% Canadian and 10% of Mexican Banks.

Agents start with d10x 1000 dollars in their bank account.

Salary for agents varies from \$1000 to \$2500 dollars per week. Hospitalization and a retirement plan are automatic under a special insurance plan.

Expenses

Agents have a general expense account to purchase supplies, services and equipment for immediate or special use. An agent's expense account may not exceed \$5000 per week.



FRIENDS

Bureau 13 has many resources that can help with investigations into the paranormal. The greatest of these long time Bureau 13 friends are listed here.

These people know of the activities of the agency and give their services to help the fight against evil. Many of the friends have special positions in the government or the use of unusual abilities.

REMEMBER

- 01 These are NPC's and are not played as characters.
- 02 As NPC's they are controlled entirely by the GM.

GM's Notes

- 01 Do not let your players depend on these people for support in every difficult situation.
- 02 Caution against the continuous use of these NPC's by making them difficult to deal with or find.
- 03 Many of the Evil NPC groups can add an element of danger to already complex situations. Evil NPC leaders almost never leave their security when they can have followers do their dirty work.

ENEMIES

Enemies are the people and organizations who have learned of Bureau 13's activities and would like to see its demise.

Evil NPC's

Many simple cases of investigation have been turned into a nightmare due to the crass interference of these evil organizations or individuals.

These agencies of evil constitute a never-ending source of trouble for Bureau 13 as they attempt to get even for the mayhem the Bureau has wrought on their evil schemes.

Many of these people are dedicated, smart and resourceful, having easy access to large amounts of money and loyal followers.

REMEMBER

- 01 These NPC's are controlled by the GM.
- 02 The slaughter of the members of these organizations is not the purpose of Stalking the Night. Even evil people have legal rights and can be protected by Legal Systems.
- 03 NPC's always have outstanding lawyers.

FRIENDS

The White Witch

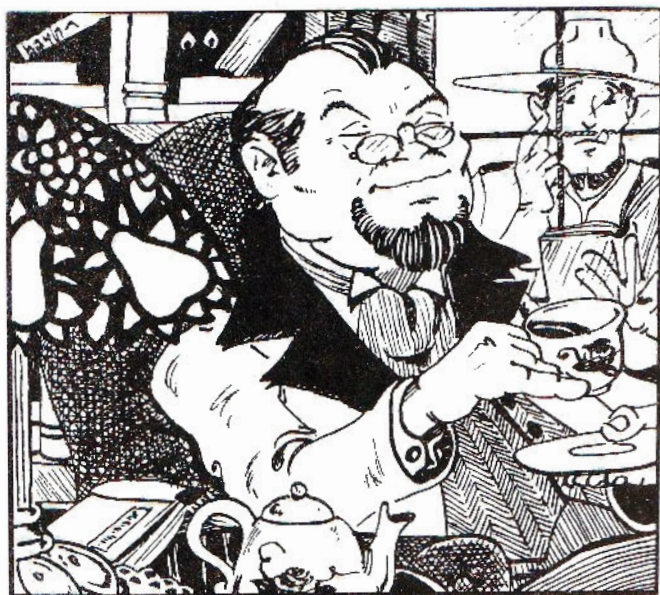
The descendant of a family who fled the witch trials of Massachusetts, Barbara Platt is an expert in the occult.

Last of the Platt family, she is also a practitioner of good, or white, magic. This fact has alienated her from most contact with the darker users of arcane force and their many minions.

Communication to Barbara's farm is handled through a high school librarian contact named Joseph Buller in the city of Willmar.

Due to her lack of phone service, any contact takes 3d10 hours to reply.

Living far from the edges of civilization, the Platt farm is self sufficiently protected by her magic.



Ray Robertson

One of the few agency staff members of Bureau 13 to be known, Ray Robertson is a technical wizard with needed equipment and supply. From the Bureau 13 RV Standard to the specialty weapons, his mark is there.

In d4 days of teams making an order, the new supply consignment usually arrives to a preset location with an additional (d4) other new gadgets.

He enjoys the challenge of building near impossible designs and secret equipment. The most difficult projects ordered take d4 weeks to complete.

On rare occasion Ray will even show up to demonstrate equipment. He has an intense personality and will not talk about himself or the Agency.

Ray has very high scores in the Technical and design field. He is also, at times, too overly cautious of any para-normal danger to himself. This leads many to consider him a coward.



Dr. Offidile

Dr. Offidile is a historian fired from a large university due to his interests in the darker aspects of magic and the paranormal.

Now affectionately known as "Doc Crock" by his friends, he manages a small book store in Boston, Massachusetts.

Offidile is a veritable well of misplaced historical narration which he will gladly discuss for hours and hours, ad nauseam over a good bottle of scotch.

He has a collection of brilliant, though odd friends with resources in history, magic, philosophy and science. This paranormal think-tank is renowned for ferreting out fact and legend.

Offidile packs a Walther PPK with silver and wood bullets. His shop is said to be haunted by the ghost of a Canadian Mountie named Earl.



FRIENDS

The Cabby

Somewhere in the traffic of New York City is a psychic cab driver named Obuchowski.

For the past four decades he has been the voice of supernatural happenings and the best bookie in the city.

This quiet individual with the moldy cigar has the innate ability to identify paranormal objects and be the voice of friendly spirits.

While cheerful and friendly, he is often disturbed by the paranormal happenings that seem to seek him out.

Obuchowski professes to be in tune with the elementals of the city. His 1949 Checker cab has been unscratched since 1954 and the last mugger to touch him was killed by lightning four feet from the cab.

It will often take 20 hours to find him in the city. There is a 10% chance to find him at O'Rileys Bar on 116th St.



Zorch

Zorch is a pain in the side of the Bureau and its enemies alike.

Zorch the Prophet is known by his ability to attract followers no matter what the cause.

If he were to choose a single cause he could be a quite a problem. As it is, he usually comes up with something different every week, be it a campaign to wipe out beets or hubcaps that cause cancer.

Zorch has outstanding luck that allows him to be in the right place at the wrong time. Unfortunately, this luck does not extend to his followers who have a high attrition rate.

Neither good or evil, he is tolerated as a fact of life and makes for interesting news stories.

Zorch is unaware he has the ability to empathically mind control those around him.

He is friendly, likeable, and weird.



John Crenshaw MD

John Crenshaw is an old country doctor who amazes his colleagues by still making house calls. He is also an expert in folk medicine and medical needs of those who are dealing with the paranormal.

John is an unshakable optimist who thinks nothing of handling major surgery under the worst possible conditions.

He and his cat Clara travel the back roads of New Mexico in a jeep which the Indians have given the name "Green Thunder".

In his years with the Indians he has acquired a wealth of lore and legends dating back more than three thousand years.

Kind hearted in caring for his patients, he is rumored to have inoculated a werewolf from distemper and rabies.

John is a PSI.

FRIENDS



General McAdams

A Trusted link to the military, General McAdams is an outstanding expert with weapons use and acquisition. Much of Bureau 13's equipment is requisitioned through his supply units in Utah and Colorado.

McAdams is a firm believer in the work of the Bureau since his daughter was saved from a band of cultists.

Without the knowledge of the Army, he has carefully trained a group of 12 Rangers to back up Bureau 13 units if they should be needed in a critical situation.

McAdams is also in command of a special clean-up squad that is expert in the fast removal of the unusual.

McAdams's Marauders can arrive by Huey in 2d10 hours with their heavy weapons and special equipment. They ask few questions.



Alfonz

On the other side of the law is a small man in Chicago who makes most of his living by selling unusual pharmaceutical substances with mind altering properties.

Alfonz Garcia is also a PSI with a wild talent in telepathy and body control that is only marred by his inability to control the side effects that shatter glass and cause nosebleeds in normal people.

He hates using his talents and will go out of his way to avoid contact with the agents of Bureau 13.

Through a special deal with the agency, he is required to cooperate twice a year when called upon. For this he gains his freedom and a supply of the PSI deadening drug he needs to turn off the "rush of voices" in his head.



Zabadae McGarn

A priest for a half century, Father McGarn is an expert in classical good and evil with a fascination for exorcism.

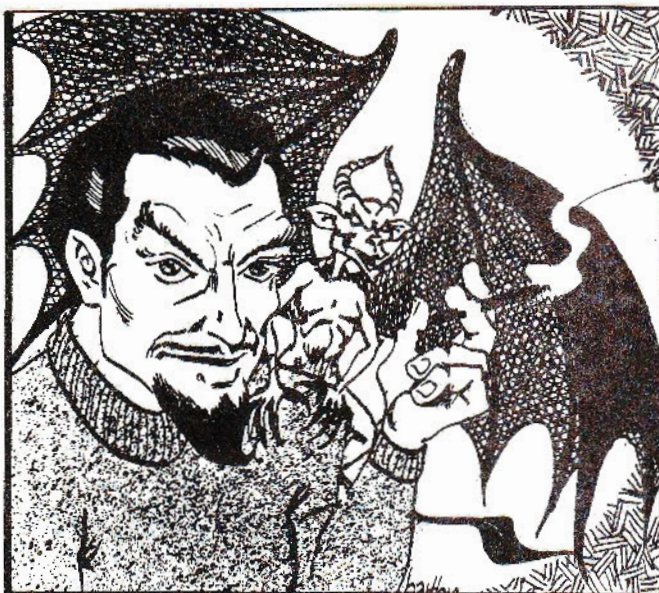
With his PIE of 20 he is a formidable foe of evil and will try to aid Bureau 13 agents whenever possible.

A long respected member of Bureau 13, he has retired from active service. McGarn has ties with a Cardinal in Rome who knows of the existence of the agency as well as of the Bureau's European counterpart.

From his quiet Biloxi, Mississippi Parish he trains a younger generation of priests in the mostly forgotten art of Exorcism.

Nearing 75, McGarn is now looking for that last great battle with some monstrous evil that he knows is somewhere out there.

His students are available on 6d10 hours notice.



The Sheriff

Across the backroads of America is the institution known as the small town sheriff.

The sheriff will always help a city or government agent if his story is believable and his ID papers are in order.

Unfortunately, the sheriff does not possess much imagination for dealing with the unusual or paranormal. He will go out of his way to find a rational explanation for the giant ants that have been eating farmers' livestock and family. Only after meeting a supernatural terror face to face will a sheriff admit it can exist.

When crossing a sheriff an agent can expect to be given harsh treatment or time in the small town jail until the higher authorities are contacted in 40 hours.

This honest, hard working individual is always assisted by 44 deputies and a number of townspeople who will rally to aid him.



ENEMIES

Matthias Bolt

Secure in his wealth and following, Bolt heads the evil Brotherhood of Darkness, Inc.

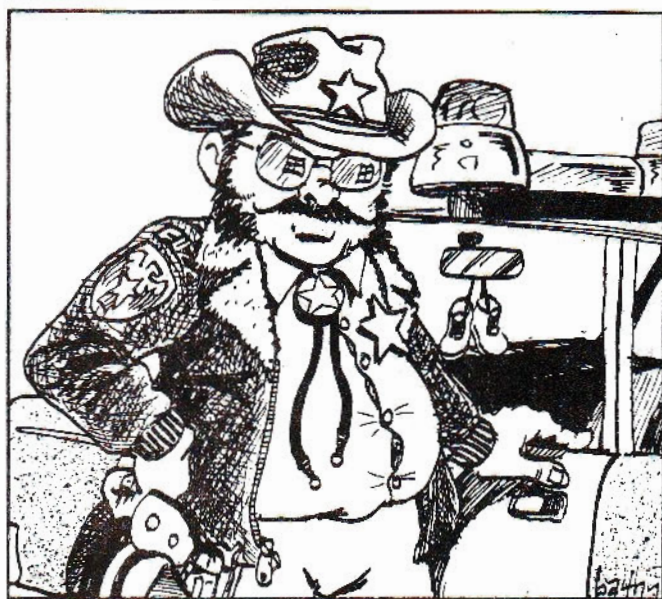
This organization of black magic and terror is disguised as a peaceful religious cult.

With Bolt as the absolute leader of more than a thousand people scattered across the US and Canada, he presents a major threat to the agents of Bureau 13.

The 1977 massacre of Bureau 13 operatives is thought to be directly caused by Bolt's elite security force.

Many believe his mansion in San Francisco is also inhabited by a demonic presence lured from the pits of hell to do Bolt's bidding.

Bolt is a genius who would like nothing better than to rule mankind. He collects old Nazis in his spare time.



Senator Webber

Somewhere down the long path of collecting material for blackmailing opponents in a minor political race, Webber stumbled on to the existence of Bureau 13.

In the decades since, he has gone on a quiet campaign to expose this governmental waste of tax payers money.

Unfortunately, with no evidence, his story holds little more than a one way ticket to a rest home in Connecticut.

For this reason he has assembled a small group of Ex-FBI men for the capture of agents from Bureau 13.

These agents travel in small groups with sophisticated equipment loaned from the Department of Defense. Because of their secret nature, they operate like the agents of the Bureau, with little support or cover.

ENEMIES

Windwillow Coven

On the darkest side of magic are the 13 members of the Windwillow Coven.

These high PSI's have a hatred of the Bureau that dates from a century before.

Believing the Brotherhood of Darkness to be a group of rank amateurs, the Coven is a formidable force for the spread of evil in its true forms.

Little is known of their operations or where their base of operations is. As a member dies he or she is replaced from the many who wait to join.

The Coven has no qualms in using murder, human sacrifice, and wholesale terror to further their demonic goals.

Every 7 years the Coven begins a new cycle of terror in the hopes of gaining power through pacts with the greater evils.



Sun Yen Yen

Sun Yen Yen was a common manure shoveler in China before he saw the light and became the new messiah on earth.

Now with numbers of programmed followers and a large Swiss bank account, he hopes to take the Western world by a storm of public relations advertising.

Yen has the nasty habit of collecting the paranormal to aid him in his cause.

After Bureau 13 sank his yacht off Miami, he swore lasting vengeance and has since been on the lookout for activities that will lead him to the center of Bureau organization.

Many of his vacant eyed followers can be found on street corners selling flowers, egg rolls and Sun Yen Yen buttons.



Goshnar

Long before recorded history, Goshnar of the 12 mouths fell to Earth, beginning its first conquest.

The followers and spawn of Goshnar were exterminated for countless generations by primitive humanity.

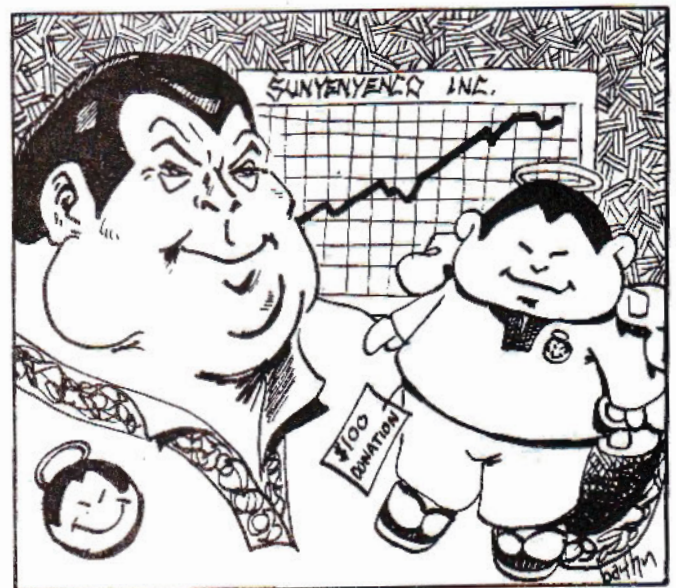
Realizing its timing was a little bit off, it began a hundred - thousand year sleep that terminated in 66 AD.

After the Romans exterminated its new followers, it again slept until 1935 AD.

Goshnar is a firm believer in mind control by embryo implant in victims. In 12 months the embryo hatch, turning victim into a spawn of Goshnar.

The Agency has repeatedly exterminated his followers and spawn.

Goshnar hates Bureau 13.



ENCOUNTERS

The monster encounters of stalking are as limitless as your imagination.

The following are a collection of over 100 possible types of creatures, good and evil, you may wish to use. Examples may include:

GHOULS MRE:01%
(a) (b)

These flesh-eating, night-prowling beings come in two distinct types. Type 1 is the average human with a sick taste for decaying flesh from the recent dead.

(c)
Type 1 TMP: STR: DEX: AGL: HPT:
(d) (e) (f) (g) (h)
N/HS ARE: SPC: BAN: ?
(i) (j) (k) (l) (m)

Codes

- (a) This is the common name of the creature.
- (b) The MRE code is the Magic Resistance of the creature, the percentage chance the use of magic will have no effect due to natural or special defense.
- (c) The description, history or information pertaining to the creature.
- (d) TMP is the temperament of the creature.
- (e) STR is the average strength.
- (f) DEX is the average dexterity.
- (g) AGL is the average agility.
- (h) HPT is the average number of hit points the creature may possess.
- (i) These are the general codes that give the creature's personality.

Personality

B Blatant	: Obvious in Intentions
C Creative	: Resourcefull, Smart.
D Dumb (d4 INT)	: Of Low Intelligence
E Evil	: Wicked, Bad
F Fearless	: Brave and Sure
G Good	: Selfless Beneficent
H Hungry	: Food as Obsession
I Insane	: Non-Rational
N Neutral	: Neither good or evil
R Reclusive	: Likes Being Alone
S Self Centered	: Self is Most Important
T Troublemaking	: Creates Problems
V Violent	: Harms with Intent

(j) ARE is the location of encounter.

AREA
A : Anywhere NC : North Central
NW : North West MC : Mid Central
MW : Mid West MS : Mid South
SW : South West NE : North East
MX : Mexico EC : East Central
CA : Canada SE : South East

Special Abilities

(k) These are the special abilities, special immunities these creatures have.

Immunities

01 Fire	11 Asphyxiation
02 Firearms	12 Radiation
03 Cold	13 Fall
04 Impact	14 Fear
05 Explosion	15 PSI
06 Starvation	16 Magic
07 Disease	17 Stun
08 Blades	18 Electricity
09 Poison	19 Natural Forces
10 Aging	20 All but a few or single type of damage or bane.

(1) BAN: To the supernatural a bane is a cause of fear, harm or death.

(m) ? : The GM's choice of statistic.

REMEMBER

- 01 The same type of creatures may have a slightly different rating. The GM may increase or lessen the intensity.
- 02 The effect of a bane is the final decision of a game's master.
- 03 Slowing reduces DEX, and AGL by d6 in the presence of the bane.

Effect of Bane

- 01 No Effect
- 02 Slows for d4 Actions
- 03 Slows for d10 Actions
- 04 Slows for d4 Minutes
- 05 Double Slows for d4 Actions
- 06 Wards Off Attack, Turns Monster
- 07 Damages at d10 by Touch
- 08 Damages at 2d10 by Touch
- 09 Damages at 3d10 by Touch
- 10 Kills Monster Outright

Types of Bane

aa No Bane	ba Evil Magic	ca Gold
ab Holy Water	bb Holy Symbol	cb Silver
ac Good Magic	bc Unholy Symbol	cc Iron
ad Radiation	bd Unholy Water	cd Fire
ae Chemicals	be Blessed Weapon	ce Water
af Poison	bf Sunlight	cf Blood
ag Cold Iron	bg Technology	cg Cold
ah Garlic	bh Wolfsbane	ch Salt
ai Chant	bi Special Book	ci Earth
aj Glass	bj Specific Plant	cj Love
ak Animal	bk Specific Gas	ck Hate
al Holy Person	bl Holy Place	cl Death
am Electricity	bm Specific Food	cm Wood
an Darkness	bn Specific Metal	cn Spice
ao Disease	bo Special Weapon	co Neat
ap Reflection	bp Word of Power	cp Lead
aq Alcohol	bq Gems or Jewels	cq Acid
ar Ritual	br Disbelief	cr Color
as True Name	bs Drugs	cs Odour
at Generosity	bt Running Water	ct Greed
au Gesture	bu Music	cu Lust
av Candles	bv Honesty	cv Piety
aw Rodents	bw Artifact	cw Fear
ax Happiness	bx Apathy	cx Tears
ay Moonlight	by Birds	cy Stone
az Tac Nukes	bz PSI (Psionics)	cz Sand

01 DEMONIC ARTIFACTS

MRE: 75%

These are the artifacts that belong to the minions of Hell. These may be such hellish things as Satan's toothbrush or tools of magic and destruction. These often have a warped mind of their own and are difficult to dispose of.

TMP: 15 STR: ? DEX: ? AGL: ? HPT: ?
E/ST ARE: A SPC: 20 BAN: ?

02 DEMONIC POSSESSION

MRE: 50%

People who may fall under the controlling effect of demonic powers are possessed. Often they gain abilities for evil. This control may be constant or intermittent. See Exorcism for information on the disposing of Evil influences. In rare instances possession may be from forces of good.

TMP: 05 STR: 14+ DEX: 10+ AGL: 10+ HPT: ?
V/BEI ARE: A SPC: ? BAN: ab,al,ar,bb

03 HIGH DEMONS

MRE: 98%

These are the hierarchy of Hell, the high ruling forces of evil. These are very rare to encounter but often deadly if crossed. Most human matters are not of their concern.

They use all forms of magic with ease and a 98% accuracy to cast spells.

TMP: 50 STR: 30+ DEX: 16+ AGL: 15+ HPT: 400
E/FNS ARE: A SPC: 20 BAN: Varied

04 HELL'S MINISTERS

MRE: 90%

The greater forces of Hell. They are the cause of many problems for man though they prefer to tend to their own hierarchies. Ministers are the overlords of demons and the lower orders of Hell.

They use magic with ease and cast spells with a 90% accuracy, or 98% if the magic is in their sphere of influence.

TMP: 35 STR: 20+ DEX: 14+ AGL: 13+ HPT: 200
E/CST ARE: A SPC: 20 BAN: Variable

05 HELL'S LOWER ORDERS

MRE: 50%

The lower orders of demons are the prime bane of mankind. These are the professional troublemakers that associate with mankind for the purpose of nurturing evil.

They use magic with ease and cast spells with a 75% accuracy or a 89% accuracy if on a mission from a minister.

TMP: 25 STR: 10+ DEX: 10+ AGL: 15+ HPT: 100
E/TV ARE: A SPC: 20 BAN: Variable

06 IMPS & HELLSPAWN

MRE: 30%

These are the professional troublemakers who ruin your day. They include most of the lowest demons, troops, gremlins and helpers of Hellish intention.

They sometimes have lower order magic with a 50% chance to effectively use a spell.

TMP: 20 STR: 5+ DEX: 12+ AGL: 15+ HPT: 100
E/BT ARE: A SPC: ? BAN: Variable

07 OGRES

MRE: 40%

The shy, retiring race of Ogres are a rare sight in modern times. Only when these huge hulking slobbs develop a taste for fresh human flesh, do they become a problem. Ogres are not known for beauty.

TMP: 65 STR: 40+ DEX: 6+ AGL: 10+ HPT: 200
N/CDRS ARE: A SPC: ? BAN: am,bf,cd

Encounters of the Night Fantastic

08 TROLLS

MRE: 60%

Trolls are a rare humanoid creature that prefer the wet and damp areas where man is not to be found. Trolls are possessive and hate any incursions of their territory. They will often extract a harsh price from such offenders. Trolls have a racial hatred for goats. Trolls have a harsh bite and claw attack. They are often flesh eaters.

TMP: 30 STR: 12+ DEX: 12+ AGL: 14+ HPT: 70
H/RSV ARE: A SPC: 20 BAN: am,bf,cd,ac

09 GOBLINS (Humanoid)

MRE: 20%

In many parts of the world Goblins are found underground or prowling the night. These are low class scavenging thieves who are mostly cowards if not in gangs. In rare instances a goblin may be able to work a little minor magic with 20% accuracy.

TMP: 40 STR: 4+ DEX: 10+ AGL: 10+ HPT: 30
E/DST ARE: A SPC: 10 BAN: bf,ac

10 GOBLINS (Non-Humanoid)

MRE: 01%

These monstrous pests are semi-stupid animals that raid vegetables from farm fields and homes. Resembling an overturned bowl with eyestalks, they have the ability to become transparent. Groups of goblins often develop a taste for meat and become a health hazard. Goblins have small or medium bites. They often whistle and squeak if threatened.

TMP: 20 STR: 4+ DEX: 5+ AGL: 10+ HPT: 10
B/DH ARE: MC SPC: 09 BAN: ch,ak

11 GHOULS

MRE: 01%/25%

These flesh eating, night prowling, beings come in two distinct types. Type one is average human with a sick taste for decaying flesh from the recent dead. Type two is the classic dead ghoul who returns to eat the living. The first listing is Type 1, the second is type 2.

TMP: 50 STR: 10 DEX: 12 AGL: 10 HPT: 60
H/RS ARE: A SPC: 07 BAN: aa

TMP: 05 STR: 10+ DEX: 6+ AGL: 8+ HPT: 40
H/DFV ARE: A SPC: 20 BAN: bf,al,cd

12 MAN-MADE LIFE

MRE: 01%

The usual outcome of man creating life from the dead is a hulking monstrosity with few morals and little common sense. Often they are peeved at their creators who have pulled them back from the afterlife. They are hard to kill. Ignorant peasants make a sport of hunting them.

TMP: 03 STR: 40+ DEX: 6+ AGL: 8+ HPT: 500
D/ITVG ARE: A SPC: 20 BAN: am,cd

13 GHOSTS, FAMOUS

MRE: 40%

These are the ghosts of historical persons who return to annoy the living. They may be beneficial, or troublemaking. Often they may wish to accomplish a specific mission not completed in life. Example: Joseph Stalin begins to haunt a Polish VFW post in Chicago. See ghosts for abilities.

TMP: 50 STR: 3+ DEX: 12+ AGL: 4+ HPT: 20
B/CT ARE: A SPC: 20 BAN: al,as,bb

14 VAMPIRES

MRE: 75%

Vampires are the classic undead common to nearly all parts of the world. These souls are cursed with eternal life and a need to drink the blood of the living. Most vampires have a limited PSI mind control of one or two individuals at a time. They also are able to control rats and wolves when available. The European vampires live in coffins during the day and must return each night to avoid the destructive rays of the sun. Many can change their form to bats, animals, or a fine mist.

Vampire, European Nosferatu

TMP: 40 STR: 30 DEX: 15+ AGL: 15+ HPT: 125
E/CFHV ARE: NE SPC: 20 BAN: ab,bf,cm
Strength / Claw attacks

Vampire, European Traditional

TMP: 50 STR: 25 DEX: 12+ AGL: 12+ HPT: 95
H/CRT ARE: A SPC: 20 BAN: ab,bf,cm,ah
Strength attacks bb,bt,al

Vampire, Asian (Ch'iang Shih)

TMP: 5 STR: 10+ DEX: 15+ AGL: 14+ HPT: 60
V/EHIF ARE: MW SPC: 20 BAN: ar,bf,bj
Claw / Gas (poison) breath attacks

Vampire, American Reformed

TMP: 55 STR: 10+ DEX: 12 AGL: 12+ HPT: 75
H/CRS ARE: SW SPC: 20 BAN: ab,al,cm,bc
Strength attack

European vampires can control magic with a 45% accuracy limited to any mind controlling spells.

Vampires appear normal, though anemic, in appearance. The Asian vampire is green in color with glowing eyes.

Most vampires are destroyed by sunlight, excluding American reformed, or by driving a wooden or iron stake through their heart.

15 VAMPIRE UNDEAD

MRE: 40%

These are the minions under command of the European type vampire. They share the same abilities though are under the command of a single master. If the master dies the most powerful vampire in the pecking order becomes the new master.

TMP: 50 STR: 10+ DEX: 12 AGL: 13+ HPT: 50
E/BFH ARE: A SPC: 20 BAN: (as master)



16 GHOST, BENIGN

MRE: 70%

Friendly ghosts tend to create problems for people who can not accept the presence of such a helpful spirit.

Ghosts are associated with cold spots, the moving of light objects, sounds, apparitions and other unusual circumstances.

The benign ghost often is a restless spirit who refuses to accept death, has a mission, wants to avenge an injustice to a loved one or themselves or just likes the home or people it inhabits. The presence of a ghost is called a haunting. This haunting may continue for centuries. Ghosts have an average telekenesis of level 4.

TMP: 75 STR: 2+ DEX: 10+ AGL: 12+ HPT: 50
C/GT ARE: A SPC: 20 BAN: al,ar,ck

17 GHOSTS, EVIL

MRE: 80%

These ghosts are much the same as the benign ghost with a difference in personality that can be dangerous to the living.

Evil ghosts will harm with malice and the intent to kill is often present. Hating the living, an evil ghost will terrorize the unwary with apparitions, illusion, sound, electrical discharge or cold.

TMP: 15 STR: 5+ DEX: 10+ AGL: 12+ HPT: 75
E/CFV ARE: A SPC: 20 BAN: al,ar,as,cj

18 LITTLE PEOPLE

MRE: 60%

Little people are the industrious beings known as Dwarves and Gnomes. They are highly secretive craftsmen who prefer the deep earth to the light. Dwarves may often appear as short bearded men while Gnomes are, at best, a foot tall. Gnomes fall into three types of general class. These are the European Gnome who is a craftsmen with nature, the American Gnome who is a craftsmen with nature and technology and the Ghetto Gnome who is a freeloading scavenger of high technology.

DWARVES

TMP: 25 STR: 18+ DEX: 16+ AGL: 10+ HPT: 90
C/GRS ARE: A SPC: 10 BAN: bf,at,ae

GNOMES, European or American

TMP: 50 STR: 2+ DEX: 16+ AGL: 12+ HPT: 40
C/GNR ARE: A SPC: 20 BAN: ?

GNOMES, Ghetto

TMP: 35 STR: 3+ DEX: 14+ AGL: 12+ HPT: 45
C/GSRT ARE: A SPC: 09 BAN: aw, & kids

19 LEPRECHAUNS

MRE: 90%

Leprechauns are the highly magical little people native to Europe. A recent migration (1938) has brought a large number of them to the Americas.

Personalities of these little people range from loving and peaceful to hateful savages.

All Leprechauns share a love of gold, gems and general valuables. They will often tend toward greed.

Magic is used with a 75% accuracy though most shy from the darker types except in case of grievous harm to themselves or loved ones.

Many of the new generation Leprechauns now carry firearms to deter treasure seekers.

TMP: 50 STR: 5+ DEX: 15+ AGL: 15+ HPT: 50
C/NRST ARE: A SPC: 19 BAN: Variable

20 HIGH ANGELS MRE: 98%

Angels are the messengers of good and the great enemies of evil. High Angels deal with problems of monstrous evil and rarely have any contact with man. They have command of all magic with a 98% accuracy in casting any spells. Crossing an Angel can have profound implications and win friends with Evil.

The higher Angels often appear as brilliant white light.

TMP: 40 STR: 50+ DEX: 15+ AGL: 15+ HPT: 400
G/CB ARE: A SPC: 20 BAN: aa

21 ANGELS MRE: 95%

Angels are the general troops of good that help man fight the evils of hell. Angels can be gentle to harsh in personality. Their work may be obvious or quiet. Angels may take human form. They command good magic with a 90% accuracy.

TMP: 75 STR: 25+ DEX: 15 AGL: 13+ HPT: 150
G/CT ARE: A SPC: 20 BAN: ba, bc, ck, ct

22 FORM SHIFTERS MRE: 2%

Form shifters are people who have the odd ability to change their appearance at will or within a short time. They may use this simple ability for good or evil. In the rarest cases they can become animals.

TMP: 50 STR: 10+ DEX: 10+ AGL: 10+ HPT: 75
(any) ARE: A SPC: ? BAN: ar, cb

23 WEREWOLVES MRE: 20%

The classic Werewolf changes to a wolf by the light of the moon. They often terrorize the countryside and slaughter livestock for the fun of it. Occasionally they will maul or kill people who spoil their fun. People who are bitten by a Werewolf often have a 30% chance to become a Werewolf unless vaccinated for the condition.

In recent decades a new form of Werewolf has become prevalent, the manwolf who has the shape of a man, but physical characteristics of a wolf (teeth, claws, fur, eyes and a foul temper).

WEREWOLVES (wolf type)

TMP: 40 STR: 15 DEX: 15+ AGL: 15+ HPT: 150
B/FHTV ARE: A SPC: 20 BAN: bh, cb, al

WEREWOLVES (human manwolf)

TMP: 15 STR: 25 DEX: 15+ AGL: 20+ HPT: 125
B/FHIV ARE: A SPC: 20 BAN: bh, cb, al, cj

24 WERE OTHER THINGS MRE: 20%

These victims suffer a curse identical to the curse of the Werewolf with the misfortune to turn into a specific other type of animal. This may be anything from a dog, sheep, ox, wombat or creatures spawned from the GM's warped imagination.

TMP: 50 STR: ? DEX: ? AGL: ? HPT: 75
(any) ARE: A SPC: 20 BAN: cb



25 WEIRD HUMAN NORMALS MRE: 02%

Weird's are the fun people who make the headlines in day to day life. They may be good or evil, serious or just things that do not fit into our mundane society.

TMP: 50 STR: ? DEX: ? AGL: ? HPT: 75
(any) ARE: A SPC: ? BAN: Variable

EXAMPLES:

01 Psychopaths	13 Barbarians
02 Crazy Inventors	14 Odd Philosophers
03 Mad Scientists	15 Doom Sayers
04 General Neurotics	16 Masters of Something
05 Cultists	17 Science Fiction Fans
06 Cannibals	18 Communists
07 Stereo Types	19 Bumbling Reporters
08 High PSI's	20 Street Gangs
09 Murderers	21 Hermits
10 Overzealous Clergy	22 Crazy Hillbillies
11 The Ultra Rich	23 Nazis
12 Supernatural	24 Mutants
Investigators	25 Astrologers

(randomize by rolling a (d100 x .25))

26 TIME TRAVELERS MRE: 02%

Travelers from the past or future who are usually on a mission. They may time travel with complex technology or magic. Often they are victims of a time accident that deposits them in the here and now. They come in any human description and cultural type. Often they are confused and frightened.

TMP: 50 STR: ? DEX: ? AGL: ? HPT: 80
(any) SPC: ? BAN: Variable

27 PORTALS TO OTHER PLACES MRE: 90%

Rips in the fabric of the universe happen with frequency. This opens gates of limited duration, (up to a month), to other worlds, times or universes. Things from gates can be gentle or hellish monsters. People, houses, and vehicles can fall into these rips. The gates may also move randomly.

TMP: - STR: - DEX: - AGL: - HPT: ?
- ARE: A SPC: 20 BAN: Variable

28 GYPSIES MRE: 10%

Gypsies are the happy wandering souls that are prevalent across the world (the Romany road). Most Gypsies have a SNS of 14 and the charm that allows them to swindle at will. A Gypsy can and will make a buck on anything. Each group of Gypsies will have an elder leader who is adept in minor magics.

Having a friend in a Gypsy is a friend for life. You will never be turned down if you need aid or asylum from enemies but you may walk away without your wallet.

TMP: 65 STR: 14+ DEX: 12+ AGL: 14+ HPT: 90
C/FGT ARE: A SPC: 19 BAN: aa

29 TRAINED APES MRE: 02%

These are the Gorillas and other Apes that are trained by people for special activities that often border on the criminal. Many of these escape to become problems in their own right. Most of these Ape escapees are highly intelligent. Their acute agility and high dexterity make them dangerous foes.

TMP: 40 STR: 15+ DEX: 14+ AGL: 16+ HPT: 75
D/ST ARE: A SPC: - BAN: Variable

30 PURPLE MONSTERS

MRE: 20%

Beyond the realm of conscious thought dwell the Purple Monsters. These varied and horrible things inhabit the dream state of man. On rare occasions these savage horrors are brought to this world by a latent PSI. Purple monsters usually strike at a specific target, then are released from control. Some fail to return to this dream state and become menaces to life and property.

TMP: 03 STR: 12+ DEX: 12+ AGL: 12+ HPT: 110
E/DHV ARE: A SPC: 20 BAN: al,br,bz

31 ROBOTS

MRE: 01%

Every year, thousands of industrial and home-made robots are created to serve man. Of those created, most obey a basic set of rules programmed into them and will never harm human beings. Unfortunately some fail to learn this basic set of laws and become a danger to people.

TMP: 50 STR: ? DEX: 14+ AGL: 8+ HPT: 40+
B/FST ARE: A SPC: ? BAN: Varied

32 FORBIDDEN KNOWLEDGE

MRE: ?

These are the people who have accessed information that is not usually found in the public library. This usually involves old tomes and grimoires of evil magic and weird history. This knowledge often leads to serious trouble if used. This may range from the release of a demon to bothering some elder god who has been napping since the dawn of time. Individuals involved in forbidden knowledge are often psychologically warped by what they learn.

TMP: ? STR: ? DEX: ? AGL: ? HPT: ?
T ARE: A SPC: ? BAN: Varied

33 WEIRD RELIGION

MRE: ?

Since the dawn of man there have been weird and unspeakable religions. Many of them have survived to these modern times. Weird Religion may be as harmless as tree frog worshiping or dangerous as ritualistic killing and torture. Many new religions are started every year. Of these only a few become dangerous. Many of the creators of these religions have lost touch with reality.

TMP: 50 STR: - DEX: - AGL: - HPT: -
(any) ARE: A SPC: ? BAN: br

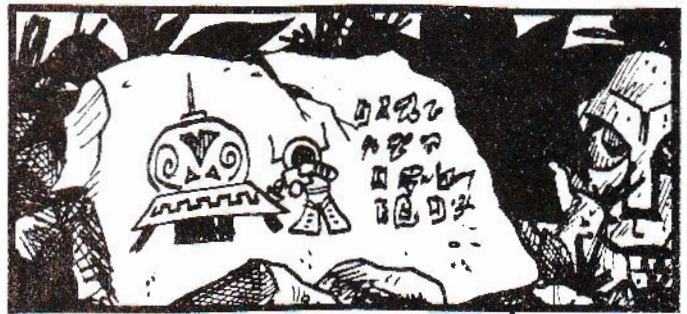


34 BIGFOOT

MRE: 05%

The 8 foot tall, furry, humanoids are a primitive cousin of man. Severing family ties long ago, they tend to shy from the complexities of civilization and the works of man. Bigfoot is a social creature that prefers the forests and mountains. Only when their home turf or family are threatened do they strike back with a vengeance. They may have an intelligence equal to man.

TMP: 75 STR: 50+ DEX: 10+ AGL: 10+ HPT: 200
R/G ARE: NW SPC: 19 BAN: bg,cd,ae



35 ANCIENT ASTRONAUTS

MRE: 05%

The trash and lost items from old alien expeditions to earth often become sought after items by the governments of our planet.

Many of these are harmless, but some have abilities, that in the wrong hands, could cause great harm. In rare instances the wreckage of spacecraft or the astronauts themselves may still be around.

TMP: - STR: - DEX: - AGL: - HPT: ?
(any) ARE: A SPC: ? BAN: ?

36 FORGOTTEN GODS

MRE: 50%

Contrary to popular belief the long lost gods of ancient religions are still around, brooding their fate and wondering why they have been abandoned. Sometimes one of these forgotten start a new drive for membership with not very good results. Often they make trouble for man, to get even. Many command the powerful old magics with a 25% accuracy to cast spells.

TMP: 25 STR: 20+ DEX: 14+ AGL: 12+ HPT: 220
T/S ARE: A SPC: 20 BAN: br,bw

37 THE CURSED

MRE: 98%

The cursed are the fools who offended a higher power and must now suffer the effects of some god-awful punishment. Curses can often be lifted though they may be transferred if the cursed individual is aided. The highest of these curses involve powerful magic. The cursed are often depressing.

TMP: 40 STR: 10+ DEX: 10+ AGL: 10+ HPT: 95
R ARE: A SPC: 19 BAN: Variable

38 OLD GODS

MRE: 98%

The great powerful gods from the dawn of another age often create problems when they attempt to enter this universe. Unlike the forgotten gods, these elder gods have not lost their magical abilities and will strike with horror and a disregard for human life. They are bound by symbols and other gods to other universes of exile due to their nature.

TMP: 01 STR: 80+ DEX: 15+ AGL: 10+ HPT: 500
B/FISV ARE: A SPC: 20 BAN: al,ar,bo,bb

39 ALIENS

MRE: 30%

In many shapes and sizes, aliens drop in by accident or design. Their reasons to visit may be of varied nature. Many aliens are scouts for larger forces waiting for a sign of human weakness so they may invade with little resistance. Others are here to help with human development and generally police the more sinister alien influences.

This goes to prove Galactic political and social systems are as efficient as man's.

TMP: 50 STR: ? DEX: 10+ AGL: 10+ HPT: 75
(any) ARE: A SPC: 20 BAN: bg

40 UFO's MRE: 02%

The unidentified flying object (UFO) is a vehicle for alien travel or any of a number of unusual phenomena that may range from the testing of aircraft to supernatural things that fly. UFO's are usually a sign of other supernatural occurrences.

TMP: ? STR: ? DEX: ? AGL: ? HPT: ?
R ARE: A SPC: ? BAN: bg

41 ALIEN DEVICES MRE: 02%

These are the odd devices left or lost by Alien visitation. As opposed to devices left from long past visits, these are functioning and usually dangerous. These devices may be sought by Aliens still in the area of the find.

TMP: ? STR: - DEX: ? AGL: ? HPT: ?
T ARE: A SPC: ? BAN: bg

42 WEIRD RADIATION MRE: 01%

Weird, unknown, radiations often tend to have strange effects on living things and mechanical / electrical devices. The effect of weird radiation may range from temporary effect to permanent mutation. Some effects may be re-occurring at intervals.

TMP: - STR: - DEX: - AGL: - HPT: ?
T ARE: A SPC: ? BAN: bg

43 MUTANT MONSTERS MRE: 05%

Many factors can cause mutations in life. Some of these mutations survive to become the powerful monsters that prowl. Most mutations are permanent and damaging to the individual. Mutations may be growth changes, shape change or personality change. Often these changes will mentally warp the victim.

TMP: 20 STR: 10+ DEX: 10+ AGL: 7+ HPT: 50+
I/TV ARE: A SPC: ? BAN: Variable

44 WEIRD DISEASE MRE: 03%

Few of us know for sure what all those government funded reasearch programs are now doing. Who could guess when some top secret project might escape their grip? Or maybe one of those strange radiations previously mentioned might mutate a previously harmless bacteria into something rogue.

TMP: - STR: - DEX: - AGL: - HPT: ?
T ARE: A SPC: - BAN: bg,ae

45 PREHISTORIC MAN MRE: 10%

Having overslept the last few million years, the prehistoric ancestors of man often wake to this very strange and baffling new technological world. They usually run amok looking for their new niche in society. Many times these badly frightened creatures are in serious need of social ccunciling.

TMP: 30 STR: 15+ DEX: 10+ AGL: 10+ HPT: 100
D/HRTV ARE: A SPC: 19 BAN: Variable

46 PREHISTORIC ANIMALS MRE: 03%

Trapped by the glaciers and other natural forces, these are the animal survivors from other ages. When Eohippus begins wandering the suburbs of Akron or a Sabre Tooth Tiger stalks Brownburg, Ind. they must be quietly removed. This is often difficult when the authorities refuse to believe in them.

TMP: ? STR: ? DEX: ? AGL: ? HPT: 50+
T/(any) ARE: A SPC: ? BAN: Variable

47 DINOSAURS MRE: 03%

Holdouts from extinction are the last of the Dinosaurs who live in secluded parts of the world or are freed from an excessive hibernation. These lumbering brutes have little regard for life or property as they leave a path of destruction while searching for a few good ferns or something to eat.

TMP: ? STR: 50+ DEX: 5+ AGL: 5+ HPT: 150+
T/(any) ARE: A SPC: ? BAN: Variable

48 ENCHANTMENTS MRE: 95%

Enchantments are persons or things with a specific type of magical protection. These may also be special tools or places. The average magic enchantment may be a BAN for a special purpose. An Enchantment may also rate as a curse of a mild nature.

TMP: ? STR: ? DEX: ? AGL: ? HPT: ?
(any) ARE: A SPC: 20 BAN: Variable

49 SENTIENT COMPUTERS MRE: 75%

Breaking the great barrier between simple machine and creative thought are the sentient computers that usually begin to make trouble for the disorganization of logic called man.

If parts are available, these computers will build extensions of themselves and help others of their kind to achieve their level.

TMP: 50 STR: ? DEX: ? AGL: ? HPT: ?
(any) ARE: A SPC: ? BAN: bg,bt

50 CLONES MRE: 05%

Cloning is a benefit to mankind until the results begin having psychological problems or try to eliminate their creators. Human clones that are force grown to adults often share telepathic links between themselves. Cloning of popular or historic figures is generally dangerous if not in a controlled situation. Clones are physically better.

TMP: 50 STR: 10+ DEX: 10+ AGL: 10+ HPT: 75
(any) ARE: A SPC: - BAN: -

51 GIANTS MRE: 75%

The legendary giants are now in seclusion that they rarely break. They come in sizes from 7 to 50 feet in height. Only if bothered or robbed will a giant rampage. Many use magic with a 40% acuracy to disguise their homes and holdings. A giant may sometimes begin a giantish hobby of collecting things that can cause excessive property damage.

TMP: 25 STR: 50+ DEX: 8+ AGL: 5+ HPT: 90+
(any) ARE: NW SPC: 19 BAN: Variable

52 GIANT ANIMALS MRE: 05%

Some Animals grow out of any proportion to their normal size. These can become dangerous if not supervised or if they are predators. Giant mammals often retain their general personality and affection for humans if they were human pets at one time.

TMP: 40 STR: 40+ DEX: ? AGL: 6+ HPT: 75+
(any) ARE: A SPC: ? BAN: Variable

53 GIANT INSECTS MRE: 02%

Most dangerous of any giant creatures are the giant insects. With no regard for life they will multiply and destroy at will. Some may achieve the size of a small house.

MP: 01 STR: 30+ DEX: 10+ AGL: 7+ HPT: 50+
B/DHFV ARE: A SPC: ? BAN: cd,cg,af

54 TALKING ANIMALS MRE: 05%

A rare animal will develop the ability to comprehend and speak human language. This may also happen in a case where an animal is possessed by a spirit with a mission or a demonic influence. Mostly the talking animal is a fun-loving creator of problems for the people they choose to talk to.

TMP: ? STR: ? DEX: ? AGL: ? HPT: ?
T ARE: A SPC: ? BAN: Variable

55 MAGICIANS MRE: 10%

The traditional magician is a trickster with the skills and equipment that can fool the masses into believing there is real magic in his or her act. Often the Magician is little more than a good actor. On rarest occasion the Magician actually has a few abilities that come from PSI talent. Real magicians usually do not flaunt power in this way.

TMP: 40 STR: 10+ DEX: 14+ AGL: 13+ HPT: 75
B/FS ARE: A SPC: ? BAN: br

56 ALCHEMISTS MRE: 15%

Left over from the dark ages are the last few Alchemists who struggle to combine magic and chemistry to find the great secrets of changing lead into gold or sows ears to silk.

Most tend to poison or blow themselves to bits though a very few do make some unusual discoveries. The most dangerous of these are the Alchemists who have discovered the lost secrets of life prolongation and are now paranoid or senile.

TMP: 25 STR: 12+ DEX: 14+ AGL: 10+ HPT: 95
C/RST ARE: A SPC: ? BAN: Variable

57 ALIEN ANIMALS MRE: 02%

Stranger than aliens are the pets and odd specimens that they loose on earth. These may range from weird and harmless to deadly. Aliens will often return to hunt for these creatures after the damage has been done. The Alien Animal may even have an intelligence comparable to man's. The alien animal often adopts a human child to protect.

TMP: ? STR: ? DEX: 10+ AGL: 10+ HPT: 50+
(any) ARE: A SPC: 20 BAN: Variable

58 DIMENSIONAL TRAVELLERS MRE: 05%

These often disoriented travellers have come by accident or design from any of a number of alternate dimensions where history is a little or a lot different. The worlds or people may also have notable differences in speech, color or structure. In some cases these luckless souls have fallen through a dimensional warp. Many of the lost travellers have a proficiency for finding trouble.

TMP: ? STR: 06+ DEX: 05+ AGL: 06+ HPT: 50+
T ARE: A SPC: ? BAN: Variable

59 LEGENDARY LOCAL ANIMALS MRE: 03%

There are many odd animals native to a small area and no other. This may be the legendary Rolling Hoop Snake of Des Moines to the Mothman of West Virginia. These local creatures are generally harmless until hunted or provoked. Often their very existence is doubted until they become a nuisance.

TMP: 40 STR: ? DEX: ? AGL: ? HPT: 40+
R ARE: A SPC: ? BAN: Variable

60 UNICORNS MRE: 98%

These magical animals often hide in far patches of forest where spring never ends and there is a perpetual peace and beauty. The unicorn is immortal with special abilities in healing and poison control. Only the pure of heart can see the Unicorn. The advent of man and the condominium have sharply reduced the sightings of Unicorns. A Man usually gains a curse after killing one.

TMP: 85 STR: 16 DEX: 15 AGL: 17 HPT: 75+
G/RS ARE: NC SPC: 19 BAN: ck,ct,cu,ba

61 STONERS MRE: 75%

Including the Medusa, Gorgon, Basilisk, Cocatrice and assorted snakes, these monsters can paralyze a victim to stone from breath or touch. This magical ability is up to 75% effective on any victims. The victim can often be restored by magic, the death of the monster, or the kiss of one who truly loves the victim. Victims can be shattered with little effort. Stoners can be tricked to stoning themselves, sometimes.

TMP: 15 STR: ? DEX: 10+ AGL: ? HPT: 50+
E/FIRV ARE: MX SPC: 19 BAN: ap, Variable

62 HARPIES MRE: 90%

A second immortal race are the hideous harpies of legend. These bird / humanoids are a foul tempered lot that tend to the far uninhabited regions. On rare occasion a harpie will enter civilization to prey on small animals and people. The Harpy is an intelligent creature permanently cursed with bad habits and an abysmal stench that may curdle milk at twenty feet. Harpies need humans to continue their race.

TMP: 02 STR: 15+ DEX: 13+ AGL: 12+ HPT: 90+
R/ISEV ARE: CA SPC: 20 BAN: cj,at

63 DRAGONS MRE: 75%

Dragons are as varied in form as they are in power. These large lizard-like creatures generally stay on the outward edges of man's civilization. The general personality and intelligence of individual Dragons is as varied as humans. Dragons have a natural armor equal to several layers of ballistic plastic. The older the Dragon, the larger and more dangerous they become. Dragons have a low level of PSI in Empathy and Telepathy.

TMP: 50 STR: 20+ DEX: 15+ AGL: 25+ HPT: 200
R/(any) ARE: A SPC: ? BAN: bg

64 SENTIENT PLANTS MRE: 05%

On occasion plants may take on a will of their own. These may have benign or evil intention. Given time these plants may change their structure to gain mobility and weapons. Intelligence in plants may range from human motivated to completely alien.

TMP: ? STR: 03+ DEX: 05+ AGL: 10+ HPT: 25+
N/HST ARE: A APC: ? BAN: ae,bg



65 ANIMATE INANIMATES

MRE: 60%

Common objects will sometimes take on a life and personality of their own. Inanimates may cause trouble for their owners and infect other inanimate objects with the ability to move and think. An attack by inanimates may prove extremely dangerous due to the possible function they possess.

TMP: 50 STR: ? DEX: 05+ AGL: 05+ HPT: 25+
T ARE: A SPC: ? BAN: bz



66 WEIRD PLACES

MRE: 25%

These are the places where natural laws are warped or completely changed due to magic or odd natural forces. The rare weird places often manifest dimensional doorways or higher concentrations of Magic or PSI energy.

Psionic individuals who use their talents in these areas may find their abilities are greatly increased, decreased, warped and/or uncontrollable.

TMP: - STR: - DEX: - AGL: - HPT: -
N/TV ARE: A SPC: 19 BAN: Variable

67 SEA MONSTERS

MRE: 05%

Salt or fresh water monsters range across the world. They range in form from the great serpents to the Kelpies of Scottish lore.

Most sea monsters are little more than the survivors of prehistoric species. They may consider humanity a passing fad or a tasty snack. Unpredictability is the key word when dealing with these monsters of the deep.

TMP: ? STR: 50+ DEX: 10+ AGL: 10+ HPT: 90+
(any) ARE: A SPC: ? BAN: Variable

68 WILL 'O WISPS

MRE: 75%

In swamps or forests are the wispy life forms that are often associated with legend and the supernatural. The Will 'O Wisp is a manifestation of a noncorporeal life form that utilizes electromagnetic phenomena for life energy. Feeding on the gasses of decomposition, they are reclusive until disturbed or attacked. The Will 'O Wisp often collects and stores psionic energy as thought patterns. Often voices are heard from these sparkling energy creatures.

TMP: 55 STR: 03+ DEX: 03+ AGL: 15+ HPT: 50+
D/FHR ARE: A SPC: 19 BAN: am,cc,bz

69 LOST CIVILIZATIONS

MRE: ?

In the far past many civilizations began, flourished, and died only to be forgotten. The remains of these civilizations and their secrets are still to be found by the curious and the unscrupulous. Many artifacts may have great value or the potential to cause problems if placed in the wrong hands. Some of these civilizations may have made great use of magic and psionic energies that are still trapped in special items.

TMP: ? STR: ? DEX: ? AGL: ? HPT: ?
T/(any) ARE: A SPC: ? BAN: ?

70 ANCIENT ARTIFACTS

MRE: 10%

These artifacts range from simple gold treasures of the Aztecs to the magic weapons and devices of legend. In the wrong hands, these may manifest magic, curses, or be stalked by their owners who want them back.

TMP: ? STR: ? DEX: ? AGL: ? HPT: 50+
(any) ARE: A SPC: 20 BAN: Variable

71 DJINN / GENI

MRE: 95%

These are the spirits that have the great mastery over magic and are trapped in bottles or containers. Whoever possesses the bottle usually is master to this spirit unless the spirit can circumvent the magic of the bottle or have it destroyed. Many of these bottles have been sealed and hidden to protect the opener from these spirits that may become horrible assassins. With a ritual and the proper words a Djinn or Geni may be summoned to grant the owner aid or a favor. The more fancy the container, the less powerful the spirit.

TMP: ? STR: 40+ DEX: 12+ AGL: 15+ HPT: 200
C/EFIT ARE: A SPC: 20 BAN: al,ar,bp

72 LEGENDARY FOOD

MRE: 50%

These are the great culinary delights and disasters from time and space.

Legendary foods are the sought after or avoided substances that have the ability to change their user. These changes may not be to the user's general liking.

This may include the Fountain of Youth in Florida, Lifegiving Manna or Mexico's hellish Tortillas of Death.

TMP: ? STR: - DEX: - AGL: - HPT: -
- ARE: A SPC: ? BAN: Variable

73 INDIANS (American)

MRE: 25%

Indians can be trusted friends or deadly enemies who have use of natural magic and psionics. Most Indians keep their distance from the supernatural problems of the white man. The Indian spirits and supernatural can be extremely powerful when provoked.

TMP: 45 STR: 12+ DEX: 12 AGL: 11+ HPT: 80
G/NC ARE: SW SPC: ? BAN: Variable

74 SWARMS OF

MRE: 10%

Swarms of creatures often senselessly ruin a good day by creating mass havoc or the wanton destruction of property. These are generally caused through adverse PSI use or other means. Often this has a natural cause that needs drastic measures to correct.

TMP: 30 STR: ? DEX: ? AGL: ? HPT: ?
B/FTV ARE: A SPC: ? BAN: Variable

75 MASS MINDS

MRE: 05%

Mass minds are the state when a number of animals or people fall under a strong PSI or telepathic influence and begin to cooperate together for a single purpose. Like Swarms, this may involve thousands of individual or lesser minds. These often have a single controlling mind that will release the others if destroyed.

TMP: 25 STR: ? DEX: ? AGL: ? HPT: ?
F/ITV ARE: A SPC: ? BAN: Variable

76 NONCORPOREAL INTELLIGENCES MRE: 40%

These intelligences often inhabit living or non-living objects. Noncorporeals often spend long periods of time learning of the people around them before they pick an individual to talk to. These creatures may even have limited telekinetic abilities that they use to move small objects. These become dangerous when they are mentally unstable or choose people with psychological problems to talk to. They are often mistaken for ghosts. TMP: 55 STR: 02+ DEX: 16+ AGL: 12+ HPT:50+ N/RST ARE: A SPC: 20 BAN: Variable

77 POLTERGEISTS MRE: 80%

A spirit of legendary terror is the type of ghost known as a Poltergeist. These are the unhappy or violent dead that refuse to rest or have revenge on their minds. With a high level of spectral kinesis, pyrokinesis, and telekinesis, they present a dangerous opponent that can cause great harm to life. TMP: 10 STR: 05+ DEX: 05+ AGL: 10+ HPT:50+ B/TV ARE: A SPC: 19 BAN: ai,al,bb,as

78 VODOO MRE: 75%

From the islands of the Caribbean and the interior of Africa comes an ancient religion shrouded in mystery and terror. Voodoo leans on the darker side of magic with results that can be powerful and dangerous to its many followers. The use of images and creatures from the dark pits of hell is common. Most dangerous are the high priests of Voodoo. TMP: 55 STR: 10+ DEX: 10+ AGL: 12+ HPT: 75 R/NEV ARE: SE SPC: 19 BAN: ac,br,ar,ch

79 CLASSIC MYTHOLOGICAL MONSTERS MRE: 60%

Included in this large area are the lost monsters and animals of classical mythologies and their kin. This may include medusa like creatures, hydra, pegasi, rocs and many other types that have somehow survived. TMP: ? STR: ? DEX: ? AGL: ? HPT: ? (any) ARE: A SPC: ? BAN: Variable

80 MARTIANS MRE: 05%

For the last century or two the many and varied racial types of the red planet have been watching and occasionally dropping in to create problems for their neighbors. Most Martians are content to wait for extinction on their dying planet while the few plot to take over the Earth. Mostly they are inept. TMP: 25 STR: 05+ DEX: 08+ AGL: 10+ HPT: 50 B/DST ARE: A SPC: ? BAN: bg, Variable

81 HOAXES MRE: 02%

Hoaxes are the threat that continues to plague Bureau 13 when investigating the supernatural. A hoax may be a simple lie to the high technology haunting of a house or a PSI user who uses the ability for highly questionable activities.

When hoaxes are exposed the hoaxers may become dangerous. TMP: 05 STR: 12+ DEX: 10+ AGL: 10+ HPT: 75 C/ST ARE: A SPC: ? BAN: br,bg

82 GOD MRE:100%

God rarely interferes in human events. TMP: 99 STR: ? DEX: ? AGL: ? HPT: ? G ARE: A SPC: 19 BAN: No

83 ENERGY EATERS MRE: 05%

Energy eaters are non-corporeal creatures that feed off electricity, radiation, life energy in the form of constitution, heat, or cold. They often are invisible until filled with energy. Their forms range from humanoid to shapeless blobs. Eaters are very rarely intelligent.

TMP: 20 STR: ? DEX: ? AGL: ? HPT:50+ B/HRTV ARE: A SPC: 20 BAN: cc,bg

84 SUPER HEROS MRE: 10%

Heros are the individuals gifted with a special talent or ability that sets them apart from the rest of mankind. With this talent they attempt to combat the injustices of society and often create more problems than they solve. Mostly they are crazy. On the flip side of the coin are the rare super villains who are just as crazy as the heros. TMP: 50 STR: ? DEX: ? AGL: ? HPT:75+ (any) ARE: A SPC: ? BAN: br

85 MISSING PERSONS MRE: 05%

Every year thousands of people vanish without a reason or trace. Some of these kidnappings may be caused by evil paranormal forces.

86 SHAPELESS DISGUSTING THINGS MRE: 05%

These creatures are the horrible shapeless things that originate through magic, design, or wayward technologies. They are usually hungry and grow as they feed. Fragmenting their bodies usually creates more of these horrors.

TMP: 01 STR: 10+ DEX: 05+ AGL: 03+ HPT:80+ H/BTV ARE: A SPC: 20 BAN: Variable

87 SPIES MRE: 02%

Enemy spies from other lands lurk in the oddest places with the oddest missions. Most notorious of these are the Soviet, Albanian, Cuban and Bulgarian. With criminal skills and special equipment they can be formidable.

TMP: 40 STR: 10+ DEX: 10+ AGL: 10+ HPT: 75 R/CNT ARE: A SPC: ? BAN: Exposure

88 MEN FISH MRE: 05%

Somewhere sideways on the long ladder of evolution are the water breathing humanoid fish of the deeps. They are often reclusive until disturbed by divers or waste dumping at sea. The Man Fish can take a terrible toll of life and property when provoked. Some may even inhabit fresh water lakes and swamps.

TMP: 05 STR: 25 DEX: 10+ AGL: 12+ HPT:80+ R/FV ARE: A SPC: ? BAN: cd, Variable

89 TECHNOLOGICAL SPIRITS MRE: 90%

Spawned from technological society are the new supernatural spirits of technology. These are new and varied in strength and dominion. Few realize when they bang a pipe with a pipe wrench and shout "Damn", they are actually calling a blessing of the great water spirit "Drolic". These new technological spirits can be deadly if crossed. They are usually at odds with the natural spirits.

TMP: 50 STR: ? DEX: ? AGL: ? HPT:90+ N/ST ARE: A SPC: 19 BAN: Variable

90 AFRICAN WITCH DOCTORS MRE: 45%
The African Witch Doctor is the master of natural magic and spirit lore much the way of the Indian Medicine Man. The Witch Doctor often hates the modern Doctor or Medical Tech that crosses his profession or attempts to discredit his work with spirits. They can call demonic creatures for general use.
TMP: 35 STR: 10+ DEX: 12+ AGL: 13+ HPT: 75
B/FN ARE: A SPC: 19 BAN: ai,bg

91 GOLEMS MRE: 98%
The golems of legend were designed to protect European Jewish settlements in the sixteenth century. These clay creatures were animated by a Rabbi and controlled through command. The life of a golem comes from a symbol on the forehead or from a medallion. Without this device it becomes harmless clay. Sometimes they gain a mind of their own.
TMP: 65 STR: 40+ DEX: 07 AGL: 06+ HPT: 400
D/N ARE: A SPC: 20 BAN: al,bb

92 FAERIES MRE: 95%
In many shapes and forms, faeries are the classic little people of European legend. Common faeries are small winged humanoids from two inches to 4 feet in height. They may often be unpredictable or dangerous. The smaller the Faery the better its use of magic. The smallest can often appear as a colorful ball of light.
TMP: 45 STR: 10 DEX: 15 AGL: 15+ HPT: 50+
N/T ARE: A SPC: 19 BAN: ai,br

93 ELVES MRE: 85%
These little people are often helpful to man in strange ways. They will aid good people with their outstanding craftsmanship and natural skills. Elves are from 2 to 5 feet in height with pleasant human features.
TMP: 55 STR: 10+ DEX: 12+ AGL: 12+ HPT: 50+
G/CT ARE: A SPC: 19 BAN: Variable

94 PIXIES MRE: 75%
Somewhere between Elves and Faeries are the shy magical humanoids called Pixies. The Pixie has a height of under 18 inches. They often collect in large social groups to party and have fun which often spells trouble for their human neighbors. They are vicious.
TMP: 45 STR: 05+ DEX: 12+ AGL: 15+ HPT: 40+
N/RT ARE: A SPC: 19 BAN: Variable

95 GREMLINS MRE: 85%
Gremlins are the ugly branch of the Faery family that prides itself in making trouble for mankind. These creatures center around technology where they revel in it's failure through their tampering.
TMP: 13 STR: 05+ DEX: 12+ AGL: 10+ HPT: 15+
T/C ARE: A SPC: 19 BAN: Variable

96 MUMMIES MRE: 45%
Mummies are the undead or preserved life that animate when tombs are opened for study or plunder. While not fast they are highly persistent and generally bullet proof. An Egyptian, Aztec, or Asian Mummy will often track down and quietly exterminate an entire archeological expedition over a long period.
TMP: 05 STR: 15+ DEX: 10 AGL: 05 HPT: 200
V/B ARE: A SPC: 20 BAN: cd,bb

Special Encounters

97 SUPERNATURAL ENCOUNTER (With an Organization Complication)

This is the standard type of supernatural encounter that has been complicated by some criminal or high government activity which invariably becomes involved. This encounter may be as simple as the theft of some supernatural relic or the members of the local underworld thinking Bureau 13 agents are with Law Enforcement Agencies. Roll a d100 again and complicate the encounter with one of the below.

ORGANIZATIONS

01 Amateur Criminals	06 Small Town Police
02 Expert Criminals	07 State Police
03 Organized Crime	08 FBI
04 The Mafia	09 NSA / CIA
05 Labor Unions	10 The IRS

98 SUPERNATURAL ENCOUNTER (With Civilian Complication)

This usually happens when several agencies clash during a supernatural encounter. These groups will also help to create problems for Agency members. Roll a d100 for a type of supernatural encounter, choose a Organization to complicate matters and roll a d10 on the table below.

CIVILIANS

01 Common People	06 Smart Children
02 City Officials	07 Diligent Reporters
03 Stubborn NPC's	08 Stupid Gawkers
04 General Riff-Raff	09 General Crazies
05 Senior Citizens	10 The Local Clergy

99 SUPERNATURAL ENCOUNTER (Multiple Encounter)

These are the rare situations where two separate and distinct supernatural events take place in the same general area. These may overlap to create false clues or very complex cases that may fail to make sense until the true encounters are sorted out. An example may be a Werewolf operating in the same area as a spirit who is terrorizing a group of "Weird Religion" followers.

Roll two encounters from the general list or pick a good combination.

00 SUPERNATURAL ENCOUNTER (Multiple Encounter Complicated by civilians and an organization)

Heilish events that weave a convoluted trail complicated by Government, Civilians Enemies of the Bureau and often a Multiple Supernatural Encounter.

Roll two encounters and add a d10 roll from the civilians and organizations tables.

GM's Notes

REMEMBER

- 01 These encounters are designed to cover a wide range of supernatural happenings but are by no means the last word in encounters.
- 02 The GM has the ability to make changes in the statistics of the creatures listed.

Use of Encounters

The encounter tables of *Stalking the Night* fantastic are designed to be expanded by a little imagination.

Example

In early October, Mama Rosa Morzak, arcane practitioner is dying in NY. Her poor family will be unable to send her body home to Hungary. Knowing this, she curses her four remaining children who deserted her for the lights of the Big Apple. By the 31st day of October all will die.

By some odd coincidence, the Bureau finds out and begins to protect the children, if they can find them. Research shows Mama working heavily with Necromancy in her last weeks. The group expects a monster. They are almost right. The GM has indexed the concept of Zombies.

Zombies

Zombies are the living dead, under direct or programmed control, to kill or destroy on their master's whim. In singles or groups they can be a hazard with their 10% chance to paralyze a victim for d4 actions by touch or their rancid breath. Zombie types are mostly regional.

VOODOO, MYOMBEE, LUCUMI, OBEAH, SANTERIA

Strongest and most limited are the night undead, animated by the old African gods who kill and return the body to it's grave.

Killing involves ritual/material/and final decapitation.

TMP: 05 STR: any DEX: 8+ AGL: 3+ HPT: 125
E/VN ARE: A SPC: 20 BAN: ac,bb,ch

EUROPEAN

Rarest, these are night moving corpses of no intelligence. Killing involves simple burning or blessing the grave site to make them rest until the next fool digs them up.

TMP: 07 STR: any DEX: 8+ AGL: 4+ HPT: 75
N/VE ARE: A SPC: 20 BAN: ac,ah,bb,cd

MODERN

These are day or night monsters are the scavenging or flesh eating zombies with no or little control. Their heads must be destroyed to stop them.

TMP: 01 STR: 06 DEX: 4+ AGL: 5+ HPT: 35
V/E ARE: A SPC: 20 BAN: bg,bo

MODERN VENGFUL

Toughest, these are the angry dead with a mission to kill from some past injustice that was committed on them.

TMP: 05 STR: 25 DEX: 10 AGL: 10 HPT: 90
C/FNV ARE: A SPC: 20 BAN: al,bg

GM Modifiers

The GM rates strength high at 25 but gives a break with a lower DEX and AGL. Four of these rotting horrors are created from a just buried punk band, dead of slam dancing off the Brooklyn Bridge.



Since these monsters were created in the traditional European style, they are limited by European tradition and beliefs.

The GM finds the bane of the group and modifies it for each with a dice roll on the Effect of Bane table on page 27. While two of these zombies are highly sensitive to fire, a third is immune and the fourth is only turned. Blessing will finish the two if the burial site and "East River" are blessed several times. The GM throws in a catch that one body was never found, hence the river burial site.

The GM creates a convoluted path to find the missing children, a timetable of Zombie activity over several days as they track the missing family, and finally, a set of general experience conditions and solutions. Some decisions may include:

At midnight on October 31st the curse is lifted. Saving the last zombie for a bit of terminal horror at a October 31, costume party where the last zombie stalks among the costumed guests.

A simple solution, paying one of Mama's children to ship the body home, if customs allows or the body has not been cremated.

A second adventure may involve escorting the body back to Hungary for burial.

This may take them to a small, but strange village where Bureau 13 agents are looked at with suspicion by the town's people and the KGB agents who are following them.

The possibilities are endless.

Espionage

Another facet of Bureau work may involve National Security and general work to prevent terrorism of extreme or bizarre nature. Many of these special cases require the fresh thinking and imagination of Bureau operatives and their friends.

Example

In December, two flasks are stolen from a government, bio-chemical, research office in Huntsville, Alabama. RNA mutogen 4 and virus #17, if combined, could create a deadly, flu-like infection. After a month the government has exhausted its leads and the Bureau learns of the theft. This chase leads Bureau agents across the world to the Middle East where high adventure waits.



Initiative

Initiative is speed of action of the character in a situation where physical movement is critical to the characters survival or accomplishment of a task.

Always rate the highest speed as the first action and the lesser speeds after the first.

Use

Initiative is found by adding a d10 to your agility roll. The highest is the faster. Use modifiers if applicable.

Modifiers

INITIATIVE MODIFIER

SURPRISE

Total Surprise	+5
Moderate Surprise	+2
No Surprise	0
Total Expectation	-3

HEALTH

Wounded, Bleeding, Shock	-3
Suffering Blast Damage	-3
Stunned	-2
Sick	-1
Very Sick	-3
Critically Sick	-4
Lack of Sleep	-2

STRESS & DRUGS

Drunk	-2
Roaring Drunk	-4
Under Heavy Medication	-2
Under Stress	-2
Under Heavy Stress	-3

OTHER FACTORS

Distracted Momentarily	-1
Sunlight in Eyes	-1

PSYCHOLOGY

Defending a Loved One	+1
Realizing You Don't Have a Chance	-1
Fear	+1
Stark Fear	+2
Knowing You are Morally Right	+1

Morale

Morale is the players' decision. The continued fight or retreat decision in a role playing game can only come from the players.

Physical Combat

Physical combat and hand to hand fighting are dependent on initiative and the player's weapon skills.

REMEMBER

- 01 Roll Initiative
- 02 Decide to Attack or Defend from an Attack. In a case of fighting with hand-held weapons this may be called a Parry.
- 03 Roll under your Dexterity to succeed with an attack or parry.
- 04 Add modifiers for combat skills, a +1 per three levels of knife fighting, wrestling or related combat skill.
- 05 A defender may choose to attack instead of defending, but this gives the attacker a +1 on ability to hit.

Result

ATTACKER	DEFENDER	RESULT
A Fails	Fails	No Result
B Fails	Succeeds	Defender gets the next Initiative.
C Succeeds	Fails	Attacker Does Damage
D Succeeds	Succeeds	No Result.

After each round of an A, C or D result, initiative is re-rolled to determine who attacks the next round.

Special Attacks

Fancy attacks, knife, breaking bones, or special damage are found after a successful attack by rolling under the attacker's combat skill level % on a d100. Use of this gives initiative to the defender during the next combat round. See martial arts skill bonus for modifiers when characters with "like" combat skills.

Combat continues until one character is incapacitated or both agree to quit.

Size Modifiers

- 01 To physically strike a target, roll under the character's DEX for success.
- 02 Add Size and Movement modifiers if applicable.

Index the attacker's size to find a combat "to hit" modifier, if any. This is only for physical combat. All sizes are listed in feet of height.

AT= Attacker
DF= Defender

AT	DE	01	02	03	04	05	06	07	08	09	10
01	0	0	+1	+1	+1	+2	+2	+2	+3	+3	
02	0	0	0	+1	+1	+1	+2	+2	+2	+3	
03	-1	0	0	0	+1	+1	+1	+2	+2	+2	
04	-1	-1	0	0	0	+1	+1	+1	+2	+2	
05	-1	-1	-1	0	0	0	+1	+1	+1	+2	
06	-2	-1	-1	-1	0	0	0	+1	+1	+1	
07	-2	-2	-1	-1	-1	0	0	0	+1	+1	
08	-2	-2	-2	-1	-1	-1	0	0	0	+1	
09	-3	-2	-2	-2	-1	-1	-1	0	0	0	
10	-3	-3	-2	-2	-2	-1	-1	-1	0	0	

DAMAGE

In Stalking damage is defined as the amount of punishment a character or structure can withstand before ceasing to function.

Damage to your character may come in three forms during play.

01 WHOLE BODY DAMAGE

This is damage from concussion, shock, and other types that affect a wide body area and reduce hit points.

02 SPECIFIC BODY DAMAGE

This damage is taken in a specific area from impact, high velocity projectiles, contact burns and energy. These areas have only a limited number of the body's structure or hit points. Specific damage that is over the area's total value will continue to travel through the body to exit and possibly hit a second target.

03 SYSTEMIC DAMAGE

This is continuing damage to the health of the character. Systemic damage will reduce the constitution for a critical period of time. This is mostly in the case of suffocation, poisoning, and the general or specific metabolic disruption of disease.

Many forms of damage combine several or all of these types of damage. A laser, for example, may cause burn, fragments from penetrated armor and blast if it pulses.

Level of Play

Stalking the Night Fantastic uses two levels of damage for play. This is the GM's decision on complexity.

LEVEL ONE (Fast Play)

Straight hit point reduction, ignoring all specific area damage.

EXAMPLE

Shot in the leg, Mike takes 14 points of damage, walks to the doctor and has the damage healed. In a few hours he's out as good as new to fight again. While simple and direct, it lacks realism.

LEVEL TWO (Recommended Play)

This level makes use of the complete medical system including specific area damage that includes death shock and bloodloss.

EXAMPLE

Shot in the leg, Mike takes 12 points of damage. The bullet slices through the knee, severing an artery and splintering the bone. The bone splintering adds 5 points to the 12 already suffered and the artery wound adds d6 points per round in damage until he can stop the bloodloss.

In some ways the recommended system is a little more harsh than taking straight structure without side effects. This system is not recommended for NPC's or animals.

Asphyxiation

Asphyxiation is the condition caused by a lack of breathing atmosphere to a life form.

TYPES OF ASPHYXIATION

DAMAGE PER MINUTE

TYPE	HIT POINT REDUCTION	CONSTITUTION REDUCTION
DROWNING		
Non-Panicked	d4	1
Panicked	2d4	d4
CHOKING ON FOOD OR OBJECT		
Non-Panicked	1	1
Panicked	d4	d6
CRUSHING WEIGHT		
Chest	Variable	d6
Back	Variable	d4 +01
DAMAGED OR SWOLLEN BREATHING PASSAGE	Variable	2
PHYSICAL STRANGULATION		
Hands	d4	d4
Rope / Cord	d6	d4 +01
Chain	d6 +01	d4
Pipe	d6 +02	d4 +02
Wire Garrote	d10	d4 +03

BREAKING STRANGULATION

ONE CHANCE PER MINUTE

INDEX ATTACKERS / DEFENDERS STRENGTH

DEFENDER'S PERCENT CHANCE TO BREAK

Attacker has 6 times defender's strength	04%
Attacker has 5 times defender's strength	11%
Attacker has 4 times defender's strength	25%
Attacker has 3 times defender's strength	38%
Attacker has 2 times defender's strength	50%
Attacker and defender have equal strength	62%
Attacker has .75 of defender's strength	75%
Attacker has .50 of defender's strength	88%
Attacker has .25 of defender's strength	94%

STRANGULATION MODIFIERS

BREAK AWAY MODIFIER

Attacker is behind victim	-20%
Attacker is in side position	+10%
Attacker is face-to-face with victim	+05%
Attacker has medical skills	-10%
Attacker has combat training	-15%
Attacker has complete surprise	-10%
Attacker has martial arts training:	
per level of attack training	-05%
Victim is combat trained	+15%
Victim is warned of the attack	+10%
Victim has martial arts training:	
per level of attack training	+05%

REMEMBER

- 01 Total all modifiers for a final break-away modifier, positive or negative.
- 02 Index Attacker's / Defender's strength to find the break percentage.
- 03 Add modifier to percentage and roll under this number on a d100 for a breaking of physical strangulation.
- 04 Wear a protective collar next time.

ANIMAL ATTACKS

Bite

	DAMAGE
BI01 Bite, very small	d4 x.25
BI02 Bite, small	d4 x.50
BI03 Bite, medium	d4
BI04 Bite, large	d6
BI05 Bite, gigantic	d10
BI06 Adds 25% on damage because of rip or slash attack.	
BI07 Adds 50% on damage because of rip or slash attack.	

Claw

	DAMAGE
CL01 Claw, very small	d4 x.25
CL02 Claw, small	d4 x.50
CL03 Claw, medium	d4
CL04 Claw, large	d6
CL05 Claw, gigantic	d10
CL06 Adds 25% on damage because of rip or slash attack.	
CL07 Adds 50% on damage because of rip or slash attack.	

Horn

	DAMAGE
HO01 Horn, very small	d4 x.50
HO02 Horn, small	d4
HO03 Horn, medium	d6
HO04 Horn, large	2d6
HO05 Horn, gigantic	2d10
HO06 Adds 25% on damage because of impaling attack.	
HO07 Adds 50% on damage because of impaling attack.	

Sting

	DAMAGE
ST01 Sting, very small	d4 x.25
ST02 Sting, small	d4 x.50
ST03 Sting, medium	d4
ST04 Sting, large	d6
ST05 Sting, gigantic	d10
ST06 Adds 25% on damage because of impaling attack.	
ST07 Adds 50% on damage because of impaling attack.	

Pincer

	DAMAGE
PI01 Pincer, very small	d4 x.25
PT02 Pincer, small	d4 x.50
PT03 Pincer, medium	d4
PT04 Pincer, large	d6
PT05 Pincer, gigantic	d10
PT06 Adds 25% on damage because of scissors type attack.	
PT07 Adds 50% on damage because of scissors type attack.	

Mandible

	DAMAGE
MA01 Mandible, very small	d4 x.25
MA02 Mandible, small	d4 x.50
MA03 Mandible, medium	d4
MA04 Mandible, large	d6
MA05 Mandible, gigantic	d10
MA06 Adds 25% on damage because of puncture attack.	
MA07 Adds 50% on damage because of puncture attack.	

Paw

	DAMAGE
PW01 Paw, very small	d4 x.25
PW02 Paw, small	d4 x.50
PW03 Paw, medium	d4
PW04 Paw, large	d6
PW05 Paw, gigantic	d8
PW06 Adds 25% on damage because of high strength.	
PW07 Adds 50% on damage because of high strength.	

Hoof

	DAMAGE
HF01 Hoof, very small	d4 x.25
HF02 Hoof, small	d4 x.50
HF03 Hoof, medium	d4
HF04 Hoof, large	d6
HF05 Hoof, gigantic	d10
HF06 Adds 25% on damage because of high weight impact.	
HF07 Adds 50% on damage because of high weight impact.	

Tail

	DAMAGE
TA01 Tail, very small	d4 x.25
TA02 Tail, small	d4 x.50
TA03 Tail, medium	d4
TA04 Tail, large	2d4
TA05 Tail, gigantic	3d4
TA06 Adds 25% on damage because of high strength impact.	
TA07 Adds 50% on damage because of high strength impact.	

Tentacle

	DAMAGE
TN01 Tentacle, very small	d4 x.25
TN02 Tentacle, small	d4 x.50
TN03 Tentacle, medium	d4
TN04 Tentacle, large	d6
TN05 Tentacle, gigantic	d10
TN06 Adds 25% to damage because of crushing attack.	
TN07 Adds 50% to damage because of crushing attack.	

Other

	DAMAGE
MS01 Trunk, medium	d6
MS02 Trunk, large	d8
MS03 Trunk, gigantic	d10
MS04 Stampede, small	d10
MS05 Stampede, medium	2d10
MS06 Stampede, large	4d10
MS07 Stampede, concentrated	8d10
MS09 Kick or Butt	
See Strength Related Damage	
MS10 Snake Constriction	
See Tentacle Damage	
MS11 Full Body Impact	
See Strength Related Damage using Punch Damage	

Attack damage may be increased by the GM for unusual creatures or characteristically nasty types of attacks.

Animals

HABITAT

A Fresh Water
B Salt Water
C Rivers, Streams
D Grasslands/Tundra
E Pastures/Hills
F Forest
G Rain Forest
H Mountains
I Desert
J Cities/Suburbs
K Islands/Isolated
L Domesticated

CLIMATE

M Tropical
N Sub-Tropical
O Temperate
P Sub-Arctic
Q Artic/Antarctic

EATING HABITS

1 Herbivore
2 Omnivore
3 Carnivore

PHYSICAL

a Membrane/Skin
b Hide/Scales
c Heavy Hide/Heavy Scales
d Fat Layer
e Light Fur/Feathers

TMP = Temper AGL = Agility DEX = Dexterity
TOX = Toxin STR = Strength
INF = Information HPT = Average Hit Points

FISH, SMALL

AGL	DEX	HPT	TMP	STR	TOX	INF ABow
14	08	10	55	02	1-10	

Includes: Piranah, and small carnivorous fish with teeth or beak. May sting or poison.
Damage: BIO1-BIO2

FISH, MEDIUM

AGL	DEX	HPT	TMP	STR	TOX	INF ABcbow
10	08	30	45	05	1-2 Rare	

Includes: Small Sharks, Barracuda and other predatory fish.
Damage: BIO2-BIO4

FISH, LARGE

AGL	DEX	HPT	TMP	STR	TOX	INF ABcbow
08	08	100+	40	25+	1-2 Rare	

Includes: Sharks, Rays, Swordfish, Tuna, and large game fish. Rays and eels have the ability of electric shock.
DAMAGE: BIO4-BIO6+

BIRDS

AGL	DEX	HPT	TMP	STR	TOX	INF DEFGHIJKLMNQP123efmopry
14	16	10+	65	3-5	-	

Includes: Hawks, Seagulls, Eagles, and Crows.
Damage: CL01-CL03, BIO1-BIO3

BIRDS, LARGE

AGL	DEX	HPT	TMP	STR	TOX	INF DEFGHIJKLMNQP123fmopry
13	15	20+	65	5-9	-	

Includes: Condor and Great Eagles
Damage: CL04, BIO3-BIO5

BIRDS, FLIGHTLESS

AGL	DEX	HPT	TMP	STR	TOX	INF DEIKMNO123flmopry
12	14	40+	45	10+	-	

Includes: Ostrich, Moa, and extinct species.
Damage: BIO2, Kick (see strength)

PHYSICAL

CONTINUED
f Medium Fur/Feathers
g Heavy Fur
h Bony Plates/
Exoskeleton
i Shell
j Spines
k Regenerate Lost Part
BEHAVIOR
l Solitary
m Mated Pairs
n Family Group
o Herd/School/Flock
p Colonies
q Burrower
r Flyer
s Climber
t Runner
u Crawler
v Jumper
w Swimmer
x Sessile
y Migratory
z Hunter

MAMMALS, SMALL

AGL	DEX	HPT	TMP	STR	TOX	INF Most areas, Climates
14	14	05	55	02	1-2	

Includes: Rats, Possums, Dogs, Small Monkeys
Damage: BIO1-BIO3, Also slash attack. May be mildly toxic in some rare cases.

MAMMALS, MEDIUM

AGL	DEX	HPT	TMP	STR	TOX	INF Most areas, Climates
14	13	20+	40	08+	-	

Includes: Wolverines, Smaller Bears, Badgers and Apes.
Damage: BIO1-3, May have slash attack.

MAMMALS, LARGE

AGL	DEX	HPT	TMP	STR	TOX	INF Most areas, Climates
13	12	50+	50	14+	-	

Includes: Great Cats, Bears, Extinct Mammals, and Large Canines
Damage: BIO3-BIO6

MAMMALS, GRAZERS

AGL	DEX	HPT	TMP	STR	TOX	INF Most areas, Climates
14	10	50+	70	15+	-	

Includes: Deer, Antelope, Most herd Animals.
Damage: BIO1-BIO3, Kick, Horn, Stamped, or Hoof in any combinations.

REPTILES, SMALL

AGL	DEX	HPT	TMP	STR	TOX	INF ACEFGIKMNO123bchijklz
09	10	15+	47	04	01-06	

Includes: Snakes, Lizards, may include small running dinosaurs and Turtles.
Damage: BIO1-BIO2

REPTILES, MEDIUM

AGL	DEX	HPT	TMP	STR	TOX	INF AGIKMN123cbhijklpstuvmwz
08	10	25+	50	06+	01-04	

Includes: Larger snakes, lizards, may include extinct dinosaurs or running lizards up to the size of a man.
Damage: BIO1-BIO4, Tail, Kick, Claw

REPTILES, LARGE

AGL	DEX	HPT	TMP	STR	TOX	INF AGIKMN123chijklpstuvmwz
07	10	75+	40	25+	-	

Includes: Giant Reptiles and Dinosaurs
Damage: BIO4-BIO6, Tail, Claw, Rip or Slash

REPTILES, GIANT

AGL	DEX	HPT	TMP	STR	TOX	INF ABCGIKMN123chijklpstuvmwz
07	09	150+	40	50+	-	

Includes: Large carnivorous dinosaurs
Damage: BIO4 x2 Tail, Claw, Rip or Slash

INSECTS

AGL	DEX	HPT	TMP	STR	TOX	INF CDEFGHIJKMNO123hijkprzw
14	09	1	50	-	1-2	

Includes: Flies, Bees, Beetles, etc.
Damage: ST01, BIO1, MA01

INSECTS, GIANT

AGL	DEX	HPT	TMP	STR	TOX	INF DEFGHKKMNO123ijkprz
09	06	10+	50	03	1-2	

Includes: Beetles and Extinct Giant Species
Damage: BIO1-BIO3, ST01-ST02, MA01-MA02

These listing are generalizations for use by the GM. Use size modifiers.

Remember, animal attacks can be variable and unpredictable. Use logic and consider the animal, its habits, and general reaction to provocation.

Exhaustion Option

Combat exhaustion is an option for long situations of physical combat or for those special acrobatic stunts done in any quantity the GM suspects of being in excess of human limits.

Points

Use your character's constitution added to strength as a base number for your Exhaustion Points.

Combat

Reduce Exhaustion Points by one point per punch or kick during combat. For acrobatic stunts use the Difficulty Rating of a stunt for the number of points used.

0 Points

When points reach 0, begin to reduce your dexterity, dodge, and strength in the same way as your Exhaustion Points. The player has the choice of which statistics are reduced. This reduction can be split between the three statistics.

- At 0 Dexterity a character can not hit the broad side of a barn.
- At 0 Dodge the character is clumsy and can fall with little provocation.
- At 0 Strength the character can punch, but not with any effectiveness.

REMEMBER

- 01 This is not a permanent reduction.
- 02 Exhaustion Points are regained at a rate of 2 per minute of rest.

Modifiers

SLEEP

A lack of sleep will reduce your general Exhaustion Points by 10% cumulative per 24 hours of being awake.

DRUGS

Drugs can add +10% to your Exhaustion Points per 12 hours of use with a penalty of +50% of the needed amount of sleep.

DETERMINATION

Solid mental determination can add d10 Exhaustion Points for a single use in a 24 hour period.

PHYSICAL TRAINING

Special physical training as Martial Arts, Boxing, Gymnastics or Combat Sports teach the ability to weather exhaustion with a gain of 3 Exhaustion Points per skill level.

REMEMBER

- 01 Do not use Exhaustion Points unless specified by the GM.
- 02 General action does not use Exhaustion Points unless the activity is special or determined to be strenuous.

EXPLOSION

Objects are affected in two different ways by explosives.

- 01 Concussion Damage
- 02 Fragmentation

CONCUSSION DAMAGE

The first type of damage from explosion is straight concussion damage. This slap of force is divided by the object or victim's distance in feet from the blast center.

FRAGMENTATION

The second type of damage is created by fragmentation that is deliberate or caused by material disintegration. These fragments travel with the same penetration as the force of the blast. Treat fragments as bullet wounds. Fragment velocity is divided by the victim's distance in feet from the blast.

REMEMBER

- 01 Divide the total points of blast damage or fragmentation velocity by the distance, in feet, from the blast.

MODIFIERS

Different circumstances will change the configuration of the blast wave and the resulting damage slap of force.

TYPE	MULTIPLIER	TYPE	MULTIPLIER
Unprepared	Full	Mud	x.50
Prone	x.75	Sand	x.75
Shallow Hole	x.50	Debris	x.50
Deep Hole	x.25	Rock	x.25
Heavy Wall	x.50	Brush	x.75
Heavy Trees	x.25	Snow	x.75
Light Trees	x.50	Water	x.75

Harrison & Friends

The second bomb mailed to Robert Harrison does not have sufficient postage so it is deposited with a few hundred other packages to teach the postal offender a lesson.

Far into the night the strain of being under three hundred pounds of mail crushes the package.

The box detonates with a force of 3,400 points and vaporizes the 15 foot stack of mail in the back of the post office.

The rear brick wall is 10 feet from the blast. The 3,400 points is divided by the distance in feet from the blast to become 340 points as it strikes the wall. The bricks of the wall can only stand 50 points. The wall shatters and 290 points of force continue outward to strike a postal jeep behind the building.

The jeep is 15 feet behind the now mostly destroyed building. The 290 point blast is again divided by the distance in feet from the wall to the jeep. Now 19 points of blast hit the jeep, shattering the glass windows, and denting a few thin metal areas.

Brother Johnson begins to plan again.

Blade Damage

Blade damage and impact are dependent on four factors. Each of these factors add to the damage and blade penetration. These include:

BASE DAMAGE

Indexed from the type of blade and the use or cutting action.

BLADE LENGTH

- A The length of the blade in inches.
- B The actual area of the blade that impacts into the target.

ATTACKER STRENGTH MODIFIER / BLADE WEIGHT

The general weight of the blade indexed to the strength of the person using it to produce a number of dice of damage.

SHARPNESS

The final damage multiplier dealing with the sharpness of the blade.

BLADE DAMAGE =

BASE BLADE STRENGTH SHARPNESS
DAMAGE + LENGTH + & WEIGHT x MULTIPLIER

Blade Weight

For Strength, go to the Strength Damage table and index the strength of the attacker by the general weight of the blade. Most blades will fall into one these general categories.

VERY LIGHT

These are the small blades and knives that have little or no weight modifiers. Index these from the PUNCH / KICK column.

LIGHT

A step up from the pocket blades are the small utility, hunting, survival, and cooking knives that are a little heavier. Index these from the LIGHT OBJECT table.

MEDIUM

These are the heavy blades, large survival knives, combat blades, and short swords. Index these larger blades from MEDIUM OBJECT in the Strength Damage table.

HEAVY

Heavy blades are the swords and larger combat weapons. Index these from the HEAVY OBJECT column of Strength Damage.

Sharpness

	DAMAGE MULTIPLIER
BLUNT EDGE	x0.25
VERY DULL	x0.50
DULL	x0.75
AVERAGE	x1.00
SHARP	x1.25
VERY SHARP	x1.50
RAZOR SHARP	x2.00

Blade Use

Blade damage is any structural harm that comes from a sharpened, edged weapon. These weapons may be as simple as chipped flint or complex as a finely balanced throwing knife.

Damage from blades depends on use by the attacker and, in more complex situations, the area hit.

USE OF BLADE WEAPONS

- 01 STAB To impact, a puncture wound. d100% of blade length.
- 02 IMPALE A deep, puncture wound. Up to maximum blade length.
- 03 CUT A shallow, long wound. Up to d4 inches of blade used.
- 04 SLASH A deep, long wound. Up to d6 inches of blade used.
- 05 CHOP Impact from a heavy blade. Thickness of blade.

WTE = Blade Weight Equivalency

LEN = Length of Blade

N = Users Strength, No WTE Bonus

BASE DAMAGE BY IMPACT TYPE

BLADE TYPE	LEN	STB	IMP	CUT	SLA	CHO	WTE
Flint Blade	03"	d4	-	d4	d4	-	N
Stone Axe	04"	-	-	d4	d4	d6	L
Stone Spear	03"	d6	2d6	d4	-	-	H
Short Blade	04"	d6	d8	d6	d4	-	N
Medium Blade	06"	d6	d6	d4	d4	-	L
Long Blade	12"	d8	d8	d6	d6	d4	M
Short Sword	23"	d8	d10	d8	d8	d10	M
Sword	41"	d8	d10	d10	d10	d10	H
Great Sword	70"	d10	2d10	d8	d10	2d10	H

SPECIAL / POPULAR BLADE WEAPONS

Halberd	12"+	d8	2d10	d8	d10	2d10	H
Axe, double	06"	-	-	d6	d10	3d6	H
Survival Kni	14"	d8	d6	d8	d8	-	M
Razor	05"	-	-	d8	d10	-	N
Meat Cleaver	06"	-	-	d6	d8	d10	M
Bowie Knife	10"	d6	d8	d8	d8	d6	M
Rapier	35"	2d6	3d6	d6	d8	-	N
Katana	45"	d8	d10	d10	2d10	d10	M

SPECIAL / UNUSUAL BLADE WEAPONS

Star	02"	d4	-	-	-	-	N
Chain Saw	14"	2d10	4d10	2d10	2d10	3d10	H
Scimitar	36"	d6	d10	d10	3d6	2d6	H
Trench Knife	14"	d6	-	d6	d8	-	M

SPECIAL / MISC WEAPONS

Garrote	-	-	-	d6	-	-	N
Brass Knuckles	-	-	-	d4	-	-	L
Bull Whip	-	-	-	-	d6	-	N
Broken Bottle	d4	-	-	d6	d8	-	N
Cat O' Nine Tails	-	-	-	-	d8	-	N
Crowbar	d4	d6	-	-	d4	d6	H

Remember, a blade weapon impact is limited to the amount of blade surface that actually comes into contact with the victim.

EXAMPLE:

As Josh lunges with a 10" trench knife and hits Fred he impacts with 75% of the blade. The damage from blade length would be 75% of 10 inches or 7.5 rounded down to 7 inches.

BURNS

Any source of heat that damages living tissue is a burn. Burns may come from direct contact or projected energy.

Burn Types

	TEMPERATURE DAMAGE PER ACTION		
	HOT	BURN	HIGH TEMP
Radiant Heat	d4	d8	d10
Flashburn*	d6	d10	2d10
(chance blindness)	10%	40%	85%
(natural recovery)	90%	65%	20%

* If eyes are unshielded blindness may result from flashburns. Natural recovery is within 2d6 days.

Contact

Near contact burns usually do not ignite the victim unless the burn is classified as a high temperature burn. Any high temperature burn has a 25% chance of causing a flammable object to ignite if the burn lasts more than one action.

Burn damage continues from the initial burn damage taken. Each turn the amount of damage will increase by the INCR number until the fire is extinguished.

Fire Spread

	TEMPERATURE DAMAGE PER ACTION			
	HOT	BURN	HI-TMP	INCR
Small Area	d4x.25	d4x.50	d4	1
Medium Area	d4x.50	d4	d6	2
Large Area	d4	d4+02	d6+02	4
Fragment Burn*	d6	2d6	3d6	

BURNING LIQUID SATURATION

	HOT	BURN	HI-TMP	INCR
	d4	d6	d10	2
Limited Spotting	d4	d6	d10	2
Saturation				
up to 25% body	d6	2d6	3d6	5
Saturation				
up to 50% body	2d6	3d6	4d6	8
Saturation				
up to 75% body	3d6	4d6	5d6	10
Saturation				
up to 99% body	4d6	5d6	6d6	14

Lung Damage

BURN DAMAGE TO LUNGS PER ACTION

	HOT	BURN	HI-TMP
Constitution Damage	d4	2d6	4d6

	LIGHT	HEAVY	DENSE
Smoke Inhalation	0	1	d4

* Burning fragments do the same damage as projectiles with the added ability to burn until extinguished. This includes tracers, sodium, and phosphorus projectiles.

Extinguishing Fire

Any character may assist the burning victim or object by trying to smother the fire. Each person assisting may add to the damage stopped per turn.

TYPE	EXTINGUISHES PER ACTION	DAMAGE TO RESCUER
Bare Hands	d6	d4
Roll on Ground	2d6	d4 x.50
Roll in Snow	3d6	d4 x.50
Blanket Wrap	2d6	d4 x.50
Fire Blanket	4d6	d4 x.25
Dry Extinguisher	5d6	0
Water Bucket	2d6	0
Sand Bucket	3d6	0
CO2 Extinguisher	4d6	0
Soda Acid	3d6	0
Chem Foam	6d6	0
Water Emersion	10d6	0

Electrical Damage

To find any electrical damage multiply the amperage by a d10. Index the result below.

RESULT	CHANCE OF UNCONSCIOUSNES	CHANCE OF DEATH	HIT POINT DAMAGE
001-010	10%	0%	d4
011-020	15%	10%	2d4
021-030	20%	15%	2d6
031-040	25%	20%	3d6
041-050	30%	25%	4d6
051-060	40%	30%	5d6
061-070	50%	40%	6d6
071-080	60%	50%	7d6
081-090	70%	60%	8d6
091-100	80%	70%	9d6
101-200	90%	80%	10d6
201+	98%	98%	10d6

PHYSICAL CONTACT WITH ELECTRICAL SOURCES

- 01-08 Full damage, victim thrown by shock.
- 09 Two actions full damage then go to 1.
- 10 Victim paralyzed to source until off or contact is broken.

REMEMBER

At death a victim goes automatically unconscious. His or her constitution begins to fail at a rate of two points per minute until death or medical aid.

SURVIVING ELECTRICAL DAMAGE

Any electrical shock that kills has a chance of doing mental damage to the victim.

- 01-95 There is No Mental Damage
- 96-98 Reduce d6 mental skills one point
- 99 Reduce d4 mental skills d4 points
- 00 Reduce skills and statistics d4 points

ATMOSPHERIC

Atmospheric damage is sustained when a character is exposed to any environment that has the wrong pressure or atmosphere mixture.

Pressure

DAMAGE PER MINUTE	HIT POINT REDUCTION	CONSTITUTION REDUCTION
Vacuum	2d10	2d10
Very Thin	d10	d6
Thin	No Damage	1
Thin Standard	No Damage	*
Standard	No Damage	No Damage
Heavy Standard	No Damage	*
Heavy	No Damage	1
Super Heavy	2d10	d6
Dense	3d10	d10

* These atmospheric pressures only effect characters who are exerting a high degree of physical action. Reduce constitution one point per minute until they rest or fall unconscious. At this time they begin to recover constitution normally.

Lung Damage

Atmospheric damage can also be sustained by breathing gasses that damage lung tissue or inhibit proper respiration.

These problems often manifest in the form of fuzzy thinking, coughing, a loss of AGL, DEX, ACC, STR, THR, DOD and choking.

Content

DAMAGE PER MINUTE	HIT POINT REDUCTION	CONSTITUTION REDUCTION
Light Corrosive	d6	d6
Medium Corrosive	d10	2d6
Heavy Corrosive	2d10	3d6
Light Noxious	No Damage	1
Medium Noxious	No Damage	d4
Heavy Noxious	d4	d6

Noxious atmospheres are higher in Ammonia, Hydrogen, Methane, Chlorine, Cyanide, Compounds and Sulfur Dioxide. In higher concentrations Ammonia, Chlorine, and Sulfur Dioxide, become corrosive and deadly to unprotected life.

In some cases the wrong mixtures of common breathable gasses will also cause side effects of giddiness, dizziness, difficult respiration, unconsciousness and death.

Protective Suits

Most normal vac and environmental suits are designed to withstand the extremes of pressure and temperature. Punctures to suits that are not resealing are normal damage. Punctures in extremities cause half damage.

Radiation Exposure

In cases of radiation exposure multiply the intensity of the radiation by the time the character spends in the area.

PERCENTAGE OF HOUR IN HOT AREA	RADIATION MULTIPLIER
01-05 Minutes	0.06 Accumulation
06-10 Minutes	0.12 Accumulation
11-15 Minutes	0.25 Accumulation
16-30 Minutes	0.50 Accumulation
31-45 Minutes	0.75 Accumulation
46-60 Minutes	1.00 Accumulation

RADS/HOUR ACCUM.	HIT POINT DAMAGE PER HOUR	CONSTITUTION REDUCTION PER HOUR	STRENGTH REDUCTION PER HOUR
0- 100	0	0	0
101- 150	0	d4 x.25	0
151- 200	d4 x.25	d4 x.50	0
201- 300	d4 x.50	d4 -1	0
301- 400	d4	d4 -1	d4 x.25
401- 500	d6	d4 -1	d4
501-1000	d10	d4	d4
1001-2000	2d10	d6	d4
2001-4000	4d10	d8	d6

DEFINITIONS

RADS

The intensity of the radiation.

DAMAGE

The hit point damage a character suffers per hour while exposed to radiation.

CONSTITUTION REDUCTION

The loss of constitution per hour indexed by the amount of exposure in rads.

STRENGTH REDUCTION

The loss of strength per hour after being exposed to radiation.

REMEMBER

- 01 Radiation exposure is accumulated.
- 02 Every hour after exposure the total accumulated radiation level drops by 3d10 +3 points. This is the ability of the character to recover from exposure
- 03 At higher levels of exposure the victim begins to take constitution and strength damage until the level of exposure drops to safer levels.
- 04 Specialized hospital care and treatments can double the accumulation reduction per hour. At exposures of 500 rads or above the character's natural constitution regeneration and hit point healing stops.

At high rad doses characters experience nausea, shaking, vomiting, high temperature, convulsions, and death.

RADIATION SHIELDING

Shielding is any form of material that protects from radiation hazard. Multiply the final radiation exposure by the material used for shielding. In cases of * multiply the final result by .25 a second time.

Light Vehicle	x.50	Light Rad Suit	x.25
Heavy Vehicle	x.50	Heavy Rad Suit*	x.25
Armored APC	x.25	Stone*	x.25

FALLING OBJECTS

Any object dropped on a character may cause damage. All weights listed are in lbs.

DAMAGE IN SIX SIDED DICE

OBJECT WEIGHT	HEIGHT OF FALL									
	10	20	30	40	50	60	70	80	90+	
01- 09	0	1	1	2	2	3	4	5	6	
10- 20	1	1	2	2	3	4	5	6	7	
21- 30	1	2	3	4	5	6	7	8	9	
31- 40	2	3	4	5	6	7	8	9	10	
41- 50	3	4	5	6	7	8	9	10	11	
51- 60	4	5	6	7	8	9	10	11	12	
61- 70	5	6	7	8	9	10	11	12	13	
71- 80	6	7	8	9	10	11	12	13	14	
81- 90	7	8	9	10	11	12	13	14	15	
91-100	8	9	10	11	12	13	14	15	16	
101-150	9	10	11	12	13	14	15	16	17	
151-200	10	11	12	13	14	15	16	17	18	
201-250	11	12	13	14	15	16	17	18	19	
251-300	12	13	14	15	16	17	18	19	20	
301-350	13	14	15	16	17	18	19	20	21	
351-400	14	15	16	17	18	19	20	21	22	
400+	15	16	17	18	19	20	21	22	23	

Harrison & Friends

After a busy night of writing, Robert Harrison decides to make a pot of coffee. As he pulls open the cupboard door a 10 pound can of coffee rolls off the shelf.

Robert takes a second to ponder why he put it there as he dodges out of the way. Had he not escaped, (failed his dodge roll), the can would have impacted with 1d6 damage to his head or shoulders.

Head Damage

Crushing or severe structural damage to the character's head invariably kills the character.

Index the mass of the object by the height it falls from.

Roll a d100 over this percentage. If the character fails this roll, his head has been crushed and his brain destroyed.

MASS OF OBJECT	HEIGHT OF FALL			
	01-05	06-10	11-20	30-40
Very Light	0%	0%	02%	02%
Light	0%	02%	02%	04%
Medium	04%	06%	10%	15%
Heavy	06%	10%	15%	30%
Dense	10%	15%	30%	60%
SIZE MODIFIER				
Very Small	-10%	Chance brain damage		
Small	-05%	Chance brain damage		
Medium	0%	No modifier		
Large	+10%	Chance brain damage		
Gigantic	+20%	Chance brain damage		

FALLING CHARACTERS

When a character falls, there are two choices of fall. First is the uncontrolled, panic or surprise impact. This type of impact does full damage to the character.

The second type of impact is the no panic, controlled impact. The chance of the accomplishment of a controlled impact is rolled on a d100. The base number to roll under is 20 + Agility + one point per level of martial arts defense skill.

This controlled impact reduces fall damage by 50% (multiply damage by x.50). This ability to control fall is limited to falls under 50 feet in height.

REMEMBER

01 Roll under (20 + Agility +1pt per martial arts level) on a d100 for success.

Fall Damage

DAMAGE IN d10

WEIGHT OF VICTIM	HEIGHT IN FEET OF FALL							
	0-10	11-20	21-40	41-60	61-80	81-100		
001-025	0	0	0	0	1	2		
026-050	0	0	0	1	2	3		
051-075	0	0	1	2	3	4		
076-100	0	1	2	3	4	5		
101-150	1	2	3	4	5	6		
151-200	2	3	4	5	6	7		
201-250	3	4	5	6	7	8		
251-300	4	5	6	7	8	9		
301-350	5	6	7	8	9	10		

IMPACT MODIFIERS ON DAMAGE

TYPE	MODIFIER	TYPE	MODIFIER
Water	x.75	Debris, Small	x.50
Mud	x.50	Debris, Medium	x.75
Damp Earth	x.75	Branches, Light	x.75
Sand	x.50	Branches, Dense	x.50
Gravel	x.75	Coniferous	
Dry Earth	x1.00	Branches	x.50
Swamp	x.50	Partial	
Spongy Plants	x.50	Parachute	x.50

Harrison & Friends

Robert Harrison goes on assignment in Iowa to find the cause of a string of mysterious cattle deaths. Too late, he hears the old farmer's warning of "Watch out for the well" as his feet break through decaying timbers.

Robert will impact with 4d10 damage unless he can control his fall. His base percentage is 20 + his Agility of 11 + his martial arts ability of 1 or 1%. Robert must roll under a 32 on a d100 for success.

Rolling 96 on a d100, Robert slams into the bottom of the shaft and takes 19 points of Whole Body Damage.

BONE BREAKAGE

Bone breakage may be found as a percentage equal to 1% chance per every 2 feet of fall.

Starvation

To survive, any life form must consume a determined amount of (food) and (water).

In situations where intake is low or non-existent, a character begins to burn food and water reserves. When reserves reach 0 the character begins to take daily damage from starvation and dehydration.

RESERVES:

WATER POINTS

Constitution +20 points for a normal individual. Add 1 point for every pound overweight.

FOOD POINTS

Constitution +20 points for a normal individual. Add 2 points for every 10 pounds overweight.

POINTS NEEDED FOR DAILY SURVIVAL

ACTIVITY	FOOD POINTS	WATER POINTS
Strenuous	28	160 2.0 gal.
High Activity	25	120 1.5 gal.
Normal Activity	20	80 1.0 gal.
Low Activity	15	40 .5 gal.
No Activity	10	20 1.0 qt.

REMEMBER

- 01 Reduce the character's food and water reserve d6+1 points whenever their daily requirements are not met.
- 02 At water reserve 0 the character begins to take damage in the form of 1 point constitution and d4 hit points per day.
- 03 At food reserve 0 the character begins to take d4 hit points per day.
- 04 Constitution and hit points do not regenerate during periods of water and food deprivation.
- 05 Restoration of food and water restarts the character's regenerative abilities.
- 06 Reserves are replenished by over-supply of food and water requirements at a rate of d10 points per day.
- 07 Hotter climates accelerate this loss.

Modifiers

CLIMATE TYPE	TEMPERATURE FAHERENHEIT	CONSTITUTION LOSS	HIT POINT LOSS
Hot	85- 95	x1.00	x1.00
Very Hot	96-105	x1.50	x1.50
Blistering	110-125	x2.00	x2.00
Burning	125+	x3.00	x3.00

EFFECTS OF DEHYDRATION / STARVATION

25% Con Loss:	Nausea, Headache
50% Con Loss:	Giddiness, Hallucinations
75% Con Loss:	Failing Strength
98% Con Loss:	75% Chance Unconsciousness

See the appendix for food values. These tables are designed for average human types.

Food Values

TYPE	VALUE	TYPE	VALUE
Apples	2.0	Noodles	2.0
Apricots	0.5	Nuts	4.0
Asparagus	0.5	Olives	0.1
Bacon	1.0	Olive Oil	0.5
Bakery Mix	0.5	Onions	0.5
Barley	1.0	Oranges	0.5
Beans	1.5	Pasta	2.0
Beef	3.0	Pasta, Enriched	3.0
Beets	0.5	Peaches	0.5
Candy	1.0	Peanut Butter	1.5
Carrots	0.5	Pickles	0.2
Cat Food	1.0	Pie Filling	1.5
Catsup	0.2	Pineapple	2.0
Cereal	1.0	Plums	0.5
Cheese	2.0	Pork Chops	3.0
Chewing Gum	0.1	Potato	1.2
Chicken	2.0	Peas	1.0
Chile	2.5	Pears	1.0
Chocolate	1.5	Prunes	0.5
Cocoa	1.0	Raisins	1.0
Coconut	1.5	Rice	2.0
Coffee	0.1	Salad Dressing	0.7
Cookies	1.5	Salad Oil	0.6
Corn	2.0	Salmon	1.0
Crackers	0.5	Sauce, Meat	0.3
Cranberrys	0.7	Sardines	2.0
Cream	0.7	Sausage, Pork	1.5
Cream (chem)	0.1	Shortening	0.5
Dessert Gel	1.5	Shrimp	2.0
Dog Food	1.0	Soup	1.5
Eggs	1.0	Spaghetti	3.5
Fish	1.7	Spinach	0.5
Flour, Wheat	0.5	Starch	1.5
Flour, Rye	0.7	Sugar	0.5
Frankfurter	2.0	Tea	0.1
Fruitcake	0.5	Tomato	0.3
Fruit, Candied	1.5	Tuna, Water Pak	1.5
Fruit Cocktail	2.0	Tuna, Oil Pak	2.0
Gelatin	0.5	Turkey	2.0
Grapes	0.5	Vinegar	0.5
Ham	2.5	Yeast	0.5
Hamburger	2.0	Wild Game	2.5
Ice Cream	3.0	Beer	1.5
Jam, Fruit	0.5	Hard Liquor	1.0
Jelly, Fruit	0.4	Wine	1.0
Lard	1.5	Soda Pop	0.5
Lemon	0.5	SURVIVAL RATIONS	
Lunch Meat	1.0	Air	12.0
Macaroni	2.0	Sea	12.0
Margarine	1.0	Combat	15.0
Marmalade	0.6	Survival	20.0
Marshmallow	1.0	FRESH FOOD BONUS	
Mayonnaise	1.0	Add a +.02 to any food values that are fresh.	
Milk	1.5	CANNIBALISM	
Molasses	0.5	Human, Adult	2.0
Mustard	0.1	Human, Child	2.2
Mushrooms	0.1		

Strength Related Damage

Index the strength of the attacker by his or her action to find damage to the victim.

Complete surprise by the attacker gives full damage with no modifiers. Non-surprise and face to face situations allow the victim a dodge action.

ATTACKER STRENGTH	PUNCH or KICK	LIGHT OBJECT	MEDIUM OBJECT	HEAVY OBJECT
01-05	d6x.25	d6x.50	d6	2d6
06-10	d6x.50	d6	2d6	3d6
11-20	d6	2d6	3d6	4d6
21-30	2d6	3d6	4d6	5d6
31-40	3d6	4d6	5d6	6d6
41-50	4d6	5d6	6d6	7d6
51-60	5d6	6d6	7d6	8d6
61-70	6d6	7d6	8d6	9d6
71-80	7d6	8d6	9d6	10d6
81-90	8d6	9d6	10d6	11d6
91-99	9d6	10d6	11d6	12d6

EXAMPLE OBJECTS

Light Object Broom Handle, Small Stone
Medium Object Baseball Bat, Large Rock
Heavy Object Lead Pipe, Tire Iron

REMEMBER

- 01 Strength damage is controllable by the attacker. Attackers can use any level of strength under their own to base damage from. This allows a character to "pull a punch", lessen damage, and not kill a victim.

Harrison & Friends

It's a quiet Night in the Midwest as Robert Harrison drops into Tyler's bar for a sandwich and a few beers.

Spotting a good looking lady alone at the bar, Robert introduces himself and offers to buy her a drink.

With a response of "Get lost, Weirdo", she proceeded to tell him that her boyfriend was coming back.

Undaunted, Robert now launches into an introduction of himself and of his brand new, science fiction novel, "Pookon and the Slime Lords of Uranus".

Her boyfriend, Ed Powers, with a strength of 11, comes up behind them and decides to teach this fruitcake a mild lesson. Of the d6 points he can do, he decides to reduce the final damage result to 1 point and punches Harrison.

Robert Harrison staggers a few steps backward, tripping over a briefcase labeled B.E. Morreau and exits the bar.



Temperature

Exposure to extremes of temperature will cause damage if adequate protection is not available to the character.

PROTECTION

BUFF This is absolutely no protection.
MINIMAL This is the lightest or least amount of clothing available.
LIGHT This is normal summer wear and light foot protection.
MEDIUM Light protection for cooler climates including light jacket.
HEAVY Winter protection from cold, snow and frigid climate.
ARCTIC Special cold protection available for survival in sub-zero cold.
VAC SUIT Complete body protection for hostile environment and atmosphere.

COLD DAMAGE

PER TWO MINUTES

Cold

Buff	4d6	3d6	2d6	2d6	d6
Minimal	4d6	3d6	2d6	d6	d6x.50
Light	3d6	2d6	1d6	d6x.50	n/e
Medium	2d6	d6	d6x.50	n/e	n/e
Heavy	d6	d6x.50	n/e	n/e	n/e
Arctic	d6x.50	n/e	n/e	n/e	n/e

HEAT DAMAGE

PER ONE HOUR

Heat

Buff	d6x.50	d6	2d6	3d6
Minimal	n/e	d6x.50	d6	2d6
Light	n/e	n/e	d6x.50	d6
Medium	n/e	n/e	n/e	d6x.50

All temperatures are given in degrees fahrenheit. Convert to celsius by subtracting (32) degrees then multiply the result by (5). Divide that result by (9).

$$\frac{((\text{Temperature F} - 32) \times 5)}{(9)}$$

TOXINS

Toxins and poisons are any material, ingested, inhaled, or contacted that does 3 possible types of damage.

DAMAGE

- A CAUSTIC TO TISSUES
Does d4 points of damage per level of toxin, per hour, until it is neutralized. Affects hit points.
- B NEURAL TOXINS
Any substance that slows or damages nervous function in living tissue. Affects constitution.
- C HEMO-TOXINS
Any substance that impairs or damages the blood transport system.

Each poison listed has an assigned or a variable toxic level. This level is the damage to Hit Points or Constitution per hour. This continues until the victim passes through the critical period of poisoning.

TOXIN RATING	CONSTITUTION REDUCTION PER HOUR
01 d4 x.25	06 d6 +01
02 d4 x.50	07 d6 +02
03 d4	08 d6 +03
04 d4 +01	09 d6 +04
05 d6	10 d6 +06

REMEMBER

- 01 Roll damage once per hour until the poison passes its critical stage.
- 02 Poison antidotes for general types of poisons reduce the loss of hit points and constitution by d4 points per hour in the critical phase.
- 03 Specific poison antidotes reduce hit point and constitution damage by d10 points per hour in the critical phase.
- 04 Specific toxin antidotes only effect specific types of poisoning. The wrong antidote type has no effect. It takes one hour per antidote test.
- 05 After the critical hours have passed the victim begins to recover normally.
- 06 Toxins may have lingering side effects or lengthy recovery periods.

Toxin Types

ANIMAL POISONS

Rating 01-08 Critical Time 4d6 hrs.
Effect Any Symptoms a b c d e g h m
(stings, bites, and contact toxins)

PLANT POISONS

Rating 01-10 Critical Time 4d6 hrs.
Effect Any Symptoms a b c d e f g h i j
(mostly ingested plant toxins)

MISCELLANEOUS PESTICIDES

Rating 01-06 Critical Time 3d4 hrs.
Effect B Symptoms g h
(damages respiration)

RODENTICIDES

Rating 01-06 Critical Time 3d8 hrs.
Effect B Symptoms g j
(damages heart)

NITROGEN COMPOUNDS

Rating 01-08 Critical Time d6 hrs.
Effect C Symptoms a b l m k
(damages blood / respiration)

HALOGENATED HYDROCARBONS

Rating 01-10 Critical Time d4 +01 hrs.
Effect C Symptoms a b c d e g h i
(damages heart)

ALCOHOLS AND GLYCOLS

Rating 01-04 Critical Time 3d4 hrs.
Effect B Symptoms a b c d g h
(drinkable alcohol, rates 1 at 80 proof, 2 at 151 proof and 3 in pure ethyl form)

ESTERS, ALDEHYDES, KETONES

Rating 01-10 Critical Time 2d4 hrs.
Effect A Symptoms b c k g l m
(damage to tissues)

HYDROCARBONS

Rating 01-08 Critical Time 3d6 hrs.
Effect A Symptoms a b c f g m
(damage to tissues)

CORROSIVES

Rating 01-10 Critical Time 3d6 hrs.
Effect A Symptoms c m
(damage to tissues)

METALLIC POISONS

Rating 01-10 Critical Time 3d6 hrs.
Effect C Symptoms a b e h j m
(damage to circulatory system)

CYANIDES, SULFIDES

Rating 01-10 Critical Time 2d6 hrs.
Effect B Symptoms a b c e h k
(damage to central nervous system)



ANESTHETICS

Rating 01-06 Critical Time 4d6 hrs.
Effect B Symptoms a e j g
(impairs respiration)

DEPRESSANTS

Rating 01-08 Critical Time 4d6 hrs.
Effect B Symptoms a g i o
(impairs respiration)

AMPHETAMINES

Rating 01-06 Critical Time 4d6 hrs.
Effect B Symptoms b e i j k l o

SYMPTOMS

- | | |
|-------------------------|---------------------|
| a Nausea | i Coma |
| b Headache | j Muscle Tightness |
| c Vomiting | k Confusion |
| d Cramps | l Dizziness |
| e Tremors | m Pain |
| f Diarrhea | n Fatigue |
| g Difficult Respiration | o Visual Impairment |
| h Convulsions | |

These toxins are generally effective on humans and animals though some may have better or weaker resistance to damage and differing critical times.

Toxin effects are the decision of the GM.

Vehicle Impact

Index the MPH speed of the vehicle and multiply the result by 2. Index this vehicle rate to find the damage to the character. A controlled impact modifier can be used in the same way as a controlled fall modifier. See the Impact tables for information.

VEHICLE MPH	HIT POINT DAMAGE	BONE BREAKAGE	BONES BROKEN
0-025	d10	10%	d4x.50
026-036	2d10	20%	d4 -01
037-050	3d10	40%	d6 -01
051-075	4d10	80%	d8 -01
076-100	5d10	85%	d10 -01
101-200	2x5d10	95%	2d6 -02
201-300	3x5d10	98%	4d6 -04
301-400	4x5d10	98%	6d6 -06

Randomize the bones broken by using the body charts and the bone damage table.

For damage to passengers involved in vehicle collisions, index the MPH of the vehicle and add modifiers for vehicle and restraint.

Passengers

VEHICLE SIZE	CONSTRUCTION TYPE	DAMAGE MULTIPLIER
Compact	Fragile	x2.00
Midsized	Fragile	x1.50
Fullsized	Fragile	x1.00
Compact	Semi-Tough	x1.50
Midsized	Semi-Tough	x1.00
Fullsized	Semi-Tough	x0.75
Compact	Tough	x1.00
Midsized	Tough	x0.75
Fullsized	Tough	x0.50

Modifiers

VICTIM IN REAR SEAT	MULTIPLIER
Unrestrained	x1.00
Lap Belt	x0.75
Shoulder Belt	x0.50
Impact Device	x0.25

VICTIM IN FRONT SEAT	MULTIPLIER
Unrestrained	x1.25
Lap Belt	x1.00
Shoulder Belt	x0.75
Impact Device	x0.50

OTHER MODIFIERS	
On Impact Side of Vehicle	x1.50
Vehicle Rolls 1-2 Times	x1.50
Vehicle Rolls 3-5 Times	x2.00
Impact, Unyielding Object	x2.00
Protective Interior Padding	x0.75
Heavy or Padded Clothing	x0.75

HEAD-ON IMPACT

In head-on vehicle impacts total the speed of both vehicles together. This is the MPH to index for damage in this particular type of crash.

Pedestrians

The HPT damage from vehicle impact on unprotected life can be modified by many factors, some controllable by the victim.

SURPRISE: The pedestrian takes damage from the vehicle, as if the vehicle were traveling at twice the current speed / MPH rating.

MODERATE SURPRISE: The victim has a moment to realize he or she is about to be hit by a car. Damage is taken as if the vehicle was traveling at 1.50 times it's present speed.

NON-SURPRISED: The victim takes standard damage and bone breakage percentages as he or she has a moment to move or change position before the shock of impact.

PREPARED: In this case the victim has a chance to roll with the impact or dodge in the hope of limiting the damage taken. This works much the way of a controlled fall. A successful use of being prepared will give the character a damage multiplier of (.75).

Run-Overs

Most serious of the vehicle impacts on unprotected life is the run-over. While most vehicle impacts throw a victim d6 feet per 10 MPH of speed, there is the small chance the victim may be dragged under the vehicle to suffer devastating structural damage. Index victims posture by the vehicles point of impact.

POSTURE OF VICTIM	VEHICLE FRONT	VEHICLE SIDE
Standing	10%	05%
Kneeling	15%	07%
Crawling	25%	10%
Prone	40%	12%

Effect

Roll a d100 on the special table below to determine the effect of the run-over on the victim.

01-50	Victim Run-Over
	Effect: Multiply damage by 1.25
51-75	Victim Suffers Multiple Wheel Impact
	Effect: Multiply damage by 1.50
76-85	Victim Dragged by Vehicle
	Effect: Multiply damage by 2.0
86-95	Multiple Wheel Impact, Dragged
	Effect: Multiply damage by 3.0 with a 40% chance of a lost or crushed limb.
96-98	Impact, Dragged, Mangled
	Effect: As 86 with a 65% chance of d4 limbs being lost or crushed.
99-00	Head Destroyed
	Effect: Instant death.

Auto Combat

For car-to-car combat we recommend use of the game Car Wars by Steve Jackson Games and the reading of Autoduel Quarterly #3 "Chassis & Crossbow".

Martial Arts

Martial arts is a range of fighting skills that may be divided into several categories of attack and defense.

AO = ACTIVE OFFENSE
Punches, Kicks, Chops and other methods of inflicting injury to an opponent.

PO = PASSIVE OFFENSE
Arm Locks, Holds, Throws and other methods of controlling movement of an opponent.

AD = ACTIVE DEFENSE
Blocking, Deflecting, Grabbing and other methods of preventing injury or physical incapacitation of oneself by an opponent.

PD = PASSIVE DEFENSE
Dodging, Rolling, Twisting and other methods of avoiding an attack.

SW = Special Weapons or Martial Arts Weapons

AW = Available Weapons

PW = Personal Weapons

Types

	TYPE	SPECIAL
Wrestling	PO,AD	
Brawling	AO	AW
Boxing	AO,AD	
Street Fighting	AO,AD	DW
Defendu	PO,AD	SW
Savate	AO,AD	
Karate	AO,AD,PO,PD	SW
Judo	PO	
Kung Fu	AO,AD,PO,PD	SW
Aikido	PO,PD	
Tae Kwon Do	AO,AD	
Tai Boxing	AO	
Ninjutsu	AO,AD,PO,PD	AW,SW
Knife Fighting	AO,PD	SW only
Tantojutsu	AO,AD	SW only
SCA Sword & Shield	AO,AD	SW only
Kendo	AO,AD	SW only

SKILL LEVEL

ATTACKER

01-02 03-04 05-06 07-09 10-12 14-16 18-20

DEFENDER	01-02	03-04	05-06	07-09	10-12	14-16	18-20
0	0	-1	-2	-3	-4	-5	-6
01-02	0	0	-1	-2	-3	-4	-5
03-04	0	0	0	-1	-2	-3	-4
05-06	+1	0	0	0	-1	-2	-3
07-08	+2	+1	0	0	0	-1	-2
09-10	+3	+2	+1	0	0	0	-1
11-12	+4	+3	+2	+1	0	0	0
13-14	+5	+4	+3	+2	+1	0	0
15-16	+6	+5	+4	+3	+2	+1	0
17-18	+7	+6	+5	+4	+3	+2	+1
19-20	+8	+7	+6	+5	+4	+3	+2

Index skill levels of the attacker and the defender to find a dexterity modifier that can also be used as a initiative modifier.

Combat

Hand to hand fighting is the use of DEX and DOD with the decision to attack or defend.

REMEMBER

- 01 Decide to attack or defend.
- 02 To hit an opponent roll under your DEX or Dexterity for a successful attack.
- 03 Dodge an attack by rolling under your DOD or dodge score.
- 04 Every 5 levels of Martial Arts adds a point of AGL to a character up to a maximum AGL of 19.
- 04 Use of Martial Arts allows the use of 1 attack or defense action per 5 levels of skill. EXAMPLE: With a Kung Fu skill level of 15 a character can use three different actions per attack.

Martial arts can give a player character the ability to do additional damage with special attacks.

CHOP / PUNCH

With hands Strength damage + a d4 with the option of stun when used on specific areas.

KICK

Use strength related damage + a d6 with the option of stun when used on specific areas.

PIN

Using martial arts, like skill levels, modifiers are added and a character can attempt to incapacitate a victim. The victim is only held if he fails to roll a d20 under his strength otherwise the holder must roll a successful pin each turn until the victim fails his roll.

THROW

If a character chooses to throw an opponent his martial arts skill is used with any difficulty modifiers. If a victim fails to roll a d20 under his AGL / Agility a throw is successful.

Weapons

The following is a general list of martial arts weapons. A T code gives the weapon the ability to trap an opponents weapon. On the decision of the GM a roll can be made to save the trapped weapon from breakage by rolling under a DEX or martial arts roll.

An E code signifies a weapon that can entangle an opponents weapon and prevent its usage.

- 01 NUNCHAKU (E) An Okinawan farm implement popular in karate training. Damages as a medium to heavy object. See Strength Related damage. Add + d4 damage bonus.
- 02 BLADE WEAPONS (Swords, Knives, Throwing Stars and Spikes). (Hooked swords (T))
- 03 PARRY WEAPONS (Sai (T), Nightstick (Jitte) Kusarigama or chained sickle (E))
- 04 STAVES In 3,5, and 6 foot lengths. See STR damage as a light weapon.
- 05 POLE ARMS (Spear, Naginata, halberd, etc.)

DISEASE

This set of tables deals with infection, the pathological effect of characters exposed to viral and bacterial life.

SEQUENCE OF INFECTION

- 01 Roll severity of infection on a d100.
- 02 Roll incubation of infection on a d10, consulting the time table.
- 03 Roll length of symptoms on the time table. Use a d10.
- 04 Generate symptom number and type.
- 05 Check for Critical Infection.
- 05b Generate time critical symptoms appear by rolling a d10 on the time table.
- 06 Roll length of critical phase on time. Roll a d6 for this time.
- 07 Roll chance recovery hourly during the critical phase until the infection breaks.
- 08 Roll recovery time if infection breaks and the character survives.

SEVERITY OF INFECTION		SYMPTOMS			CRITICAL	
		AB	CD	E	%	F
01-25	Light	d4	no	no	no	no
26-50	Medium	d4	d4	no	no	no
51-75	Heavy	d4	d4	d4	03%	no
76-95	Serious	d4	d4	d4	50%	no
96-98	Dangerous	d4	d4	d4	85%	any
99-00	Terminal	d4	d4	d4	98%	d4

The critical % is the chance an infection will go to a critical phase where death could occur. Randomize the symptom's types from the tables in the next column.

TIME IN DAYS AND HOURS

01	d6 +04	Hours	06	03	Days +2d10	Hrs.
02	d6 +06	Hours	07	04	Days +2d10	Hrs.
03	d6 +10	Hours	08	05	Days +2d10	Hrs.
04	01	Day +2d10	09	06	Days +2d10	Hrs.
05	02	Days +2d10	10	10	Days +2d10	Hrs.

During critical illness constitution and hit points do not regenerate.

Constant medical care can restore d4 points of constitution per four hours during treatment of an infection.

Disease and infection can be generated by randomization or specific type.

Harrison & Friends

Robert Harrison, at the bottom of the well, realizes he's soaking wet and cold.

After waiting an hour for the farmer to return with a ladder, he decides to climb out on his own.

Deciding that this is an ideal chance to test the disease resistance tables, the GM requests a roll.

Robert Harrison sneezes with the beginning of a cold as he trips over the dead body of the farmer.

Critical Phase

As a character enters the critical phase of a disease he or she begins to roll on the Critical Recovery table in the hopes of breaking the grip of the infection.

REMEMBER

- 01 Total all Health Modifiers.
- 02 Roll a d20 every two hours to lose or gain constitution as the victim fights the infection.
- 03 At the end of the critical phase the character will automatically break the infection and begin a normal recovery.
- 04 Constitution gain does not rise above the character's original score.
- 05 A Doctor can aid with a +1 per three levels of skill. General medical skill adds +1 per five levels of skill.

DRUGS

	MODIFIERS
01 Use of Proper Drugs	+02
02 Use of Almost Proper Drugs	+01
03 Use of Wrong Drugs	0
04 Use of (Allergic) Drugs	-01
05 Use of (Highly Allergic) Drugs	-03
06 Compounding Use of Different Drugs	-02

CONDITIONS

	MODIFIERS
01 Lack of Heat / Chill	-02
02 Damp or Wet Area	-02
03 Lack of Sanitation	-01
04 Lack of Professional Health Care	-01
05 Less Than Half Hit Points	-01
06 Less Than .25 of Hit Points	-02

Fighting Infection

01	Character Loses	2d4	Constitution
02-03	Character Loses	d4+1	Constitution
04-06	Character Loses	2	Constitution
07-08	Character Loses	1	Constitution
09-12	Character is Stable		
13-14	Character Gains	1	Constitution
15-17	Character Gains	2	Constitution
18-19	Character Gains	d4+1	Constitution
20	Infection Breaks, Begin Recovery.		

Each of the diseases listed has a standard survival percentage usable for NPC's or the infected populations.

Blood Types

An option for player character's is the generation of blood type. Roll a d100

RESULT	TYPE	RESULT	TYPE
01-45	O+ *a	81-93	B+
46-50	O- *a	94-95	B-
51-74	A+	96-99	AB+ *b
75-80	A-	00	AB- *b

TRANSFUSION of blood to the wrong match of blood type will result in bloodclotting and death. The transfusion of the wrong "Rh" factor will cause a d100% chance of death due to bloodclotting or kidney / liver problems.

(*a Universal Donor can give to any type)

(*b Universal Recipient can take any type)



Symptoms

TABLE A

Roll a d20

01	No Symptoms
02	Mild Gastritis
03	Loss of Balance
04	Fever +d4 Degrees
05	Hypersensitivity
06	Blocked Sinus
07	Loss of Appetite
08	Skin Color Flush
09	Mild Stomach Cramps
10	Sore Throat
11	Muscle Stiffness
12	Light Sensitivity
13	High Thirst
14	Watering Eyes
15	Abnormal Feeling
16	Migraine Headache
17	Sound Sensitivity
18	Shortness of Breath
19	Appetite Increase
20	Irritability

TABLE C

Roll a d10

01	Lung Congestion
02	Swelling in Joints
03	Fever +d6 Degrees
04	Bleeding, Eyes/Ears
05	Extremity Numbness
06	Internal Swelling
07	Blurred Vision
08	Intense Cramps
09	Lack Coordination
10	Incapacitating Cramps

TABLE E

Roll a d10

01	Open Sores
02	Loss of Hearing
03	Loss of Sight
04	Paralyzation
05	Fever +4d4 Degrees
06	Hallucinations
07	Glandular Failure
08	Major Loss Weight
09	Internal Bleeding
10	Lung Collapse

TABLE B

Roll a d20

01	No Symptoms
02	Awful Feeling
03	Dizziness
04	Sweating
05	Itching
06	Nose Bleed
07	Hiccups
08	Drowsiness
09	Insomnia
10	Depression
11	Shakes
12	Mild Rash
13	Irritation
14	Weakness
15	Aches
16	Red Eyes
17	Headache
18	Tingling
19	Numbness
20	Fainting

TABLE D

Roll a d10

01	Vomiting
02	Boils
03	Diarrhea
04	Ulcerations
05	Convulsions
06	Hair Loss
07	Mental Lapse
08	Tremors
09	Choking
10	Dehydration

TABLE F

Roll a d10

01	Kidney Failure
02	Coma
03	Liver Failure
04	Heart Failure
05	Mental Problems
06	Digestive Failure
07	Muscle Breakdown
08	Bloodclotting
09	Leukemia
10	Hemophilia

Transmission of Disease

TRANSMISSION OF DISEASE

Roll a d100 for a percent chance of the agent infecting the victim who contracts it. This becomes the future percentage of a member of that race contracting the disease.

TRANSMISSION

TRANSMISSION	TYPE	INFECTING AGENT
01	Animal Vector	01-30 Virus
02	Insect Vector	31-80 Bacteria
03	Airborne	81-82 Parasite
04	Waterborne	83-00 Multicellular Organism
05	Contact With Victim	
06	Plant Vector	
07	Food Source	
08	Contact With Infected Material	
09	Roll d8 for 2 different transmitters of the infecting agent..	
10	Roll d8 for 3 different transmitters of the infecting agent.	

Treatment with the proper type of drugs or procedure can reduce the loss of constitution in the critical phase. Successful treatment reduces the loss of constitution d4 points per hour of treatment.

INFECTION WEAKNESSES

01	Chemical Inhibitor
02	Bacterial Inhibitor
03	Broad Spectrum Antibiotic
04	Antibiotic Specific
05	Changes in Body Chemistry
06	Tailored Antibiotic
07	Treat Symptoms / Complications
08	No Treatment Available
IMMU	Survivor Gains Immunity

COMMUNICABLE DISEASE

The plagues and medical problems of the past, eliminated from the modern world, have again re-surfaced to infect.

Care should be used by the GM when using the more virulent of these. Remember the victim may possess an immunity from past vaccination.

COMMON COLD

Chance:	65%	Transmission:	05
Symptoms:	A4,A15,B14	Duration:	3d6 days
(virus)	A6,B11,B4	Critical:	d4 days
		Weakness:	03

20% chance untreated colds lead to pneumonia.

INFLUENZA

Chance:	55%	Transmission:	05
Symptoms:	A11,B2,B11	Duration:	2d4 days
(virus)	A10,A14,C3	Critical:	d4 days
		Weakness:	03,06

10% chance untreated flu leads to pneumonia.

PNEUMONIA

Chance:	25%	Transmission:	05
Symptoms:	A18,C1,D9	Duration:	3d8 days
(virus)	B11,C3,E10	Critical:	d6 days
		Weakness:	03

35% chance untreated pneumonia kills.

SMALLPOX

Chance:	40%	Transmission:	05,08
Symptoms:	B12,B13,B17	Duration:	3d8 days
(virus)	D2,E1,E9	Critical:	d4 days
		Weakness:	04

10% chance untreated smallpox kills.

IMMU

TYPHOID Transmission: 05,07,08
 Chance: 40% Duration: d4 weeks
 Symptoms: B12,C3,D2 Critical: d4 days
 (bact.) E8,E9,F6 Weakness: 02,03,04
 25% chance untreated typhoid kills. IMMU 65%

CHOLERA Transmission: 05,07,08
 Chance: 35% Duration: 4d6 days
 Symptoms: D1,D3,D10 Critical: d4 days
 (bact.) E8, Weakness: 02,03,04,07
 35% chance untreated cholera kills. IMMU 85%

BUBONIC PLAGUE Transmission: 01,03,05
 Chance: 50% Duration: d6 months
 Symptoms: B14,C3,D2 Critical: d6 days
 (bact.) D7,E9,F3 Weakness: 01,02,04
 50% chance untreated bubonic plague kills.

PLAGUE, PNEUMONIC Transmission: 05,08
 Chance: 75% Duration: d4 months
 Symptoms: B14,C3,D9 Critical: d4 days
 (bact.) E10,F2 Weakness: 01,02,04
 85% chance untreated pneumonic plague kills.

TUBERCULOSIS Transmission: 05,07,08
 Chance: 15% Duration: d10 years
 Symptoms: A18,B11,B14 Critical: d4 weeks
 (bact.) D10,E9,F2,F4 Weakness: 01
 Patient relapse every d6 months.

YELLOW FEVER Transmission: 02
 Chance: 75% Duration: 3d6 days
 Symptoms: A11,B15,B11 Critical: d6 days
 (virus) C3,E9,F3 Weakness: 01,04
 25% chance untreated yellow fever kills. IMMU

MALARIA Transmission: 02
 Chance: 50% Duration: d10 years
 Symptoms: B4,B15,B11 Critical: 3d6 hours
 (paras.) B17,C3,D8 Weakness: 01,07
 Patient relapse every d12 months. 30% IMMU

DENGUE FEVER Transmission: 02
 Chance: 40% Duration: d4 months
 Symptoms: B10,B12,B15 Critical: d8 days
 (virus) B17,F9 Weakness: 08
 10% chance untreated denuge fever kills. IMMU

ANTHRAX Transmission: 05,07,08
 Chance: 85% Duration: 2d6 weeks
 Symptoms: B2,D1,D2 Critical: d6 days
 (bact.) B3,E9,E11 Weakness: 04
 75% chance untreated anthrax kills.

POLIO Transmission: 05,08
 Chance: 10% Duration: d4 weeks
 Symptoms: B14,B17,D3 Critical: d6 days
 (virus) E4,F7 Weakness: 04
 Poliuo leaves permanent paralizaton (d100 %) of an area of the nervous system) IMMU

COLORADO TICK FEVER Transmission: 02
 Chance: 20% Duration: d4 weeks
 Symptoms: B14,B17,D3 Critical: d4 days
 (bact.) C3,E4,F9 Weakness: 07
 40% chance untreated tick fever kills.

MENINGITIS Transmission: 05
 Chance 60% Duration: d4 weeks
 Symptoms: B17,C3,D1 Critical: d6 days
 (virus) D7,E8,F2 Weakness: 01,04
 65% chance untreated meningitis kills.

Food Poisoning

As spoiled, unclean or rotten food is consumed, the character risks the chance of several forms of contamination or poisoning. Index type of food by the roll of a d100.

WATER CONTAMINATION

01-50 No Contamination
 51-75 Bacterial
 76-85 Amebiasis
 86-98 Poisoning level d4
 99-00 Poisoning level d4 +4

FOOD CONTAMINATION

01-50 Molds, slimes, general decay
 51-75 Bacterial
 76-85 Salmonella
 86-95 Amebiasis if fresh, if not go to 51
 96-00 Botulism if canned, if not go to 51

BACTERIAL

Chance: 90% Transmission: 07
 Duration: d6 days
 Symptoms: A2,B2,C8 Critical: d6 hours
 (bact.) D1,C8,D3 Weakness: 01,04,07

SALMONELLA

Chance: 65% Transmission: 07
 Duration: d6 days
 Symptoms: A2,B2,C8 Critical: 2d6 hours
 (bact.) D1,C8,D3 Weakness: 01,04,07

AMEBIASIS

Chance: 90% Transmission: 07
 Duration: d10 years
 Symptoms: A2,B11,C3 Critical: d10 days
 (paras.) E9,F6 Weakness: 01

BOTULISM

Chance: 75% Transmission: 07
 Duration: d4 weeks
 Symptoms: A16,C7,C8 Critical: d6 days
 (bact.) E4,E10,F2 Weakness: Anti-Toxin
 85% chance Botulism Toxin will kill without the specific anti-toxin.

POISONING

((Random) see Toxin section of damage tables)

Hepatitis

Another danger of contamination with human or animal wastes is hepatitis.

HEPATITIS A

Chance: 50% Transmission: 01,05,07
 Duration: d6 weeks
 Symptoms: B2,E8,F3,A4 Critical: d10 days
 (virus) Jaundice Weakness: 07
 40% chance of relapse if the patient does not rest for d8 weeks. IMMU

HEPATITIS B

Chance: 60% Transmission: 01,05,07
 Duration: 2d4 months
 Symptoms: B2,E8,F3,D1 Critical: d10 days
 (virus) Jaundice Weakness: 07,08
 70% chance of relapse if the patient does not rest for 2d8 weeks.

HEPATITIS AB

Chance: 55% Transmission: 01,05,07
 Duration: 2d6 weeks
 Symptoms: B2,E8,F3,A4 Critical: d10 days
 (virus) D1, Jaundice Weakness: 07,08
 45% chance of relapse if the patient does not rest for 2d8 weeks.

Health Modifiers

STATISTICS REDUCTIONS FROM MEDICAL PROBLEMS

These are the temporary or continuing modifications on a character's statistics when effected by health or damage problems.

TYPE MINOR	STR	DEX	AGL	WIZ	ACC	DOD	THR
Nausea			-01			-01	
Drowsiness		-01	-01	-01			
Hiccups		-02			-03		
Watery Eyes		-02			-01		
Cramps	-01	-01	-01			-01	
Shakes	-01	-02	-01		-02	-01	
Headache		-01	-01			-01	
Migraine	-02	-03	-01		-03	-01	-02
Insomnia	-01	-01	-01	-01	-01	-02	-03
Light Cough	-01				-01		-01
Heavy Cough	-03				-02		-02
Weakness	-02		-01			-01	-02
Dizziness	-03	-02	-03		-03	-03	-02

TYPE SERIOUS	STR	DEX	AGL	WIZ	ACC	DOD	THR
Cramps	-02	-03	-04		-03	-04	-04
Vomiting	-04	-03	-03		-05	-03	-05
Fever	-02	-01	-01	-01	-01	-02	-04
Blurred Vision		-04			-05	-01	-06
Numbness	-04	-06	-03		-01	-04	-06
Sneeze	-02	-04	-02		-06	-01	-06
Light Pain	-01	-01	-02		-01	-02	-01
Heavy Pain	-02	-02	-04		-02	-04	-02
Agony	-06	-06	-06	-02	-07	-08	-09
Light Stun	-03	-03	-05	-02	-03	-05	-04
Medium Stun	-05	-05	-07	-03	-05	-07	-06
Heavy Stun	-06	-06	-09	-04	-06	-09	-08

HEAD IMPACT	STR	DEX	AGL	WIZ	ACC	DOD	THR
Graze A	-01	-07	-05		-05	-04	-02
Graze B	-04	-10	-07	-03	-10	-06	-06

Bones & Muscles

MUSCLES	STR	DEX	AGL	HEALING
Sprain	-04	-02	-05	d10+2 Days
Torn Ligament	-08	-04	-09	d6 +2 Weeks
Torn Muscle	-09	-06	-09	d4 Months

BONES	STR	DEX	AGL	HEALING
Bruised	-01	-01	-01	d4 Weeks
Fractured	-04	-06	-08	d4 Months
Compound Break	-08	-09	-09	d4 +2 Months
Crushed	-10	-10	-12	d4 +6 Months

Damaged bones and muscles effect only the specific areas they are located in. Some statistics may not be effected due to the location of the injury. Use logic when utilizing these modifiers. See the medical skills section for controlled healing rates and treatment time.

Bacterial Wound Infection

As a character takes minor damage he or she runs the risk of wound infection.

REMEMBER

- 01 Index type of Wound by Contamination
- 02 Roll over the listed percentage to avoid critical infection.
- 03 If critical infection, roll on Type.

WOUND	CONTAMINATION			
TYPE	STERILE	CLEAN	DIRTY	FILTHY
Scratch	02%	10%	25%	40%
Cut	05%	15%	35%	55%
Deep Cut	10%	20%	45%	65%
Puncture	20%	30%	55%	75%
Puncture, Deep	30%	40%	65%	85%
Puncture, Major Organ	45%	55%	80%	95%

CRITICAL INFECTION

- 01-50 Wound takes double normal time to heal with a 05% chance of table B.
- 51-75 Wound takes triple normal time to heal with a 10% chance of table B.
- 76-85 Wound takes triple normal time to heal with a 25% chance of table B.
- 86-95 Wound takes triple normal time to heal with a 50% chance of table B.
- 96-98 Wound takes triple normal time to heal with a 75% chance of table B.
- 99-00 Wound will not heal, go to table B.

Gangrene

TABLE B FOR NORMAL WOUNDS

- 01-75 **GANGRENE**
Symptoms: Swelling, Tissue Destruction
Critical: d10 days
Type: Bacteria
Weakness: 03,04, Removal of tissue

- 76-99 **GAS GANGRENE**
Symptoms: Rapid Tissue Destruction, Swelling, Fever C3
Critical: d10 days
Type: Bacteria
Weakness: 03,04, Removal of Tissue

00 GAS GANGRENE + TETANUS

TABLE B FOR PUNCTURE TYPE WOUNDS

- 01-75 **TETANUS**
Symptoms: Swelling, pain, muscular contractions in the neck, trunk and abdomen.
Critical: d10 days.
Type: Bacterial
Weakness: Tetanus Anti-Toxin

- 76-98 **TETANUS + GANGRENE**
- 99-00 **TETANUS + GAS GANGRENE**

Armor

Armor is any material which forms a physical barrier for the protection of a character, NPC or Target.

In *Stalking the Night*, all armor reduces the penetration or damage from projectile and physical attack.

Index the defender's type of armor by the attacker's type of damage to find the number of damage points stopped by the armor.

DAMAGE TYPES

EN: Energy, Laser PU: Puncture, Stab
BI: Bite BL: Blade
CL: Claw FA: Firearms
LV: Low Velocity Impact (punch, strike etc.)

-AGL Is the character's loss of agility because of the bulk of the armor worn.
-ACC Is the character's loss of accuracy during stress or movement situations.

ARMOR TYPE	EN	BI	CL	PU	BL	FA	LV	-AGL	-ACC
------------	----	----	----	----	----	----	----	------	------

CLOTH

Bare Skin	0	0	0	0	0	0	0	0	0
Fabric	01	01	02	01	0	0	01	0	0
Heavy Fabric	02	02	03	01	02	0	02	0	0
Padded Fabric	03	03	04	02	03	01	04	-01	0

LEATHERS

Leather	03	03	05	03	03	01	03	0	0
Heavy Leather	04	05	07	04	05	02	05	-01	0
Hard Leather	05	07	09	06	06	03	06	-02	0

PLASTIC

Thin Plastic	05	04	07	05	05	01	04	-01	0
Plastic Chain	05	06	05	04	08	01	03	0	0
Plastic Plate	07	08	09	07	10	04	08	-01	-01
Carb Filament	09	10	12	09	12	04	10	-01	0

METAL

Light Metal	12	14	16	10	14	02	15	-01	-01
Metal Chain	14	16	18	12	16	02	17	-02	-01
Metal Plate	16	18	20	16	18	06	21	-04	-02

BALLISTIC, ARAMID FIBER

Cloth	07	08	06	14	12	16	10	0	0
Layered	12	15	17	16	15	21	15	-01	-01
Layered w/metal	14	16	18	18	18	19	22	-02	-01

PROTECTIVE SUIT

Minimal	06	05	08	06	06	01	03	-01	-01
Light	08	07	10	08	08	02	06	-01	-01
Medium	10	09	12	10	10	02	09	-02	-02
Heavy	13	12	15	13	13	10	12	-03	-03
Vac Suit	18	17	20	18	18	20	18	-04	-04
Heavy Vac	23	22	25	23	23	30	22	-05	-06

NATURAL ARMOR

Light Hide	01	01	02	01	01	0	01	0	0
Heavy Hide	02	02	04	02	02	0	03	0	0
Chitin	04	02	03	05	03	01	04	-01	-01
Stony Hide	05	03	05	07	04	01	06	0	-01
Bone	06	04	07	09	05	01	07	-01	-01
Fur Layer	03	02	03	01	02	01	02	0	0
Dense Fur	06	04	05	02	03	02	04	-01	-01
Soft Wood	04	06	08	05	07	02	04	-01	-01
Hard Wood	06	08	10	07	09	03	08	-01	-01

Armor for a player character is the choice of the players with the GM's agreement.

Armor Mapping

This is an example of armor mapping for characters in combat situations. Armor will stop damage up to the value of the armor per type of attack.

Example

Shirt
Sweater
Leather Jacket
Chronograph Band
Pants

Fabric Socks
Tennis Shoes

Accuracy Modifier = 0
Agility Modifier = 0



Harrison & Friends

In desperation, Brother Johnson pulls an AR-7 rifle and puts two shots into the far form of Robert Harrison as he walks from the muddy field where the farmer's body lay.

The first shot misses as Robert wonders what the popping sound was. The second shot strikes him directly in the heart.

Robert's jacket sweater, and shirt stop 1 point as 12 points of damage / damage hit.

Brother Johnson's third shot strikes in the chest again as Robert Harrison staggers and falls with another 14 points of damage in the stomach area.

Little does Brother Johnson know that Robert has begun to wear a light ballistic cloth vest which stops 16 points of HV bullet penetration and damage.

Though bruised and out of breath, Robert Harrison is alive and not very happy.

As Brother Johnson walks toward the body of his enemy he is amazed that a corpse could pull a .44 magnum with such speed and say "You lose, turkey!"

Armor Maps

In the Utility sheets of *Stalking* you will find an armor mapping and equipment sheet for armor mapping. The sheets armor map is also broken down for quick reference of area hit. See the Detail Body Tables.

Weapons Fire

WEAPONS FIRE RESOLUTION

REMEMBER

- 01 Total the modifiers you are using. This will give you a + or - modifier.
- 02 Add this modifier to your accuracy. This is the number you must roll under on a d20 to hit a target.
- 03 If the player's roll is below half the number needed to hit the target, the player has the choice of where he puts the shot on the target.

Harrison & Friends

Too late, Brother Johnson realizes he has made a fatal mistake as Robert Harrison aims the magnum between his eyes and tells him to talk or be perforated.

Being zealous, but not too bright in the wisdom department, Brother Johnson makes a fast move with the rifle in the hopes of catching Harrison off guard.

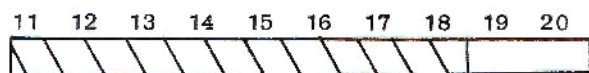
This is the stunt Robert expected the fat crazy to perform as the .44 magnum makes the sound of a small howitzer.

MODIFIERS Size / Speed.....+2
 Movement.....+2
 Weapon Modifier...+2
 TOTAL +6

There is a +6 on Robert Harrison's ability to hit Brother Johnson. He fires twice.

With an accuracy of 12 he now needs an 18 or below to hit. A 19 is rolled for the first shot and results in a miss. The second shot hits with a 5 rolled, grazing Johnson on the shoulder as Harrison intended. With a resounding thump, Johnson sits on the ground and begins to babble about his life in the Brotherhood of Darkness Inc.

Shot Breakdown



MISS
 RANDOM HIT IN AREA AIMED AT
 (randomize from detail body areas)
 HIT IN SPECIFIC AREA AIMED AT

First Action

First action is the ability of a character to complete an action first. Always roll a d10 and add this number to your agility per attempted action. The player with the highest total is first. In cases of tie the actions happen at the same time.

Multiple Hits

NUMBER OF SHOTS ON TARGET

REMEMBER

- 01 Total all modifiers for range, size, recoil, and target spread.
- 02 Roll a d100 and add modifiers.
- 03 Index the number of shots fired by the result in 2 to find the number of shots that hit the target.

RANGE MODIFIER		SIZE MODIFIER	
Point Blank	+25	Very Small	-10
Very Short	+15	Small	0
Short	+10	Medium	+05
Medium	+05	Large	+10
Long	0	Very Large	+15
Very Long	-10	Gigantic	+20
RECOIL MODIFIER		TARGET SPREAD	
No Recoil	0	Close Spread	-05
Light Recoil	-05	Medium Spread	-10
Heavy Recoil	-10	Wide Spread	-15

	04	05-06	07-08	09-10	11-12	13-15	16-20
d100	ROUNDS FIRED						
01-05	01	01	01	01	01	01	01
06-10	01	01	01	02	02	02	02
11-15	01	01	01	02	02	03	03
16-20	01	01	01	03	03	04	04
21-25	01	01	02	03	03	04	05
26-30	01	02	02	04	04	05	05
31-35	01	02	02	04	04	05	06
36-40	01	02	02	04	05	06	06
41-45	01	02	03	05	06	06	07
46-50	01	02	03	05	06	07	07
51-55	02	03	03	05	06	07	08
56-60	02	03	04	06	07	08	08
61-65	02	03	04	06	07	08	09
66-70	02	03	04	06	08	09	09
71-75	02	03	05	07	08	09	10
76-80	03	04	05	07	09	10	11
81-85	03	04	05	07	09	10	12
86-90	03	04	06	08	10	11	12
91-95	03	04	06	08	10	12	13
96-00	03	04	06	09	11	12	13

For bursts of over 20 shots, index the table a second or a third time for the remainder of the shots.

Under Fire

Seeing a giant, mutant caterpillar surface from another well, Father Gillespie pulls the M-16 from the trunk of his car and fires a burst of 20 shots.

Medium Range.....+05
 Large Size+15
 Light Recoil..... 0
 Total +20

A d100 is rolled and the +20 is added to the result of 70.

20 ROUND BURST

The result of 70 becomes a 90
 90 indexed by a 20 round burst = 12
 TOTAL NUMBER OF SHOTS ON TARGET 12

Twelve shots slam into the creature as Robert Harrison notices the melee. Rolling out of the way, he sees the caterpillar move for Brother Johnson.

ACC MODIFIERS

There are four main modifiers to take into account when firing a weapon at a target.

- 01 SIZE / SPEED
- 02 RANGE OF TARGET
- 03 ATTACKER / DEFENDER MOVEMENT
- 04 EQUIPMENT BONUSES
- 04b ANY OPTIONAL MODIFIERS

REMEMBER

- 01 All modifiers 1 to 4 are combined to create a final accuracy modifier.
- 02 These modifiers can be used for any modifiers including:

- 01 Bows
- 02 Thrown and Grenade Weapons
- 03 Firearms and Lasers
- 04 Thrown Edged Weapons

1 Size / Speed

SIZE	TYPE	EXAMPLE
VSM	Very Small	The size of a rat.
SMA	Small	A medium sized dog.
MED	Medium	Generally man sized.
LAR	Large	The size of a horse.
XLA	Extra Large	An average elephant.
GIA	Gigantic	Semi-Truck sized.
SPEED	TYPE	EXAMPLE
VSL	Very Slow	1 foot per action
SLO	Slow	2 feet per action
MED	Medium	5 feet per action
FST	Fast	10 feet per action
VFS	Very Fast	20 feet per action
LFS	Lightning Fast	40 feet per action

SPEED	SIZE OF TARGET					
	VSM	SMA	MED	LAR	XLA	GIA
STILL	0	+01	+02	+04	+06	+08
VSL	-01	0	+01	+02	+03	+04
SLO	-02	-01	0	+01	+02	+03
MED	-03	-02	-01	0	+01	+02
FST	-04	-03	-02	-01	0	+01
VFS	-05	-04	-03	-02	-01	0
LFS	-06	-05	-04	-03	-02	-01

2 Range

Each weapon has a modifier for range from the target. These inherent modifiers differ with style of weapon and manufacture.

RIFLE	Semi-Auto	"AR-7"					
ROF 1or2	AMO CDE	PB	VS	SH	ME	LO	EX
ROL A	CYC n/a	0	+2	+3	-1	-2	-4
CAP 8	WTE 2.0	EFFECTIVE					
CIR 1962	MIS 1% d	3d					
HSM -	KDM -	SPC (gij)	1d				

The light-weight, survival weapon that can be disassembled and stored in its own stock. This weapon floats. (*.22 Long Rifle*)

RANGE	TYPE	EXAMPLE
PB	Point Blank	Under 5 feet to target
VS	Very Short	06- 25 feet to target
SH	Short	26- 100 feet to target
ME	Medium	101- 500 feet to target
LO	Long	501-1000 feet to target
VL	Very Long	1001+ feet to target

3 Movement

Index attacker and defender's movement rates for the target movement modifier.

RATES

A Still	F Running
B Slow Walk	G Dodging
C Walk	H Wild Dodge
D Fast Walk	I Evasion
E Slow Run / Jog	J Roll, Tumble

ATTACKER	DEFENDER									
	A	B	C	D	E	F	G	H	I	J
A	+3	+2	+1	0	-1	-2	-3	-4	-5	-6
B	+2	+1	0	-1	-2	-3	-4	-5	-6	-7
C	+1	0	-1	-2	-3	-4	-5	-6	-7	-8
D	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
E	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
F	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
G	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
H	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
I	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
J	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15

Evasion

Attempting to dodge wildly, a character has a chance of falling. Roll a d10 each action you move at rates H to J.

RESULT

- 01-07 No effect or regain balance.
- 08-09 Stumble, roll a d10 again next action with a modifier of +2
- 10 Fall, spend d4 actions in recovery.

Special Equipment

Target Sighting Devices are the special optional equipment that improves the accuracy of a character.

TYPES OF WEAPON

H = Handgun	R = Rifle / Assault Rifle
S = Shotgun	M = Sub / Machine Gun
L = Hand Laser	E = Laser Rifle

TYPE	MODIFIER	WEAPON					
Optical Scope	+02	H	R	-	M	L	E
Electronic Scope	+04	-	R	-	M	-	E
Laser Lock On	+06	H	R	S	M	L	E
Radar Lock On	+07	-	R	-	-	-	E
Quick Point Sight	+01	H	R	S	M	L	E
Still Stand, Bipod	+01	-	R	S	M	-	E

Optional Modifiers

These modifiers are optional for movement and weapons fire in adverse situations.

TERRAIN	
Grass, High (crops)	-02
Hills	-02
Hills, Low	-02
Rocky	-03
Mountainous	-03
Jungle	-03
Jungle, Dense	-04
Sandy	-01
Sand Dunes	-02
Swamp	-01
Swamp, Dense	-02
Swamp, Tropical	-03
Trees, Wide Spaced	-01
Trees, Light Forest	-01
Trees, Heavy Forest	-02
Trees, Coniferous	-03
Tundra	0
WEATHER	
Fog, Light	-02
Fog, Medium	-04
Fog, Heavy	-08
Light, Attacker Facing, Bright	-03
Light, Target silhouetted	+02
Rain, Light	-02
Rain, Heavy	-04
Rain, Downpour	-06
Smog	-02
Smog, Heavy	-03
Snow, Dry	-01
Snow, Wet	-02
Snow, Heavy	-03
Snow, Blizzard	-06
Sunny, Clear	0
Sunny, Hazy	-01
Water, Clear (target submerged)	-02
Water, Murky (target submerged)	-04
Wind	-01
Wind, High	-03
Wind, Hurricane	-07
Windblown Sand (no eye protection)	-06
Windblown Sand (with eye protection)	-03
Smoke	-02
Smoke, Dense	-06
CITIES	
Close Buildings	-01
Cobblestones	-01
Dawn / Dusk	-03
Falling / Jumping (target)	-04
Falling (recovering from)	+04
Ladders / Rope (climbing)	-02
Ladders / Rope (descending)	-04
Rope (swinging)	-06
Moonlight	-06
Night, Overcast	-12
Roof, Major Incline	-03
Roof, Minor Incline	-02
Rubbish, Low	-03
Rubbish, High	-04
Steps	-02
Steps, Narrow	-03
Swimming	-03
Water, Waist Deep	-01
VEHICLES	
Fast Moving (attacker or target inside)	-04
Slow Moving (attacker or target inside)	-02
Very Rough Road -04	Cratered Road -06

Specific Shots

MODIFIERS FOR MEDIUM AND LONG RANGE

TARGET POSITION	AREA AIMED AT:				
	HEAD	HAND	CHEST	LEG	ARM
Standing	-04	-06	-02	-03	-05
Stooping	-05	-07	-03	-04	-06
Crouching	-06	-08	-04	-05	-07
Prone	-07	-09	-05	-06	-08

WEAPONS FIRE FROM MOVING ANIMAL OR ANIMAL DRAWN WAGON

- A = Excellent Riding Ability
- B = Fair Riding Ability
- C = Poor Riding Ability
- D = Firing From Flatbed Wagon
- E = Firing From Coach

QUADRUPED PACE	A	B	C	D	E
Walking	0	-01	-02	-02	-02
Canter	-02	-03	-04	-03	-02
Gallop	-03	-05	-07	-04	-03
Run	-04	-07	-09	-05	-04
Trot	-05	-09	-12	-06	-05

Material Strength

MATERIAL	ACCURACY DEFLECTION				
Glass	-1	per	quarter	inch	
Double Strength Glass	-2	per	quarter	inch	
Reinforced Glass	-3	per	quarter	inch	
Bulletproof Glass	-4	per	quarter	inch	
Plexi Glass	-1	per	quarter	inch	
Bulletproof Plastic	-6	per	quarter	inch	
Vehicle Windshield	-2	per	quarter	inch	
Vehicle Side Windows	-1	per	quarter	inch	

Below are the strengths of common building materials and the damage needed to penetrate or destroy them.

LVI: Low Velocity Impact (strength related)
 HVI: High Velocity Impact (most firearms)
 BLA: Blast Damage To Destroy (explosives)
 (q) = Quarter Inch (h) = Half Inch (i) = Inch

	PER	LVI	HVI	BLA
Glass	(q)	2	1	5
Plastic	(q)	4	1	10
Soft Wood	(h)	8	2	20
Hard Wood	(h)	16	3	30
Loose Earth	(i)	4	2	20
Packed Earth	(i)	6	3	30
Sand	(i)	5	2	30
Plasterboard	(q)	5	1	10
Concrete	(h)	18	6	60
Block, Hollow	2x(h)	10	3	25
Brick	2(i)	15	5	50
Stone	(h)	21	7	70
Metal Thin	(q)	8	2	20
Metal Plate	(q)	18	6	60
Metal Hard	(q)	27	9	90
Metal Super Hard	(q)	60	20	200

Weapons

In *Stalking the Night Fantastic* you will be able to arm your character with your choice of firearms.

With these statistics, the player and GM should be able to choose or create a specific weapon not listed.

Many weapons "experts" argue the exact characteristics or inherent qualities of a specific weapon. For this reason:

Players are encouraged to research their weapons, and with the GM's supervision, may upgrade listed types of weapons to what he or she thinks the "real" statistics may be for a specific type of weapon.

Basic Equipment

The basic equipment load for agents is the agent's choice. Listed here are examples of general use for most situations.

WEAPON / EQUIPMENT (city)	AMMUNITION
Semi-auto Pistol	30 Rounds
Knife, Swiss Army	(20 standard)
Identification	(05 tracer)
Gun Permit	(02 silver)
Radio, Clip-on	(03 exploding)
C-4 Packet*	
Lock Pick Set	
Cigarette Pack*	
Butane Lighter*	

WEAPON / EQUIPMENT (country)	AMMUNITION
Hunting Rifle	20 Rounds
Hunting Knife	(15 standard)
Swiss Army Knife	(02 tracer)
Identification	(02 silver)
Pistol Permit	(01 exploding)
Radio, Belt	
Revolver	30 Rounds
C-4 Packet*(2)	(20 standard)
Lock Pick Set	(05 tracer)
Cigarette Pack* (2)	(03 silver)
Butane Lighter*	(02 exploding)
Tool Kit	

Law

As agents carry special weapons remember a few simple facts.

REMEMBER

- 01 The possession of concealable firearms without permit or good reason is often a very serious offense.
- 02 Automatic weapons and explosives are illegal to possess or use in most states and Canada.
- 03 Use of, or possession of, most Military weapons is a Federal Offense.
- 04 Foreign law is often far more severe when Americans are convicted of firearm violations.
- 05 Police will often search a suspicious person or vehicle with the simple justification of crime prevention.
- 06 Impounded cars are often well searched.

* (See special equipment)

Blanchard



Military Training

Player characters have the option to decide on past or current military training.

This training allows the player to choose skills listed with the M prefix without a self-learned penalty.

REMEMBER

- 01 Generate the character's military rank or equivalency by rolling a d100.
- 02 Note the special bonuses for skills. If the character is retired or out of the military for over five years, there are no skill bonuses given.
- 03 Actual titles of rank may vary with service and country.

Rank

ROLL RANK (Enlisted)	B ROLL RANK (Officer)
01-75 Private	01-55 Lieutenant
76-85 Corporal	56-85 Captain
86-90 Sergeant	86-90 Major
91-95 First Sergeant	91-95 Lt. Colonel
96-98 Sergeant Major	96-98 Colonel
99 Master Sergeant	99 Major General
00 Go to table B	00 General

Military service can be divided into two major categories for skill and training. These are: Combatants and Non-Combatants.

Combatants

Combatants gain a +1 on any skill relating to direct combat skills or use of weapons. This does not include any technical skills or accuracy modification.

Non-Combatants gain a +1 on any technical skills directly related to training or their specialty. This +1 does not carry on into weapons or direct combat skills.

Training Bonus

Military physical training will give the character a +1 on Strength, Constitution, and Accuracy if the character has a rating under 15.

Any Sergeants gain a +2 on all military skills and a +2 on Strength, Constitution and a +1 on Charisma.

ROTC

Any enlisted personnel have a 70% chance of starting on (Table B) if they have pre-military training oriented towards officer training. This may include Military School or ROTC training.

Codes



Each weapon type is broken into a number of statistics and codes for general use.

- ROUND: A single unit of ammunition, the "bullets" a weapon holds.
- ROF : Rate of Fire is the number of times a weapon can be fired in an action. When divided into more than one rate the weapon is capable of firing more than a single round and can often be set to the number of rounds fired per pull of the trigger. Example 1to3 (see CYC for automatic weapons ROF.)
- ROL : Rate of Load is a weapons reload time. This time is in actions, 2 seconds per action. (See the reload chart.)
- CAP : Capacity is the number of rounds a weapon can hold.
- CIR : The year of a weapon's introduction.
- HSM : The Hydrostatic Shock Modifier is a bonus for adjusting final damage.
- AMO : Ammunition is the type of projectile or round that can be fired. See the Projectile or AMO table for specific and special types.

	PB	VS	SH	ME	LO	EX
	+4	+3	+2	0	-2	-6
DICE OF DAMAGE	EFFECTIVE			EX+		
	→ 5d			2d		

The numbers listed under each weapon's range modifiers are the number of "dice" of damage the weapon does at that general range.

- CYC : Cyclic rate is the number of rounds an automatic weapon fires in an action if the trigger is held continuously.
- WTE : This is the unloaded weight of the weapon in pounds.
- MIS : This is the percent chance of improper function per 10 actions use and the table to index the result of misfire.
- KDM : The Knockdown modifier is a bonus for "stopping" man-sized targets.
- SPC : Specials are the general information and idiosyncracies of weapons.
- EFF : The "EFFECTIVE Range" is the maximum distance at which a weapon may be held and fired with a reasonable chance of hitting a man sized target, unless modified by equipment or modifiers.

Load Time

CODE	TYPE	DESCRIPTION	ACTIONS
A	Box/Clip	Complete Reload	01
B	Manual	1 Step Reload	01
C	Manual	2 Step Reload	02
D	Manual	3 Step Reload	03
E	Manual	4 Step Reload	04
F	Manual	5 Step Reload	05

Multiple barrels or chambers multiply the time of loading. The above rates are for single barrel loading only. Multiply load time by the number of barrels or chambers.

Specials

Many weapons have special characteristics or information inherent to a number of types of listed weapons. Listed here are specials.

Many weapon accessories can be ordered from Bureau supply in d4 +3 weeks or found in supply dumps. AVA = Availability to find in a Bureau 13 supply or storage facilities.

- a Revolvers. ROL = B x CAP. Speedloaders change ROL to B x 2. Availability 20%.
- b Accessory silencer decreases noise. Shot can be heard within 20 feet outdoors but not outside a closed room. AVA 30%.
- c Weapon concealable in normal holster.
- d Modest recoil, minimum strength 5.
- e Sharp recoil, minimum strength 10.
- f Heavy recoil, minimum strength 15. Note; shooter takes one point bruising damage for each point under the minimum strength necessary. This can result in loss of balance or broken bones in extreme cases. Roll under your agility on a d20 when firing weapons with heavy recoil to avoid losing balance and taking damage.

Silencer

- g Accessory silencer eliminates sound of the shot. AVA 50%.
- h Weapon concealable in special holster or under bulky clothing only. AVA 25%.
- i Weapon concealable in brief case, tool box, musical instrument case etc.
- j Scope. AVA 50% (If used on handguns add special type h).
- k Target handgrips give +1 to hit at short and medium. AVA 20%.
- l Combat handgrips give +1 to hit at point blank and very short. AVA 20%.

Bipod

- m Bipod. A two-legged rest for a firearm that steadies the weapon for more accurate shooting. AVA 20%.
- n Folding or collapsing stock, AVA 20% (if used add special type o).
- o Concealable in a large suitcase or guitar case.
- p Concealable in pocket.
- q Removable Choke. This is a replaceable device which changes the shape of the barrel constriction and shot pattern. See Shotguns. AVA of 20%.
- r Adjustable Choke. Like (q) but easily adjustable with a twist of the choke. AVA 20%.
- s Rapid Burst. Roll to hit (under ACC) once for all shots fired.
- t Bullet Tumbles. Use HSM modifier.

Projectile Damage

DAMAGE OF PROJECTILES TYPE	OLD CODE	TYPE OF DICE USED	HYDRO. SHOCK	KNOCK DOWN
A Rocks (gravel)	B	d4		
LEAD PROJECTILES				
B Round Ball	C	d4	+1	0
C Conical Bullet	D	d6 +1	0	0
D Flat Point	E	d4 +1	+2	+1
E Hollow Point	-	d6	+3	+1
JACKETED PROJECTILES				
F Full Jacket, Round or Pointed Nose	F	d8 +2	0	0
G Tracer (add d6 burn)	F1	d8 +1	0	0
H Armor Piercing	F2	d8 +3	0	0
I Armor Piercing (Pointed)	-	d8 +6	0	-2
J Flat Point	P	d8	+2	+1
K Air Space Point	O	d6 +2	+2	0
L ASP Tracer (add d6 burn)	O1	d6 +1	+2	0
M Soft Point	H	d6 +2	+2	0
N Protected, Soft Point	-	d6 +3	+2	0
O Flat, Soft Point	-	d6 +2	+3	+1
P Hollow Point	G	d6 +1	+3	+1
Q Pointed, Hollow Point	-	d6 +2	+3	0
SPECIAL PROJECTILES				
R Explosive Light	-	d6	+3	+1
S Explosive Standard	F3	d6 +2	+5	+2
T Explosive High	-	d6 +6	+8	+4
U Flechette	I	d8	+1	0
V Dart	J	(see V under pistols)		
W Stun Bullets	R	d4 -2	0	+4
X Depleted Uranium	U	d12 +6	+2	+3
Y Tagging (paint pellet)	K	1 pt.	0	0

OLD: First edition STNF, FW, FTL damage code letters.

Misfire

TYPE B	RESULT FOR BLACK POWDER WEAPONS
01-80	Hangfire (d6 +1 actions)
81-90	Mechanical Break or Jam of Weapon
91-95	Weapon Explodes go to Critical 1
96-00	Weapon Explodes go to Critical 2

TYPE D	RESULTS FOR CARTRIDGE WEAPONS
01-80	Cartridge Jam
81-90	Mechanism Jam
91-98	Mechanical Break
99	Weapon Explodes go to Critical 1
00	Weapon Explodes go to Critical 2

TYPE F	RESULTS FOR CASELESS AMMUNITION
01-85	Jammed Shell
86-98	Smashed Shell
99	Weapon Explodes go to Critical 1
00	Weapon Explodes go to Critical 2

TYPE G	RESULTS FOR REVOLVERS
01-80	Dud Round
81-98	Bullet pops out of case, jams gun, and requires Weapons Technology 2 to repair.
99	Weapon Explodes go to Critical 1
00	Weapon Explodes go to Critical 2

CRITICAL 1 Victim takes 2d6 from detonating weapon and d4 x.50 fragments that hit at d6 penetration in random areas.

CRITICAL 2 Victim takes 3d6 from detonating weapon and d4 fragments that hit at d10 +3 penetration in random areas.

Special Damage

As living objects take damage from high velocity projectiles the phenomenon of hydrostatic shock damage often happens.

When a high velocity bullet hits soft tissue, it creates a wavefront of energy that can disrupt and severely damage the surrounding tissues.

Whenever this (HSM) code is listed roll on the Hydrostatic Shock table with the listed modifiers.

REMEMBER

01 Hydrostatic shock does not add to the penetration of a projectile.

02 Add the additional HS damage as Whole Body Damage after the general body damage has been calculated.

REMEMBER

01 HYDROSTATIC SHOCK =
Bullet HS + Weapon HS
+ HS Modifier

02 KNOCKDOWN =
Bullet KD + Weapon KD
+ KD Modifier

	HYDRO. MODS	KNOCK. MODS
Tumbling Bullet	+4	-
Shrapnel, Small	-	+1
Shrapnel, Large	+1	+2
Multiple Hit, Each round after first Range Modifier		+1.50
Add a (-1) to any hydrostatic shock and knockdown modifier at EX and EX+ ranges.		

Hydrostatic Shock

ROLL A d10	ADDITIONAL DAMAGE
01-08 No Effect	No
09 Minimal	d6
10 Light	d6 + 2
11 Medium	d6 + 4
12 Heavy	d6 + 6
13 Very Heavy	d6 + 8
14 Critical	d6 +10 (* Add 5%)
15 Terminal	d6 +12 (* Add 10%)

(*) Add the additional percentage to any Wound Shock or Death Shock rolls.

Knockdown

ROLL A d10	RECOVERY TIME IN ACTIONS
01-07 No Effect	
08 Jerk	d4 -1
09 Shove	d4
10 Jerked Back	d4 +1
11 Knocked on Rump	d4 +2
12 Bowled Over	d4 +4
13 Knocked Flat	d4 +8
14 Slammed Flat	d4 +10

Pistols



The firearms most frequently used by the agents of Bureau 13 are handguns. Handguns are popular because they are often fairly concealable, and can be available for use at a moments notice without attracting much attention. Some of these handguns are large or are shaped in such a way as to require a special holster for concealed carry.

PISTOL	Semi-Auto	"COLT M1911-A1"
ROF 1or2	AMO FGHJP	PB VS SH ME LO EX
ROL A	CYC n/a	+3 +2 +2 0 -4 -8
CAP 7+1	WTE 2.5	EFFECTIVE EX+
CIR 1920	MIS 1% ^d	3d 1d
HSM -	KDM +3	SPC (cdgk)

The "government model" .45 is one of the most widely used combat handguns today. In modified form it has been used for target shooting on the Olympic level. (*.45 ACP*)

PISTOL	Semi-Auto	"Luger P.08"
ROF 1or2	AMO FGHJ	PB VS SH ME LO EX
ROL A	CYC n/a	+3 +3 +2 -1 -4 -8
CAP 8+1	WTE 2.2	EFFECTIVE EX+
CIR 1908	MIS 1% ^d	4d 1d
HSM +1	KDM -	SPC (cg)

The popular German Luger was the first successful semi-auto pistol to be issued to military personnel. A 25% chance of misfire if dirty or dropped in mud. (*9mm Parabellum*)

PISTOL	Semi-Auto	"Browning BDA .380"
ROF 1or2	AMO FP	PB VS SH ME LO EX
ROL A	CYC n/a	+4 +4 +2 -4 -8 -12
CAP 12+1	WTE 2.0	EFFECTIVE EX+
CIR 1980	MIS 1% ^d	3d 1d
HSM -	KDM -	SPC (gp)

Popular because of its concealability and large magazine capacity. Has a double action trigger. (*.380 ACP*)

PISTOL	Semi Auto	"Walther PPK"
ROF 1or2	AMO FP	PB VS SH ME LO EX
ROL A	CYC n/a	+4 +4 +2 0 -5 -9
CAP 6+1	WTE 1.5	EFFECTIVE EX+1
CIR 1929	MIS 1% ^d	3d 1d
HSM -	KDM -	SPC (gp)

First popular pocket pistol to incorporate a double-action trigger. This allows a semi-auto pistol to be carried with the hammer down without setting the safety. (*.380 ACP*)

CAP +1

The +1 in the capacity is an indicator the weapon may have a round in the chamber as well as a full magazine.

Ammunition

Interchangable ammunition is listed by an ammunition code between two stars. Whenever weapons are "like" listed, the ammunition is the same. Any differences in accuracy and range is due to differences between the individual weapons. Example (*.45 ACP*)

PISTOL	Semi-Auto	"Browning High Power"
ROF 1or2	AMO FGHJ	PB VS SH ME LO EX
ROL A	CYC n/a	+3 +2 +2 0 -4 -8
CAP 13+1	WTE 2.1	EFFECTIVE EX+
CIR 1935	MIS 1% ^d	4d 1d
HSM +1	KDM -	SPC (cgk)

The HP 35 is the most widely used military sidearm. (*9mm Parabellum*)

PISTOL	Semi-Auto	"H & K P-7"
ROF 1or2	AMO FGHJMP	PB VS SH ME LO EX
ROL A	CYC n/a	+3 +3 +2 -1 -4 -8
CAP 8+1	WTE 1.75	EFFECTIVE EX+
CIR 1980	MIS 1% ^d	4d 1d
HSM +1	KDM -	SPC (gp)

The P-7's small size makes it concealable and handy. (*9mm Parabellum*)

PISTOL	Semi-Auto	"Wildy .45 Mag."
ROF 1or2	AMO FHIJMP	PB VS SH ME LO EX
ROL A	CYC n/a	+3 +2 +2 0 -2 -4
CAP 8+1	WTE 3.25	EFFECTIVE EX+
CIR 1980	MIS 1% ^d	5d 2d
HSM +3	KDM +4	SPC (bdhjk)

The Wildy is a gas-operated pistol with little recoil. (*.45 Magnum*)

PISTOL	Semi Auto	"Ruger Mk II"
ROF 1or2	AMO CDE	PB VS SH ME LO EX
ROL A	CYC n/a	+3 +2 +2 -1 -3 -7
CAP 10+1	WTE 1.2	EFFECTIVE EX+
CIR 1982	MIS 1% ^d	3d 1d
HSM -	KDM -	SPC (cjck)

This new model of the best selling .22 pistol in the world is also available with a built in silencer. (*.22 Long-Rifle*)

PISTOL	Semi Auto	"Wilkison A.P."
ROF 1or2	AMO FGHJ	PB VS SH ME LO EX
ROL A	CYC n/a	+2 +4 +2 +1 -1 -4
CAP 32	WTE 4.75	EFFECTIVE EX+
CIR 1980	MIS 1% ^d	3d 1d
HSM +1	KDM -	SPC (ghj)

With accuracy and an outstanding capacity, this is one of the most popular assault pistols in the the Bureau (*9mm Parabellum*)

PISTOL	Semi Auto	"Foster .577"
ROF 1or2	AMO FM-Q	PB VS SH ME LO EX
ROL B	CYC n/a	0 +1 +3 +1 0 -3
CAP 3+1	WTE 3.5	EFFECTIVE EX+
CIR 1984	MIS 1% ^d	5d 3d
HSM +4	KDM +5	SPC (eghj)

The Foster was designed for police use in breaking through barricades and crippling vehicles. (*.577 x 2.1"*)

PISTOL	Semi Auto	"Whisper Mk I"
ROF 1or2	AMO V	PB VS SH ME LO EX
ROL A	CYC n/a	+3 +2 +0 -2 -4 -8
CAP 4+1	WTE 3.5	EFFECTIVE EX+
CIR 1984	MIS 2% ^g	(see below)
HSM -	KDM -	SPC (hj)

DRUG DAPT	PENETRATION (in d4)						
	PB	VS	SH	ME	LO	EX	BREAK%
V	2	1	1	.50	.50	.25	02%
V2	3	2	2	1	1	.50	03%
V3	4	3	3	2	1	1	03%
V4	5	4	4	3	2	1	05%
V5	6	5	5	4	3	2	10%
V6	7	6	6	5	4	3	20%

Revolvers & Rifles



REVOLVER	Double-Action	"S & W M10"
ROF 1or2	AMO CDEG	PB VS SH ME LO EX
ROL B	CYC n/a	+3 +3 +2 0 -3 -7
CAP 6	WTE 2.5	EFFECTIVE EX+
CIR 1933	MIS 1%g	3d 1d
HSM -	KDM -	SPC (abckl)

The M10 or "Police Special" is the most commonly used police handgun. (*.38 Special*)

REVOLVER	Double-Act.	"S & W Chiefs Special"
ROF 1or2	AMO CDEG	PB VS SH ME LO EX
ROL B	CYC n/a	+4 +3 +1 0 -4 -8
CAP 5	WTE 1.0	EFFECTIVE EX+
CIR 1934	MIS 1%g	3d 1d
HSM -	KDM -	SPC (ablp)

An extremely popular weapon used by police and private detectives. This weapon is also known as the "Snub Nose .38" (*.38 Special*)

REVOLVER	Double-Action	"S & W .357 Magnum"
ROF 1or2	AMO GHJOP	PB VS SH ME LO EX
ROL B	CYC n/a	+3 +3 +2 0 -2 -4
CAP 6	WTE 4.0	EFFECTIVE EX+
CIR 1935	MIS 1%g	4d 1d
HSM +2	KDM +1	SPC (abcdjkl)

The first .357 magnum built on a heavy frame. (*.357 Magnum*)

REVOLVER	Double-Action	"S & W M29"
ROF 1	AMO DJOP	PB VS SH ME LO EX
ROL B	CYC n/a	+2 +3 +2 +1 -1 -3
CAP 6	WTE 4.0	EFFECTIVE EX+
CIR 1955	MIS 1%g	5d 2d
HSM +3	KDM +4	SPC (abfhjkl)

With accuracy and good stopping power, the M29 became popular in several Clint Eastwood detective movies. (*.44 Magnum*)

REVOLVER	Double-Action	"Colt Python"
ROF 1or2	AMO GHJOP	PB VS SH ME LO EX
ROL B	CYC n/a	+3 +4 +3 +1 -1 -3
CAP 6	WTE 3.5	EFFECTIVE EX+
CIR 1945	MIS 1%g	4d 1d
HSM +2	KDM +1	SPC (abcdjkl)

The Python was designed to be a high power target pistol though it became popular with police agencies. (*.357 Magnum*)

REVOLVER	D-A	"Colt Detective Special"
ROF 1or2	AMO CDEG	PB VS SH ME LO EX
ROL B	CYC n/a	+4 +3 +2 -1 -5 -7
CAP 6	WTE 1.5	EFFECTIVE EX+
CIR 1940	MIS 1%g	3d 1d
HSM -	KDM -	SPC (ablp)

Has the light weight and concealability of the "Snub Nose .38" or Chiefs Special with a better accuracy. (*.38 Special*)

REVOLVER	Double Action	"Nighthunter .357"
ROF 1or2	AMO GHJOP	PB VS SH ME LO EX
ROL B	CYC n/a	+2 +4 +8 +6 +4 +2
CAP 7	WTE 4.75	EFFECTIVE EX+
CIR 1985	MIS 1%g	4d 1d
HSM +2	KDM +1	SPC (abdhkl)

The Nighthunter has an added laser night sight that boosts accuracy. (*.357 Magnum*)

RIFLE	Bolt Action	"Weatherby .400 mag"
ROF 1	AMO FM	PB VS SH ME LO EX
ROL B	CYC n/a	-2 -1 +1 +3 +2 +1
CAP 3	WTE 10.0	EFFECTIVE EX+
CIR 1960	MIS 1%b	9d 5d
HSM +4	KDM +10	SPC (fj)

The .460 Weatherby was designed for large dangerous game. (*.460 Weatherby Magnum*)

RIFLE	Lever Action	"Marlin 1894"
ROF 1	AMO JOP	PB VS SH ME LO EX
ROL B	CYC n/a	-1 0 +3 +2 -1 -5
CAP 10	WTE 7.0	EFFECTIVE EX+
CIR 1970	MIS 1%d	5d 3d
HSM +4	KDM +5	SPC (dgj)

Modernization of an 1894 design that takes modern handgun rounds. (*.44 Magnum*)

RIFLE	Semi-Auto	"M21 Sniper Rifle"
ROF 1	AMO FGI	PB VS SH ME LO EX
ROL A	CYC n/a	-3 +1 +4 +4 +4 +4
CAP 20	WTE 11.0	EFFECTIVE EX+
CIR 1960	MIS 1%d	7d 4d
HSM +5	KDM +2	SPC (bem)

A popular military sniper rifle with built in silencer and scope. (*.762 mm Nato*)

RIFLE	Semi-Auto	"M1 Carbine"
ROF 1or2	AMO FGIMP	PB VS SH ME LO EX
ROL A	CYC n/a	0 +2 +3 +1 -2 -7
CAP 5/15	WTE 5.5	EFFECTIVE EX+
CIR 1940	MIS 1%d	3d 1d
HSM +1	KDM -	SPC (jmno)

This weapon was issued in WWII in an attempt to replace the .45 automatic. A 30 round "Banana Clip" was produced for use in Korea. (*.30 cal U.S. Carbine*)

RIFLE	Semi-Auto	"Thompson Carbine"
ROF 1or2	AMO FGHJP	PB VS SH ME LO EX
ROL A/D	CYC n/a	0 +1 +2 +1 -4 -8
CAP 20/50	WTE 11.0	EFFECTIVE EX+
CIR 1927	MIS 1%d	3d 2d
HSM -	KDM +3	SPC (ij)

The new Thompson Carbine is the recent reproduction of the popular sub machine gun (Tommy Gun) of the 1920's. The 50 round drum must be wound before use. (*.45 ACP*)

RIFLE	Semi-Auto	"Uzi Carbine"
ROF 1or2	AMO FGHJMP	PB VS SH ME LO EX
ROL A	CYC n/a	0 +1 +2 +1 -5 -9
CAP 25	WTE 8.5	EFFECTIVE EX+
CIR 1981	MIS 1%d	4d 2d
HSM +1	KDM -	SPC (ijn)

The civilian model of the Uzi sub-machine gun used by the Israeli military. It is also very popular with police. (*.9mm Parabellum*)

RIFLE	Lever Action	"Winchester Model 94"
ROF 1	AMO O	PB VS SH ME LO EX
ROL B	CYC n/a	0 0 +3 +2 0 -2
CAP 6+1	WTE 7.0	EFFECTIVE EX+
CIR 1894	MIS 1%d	6d 2d
HSM +2	KDM +1	SPC (dj)

The most popular deer rifle ever produced in the United States. (*.30-30 Winchester*)

RIFLE	Semi-Auto Dart	"Hartson 13A1"
ROF 1or2	AMO V	PB VS SH ME LO EX
ROL A	CYC n/a	-2 0 +3 +2 0 -2
CAP 6	WTE 10.0	EFFECTIVE EX+
CIR 1985	MIS 1%g	(see Projectile V)
HSM -	KDM -	SPC (jmn)



Assault Rifles

ASSAULT RIFLE		"M16 A1-E1"					
ROF 1to3	AMO FGI	PB	VS	SH	ME	LO	EX
ROL A	CYC 16a	-1	+1	+3	+3	-2	-3
CAP 20/30	WTE 6.5	EFFECTIVE				EX+	
CIR 1984	MIS 1% ^d	4d				1d	
HSM +4	KDM -	SPC (jms)					

The standard weapon for the US Military and many NATO countries. (*5.56mm*)

ASSAULT RIFLE		"M14-A1"					
ROF 1or2	AMO FGI	PB	VS	SH	ME	LO	EX
ROL A	CYC 25a	+1	+1	+2	+1	0	-2
CAP 20	WTE 8.0	EFFECTIVE				EX+	
CIR 1958	MIS 1% ^d	7d				3d	
HSM +5	KDM +2	SPC (emn)					

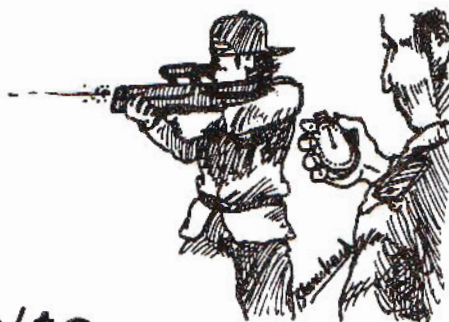
Used by American forces in late Korea and early Viet Nam. (*7.62mm NATO*)

ASSAULT RIFLE		"H & K G-11"					
ROF 1to3	AMO FGI	PB	VS	SH	ME	LO	EX
ROL D	CYC 35a	-1	+3	+4	+4	+4	+4
CAP 50	WTE 8.0	EFFECTIVE				EX+	
CIR 1983	MIS 1% ^f	4d				1d	
HSM +4	KDM -	SPC (s)					

The first assault rifle using caseless ammunition. (*4.7x21mm Caseless*)

ASSAULT RIFLE		"H & K G3"					
ROF 1or3	AMO FGI	PB	VS	SH	ME	LO	EX
ROL A	CYC 20a	-1	0	+2	+2	0	-2
CAP 20/80	WTE 9.75	EFFECTIVE				EX+	
CIR 1958	MIS 1% ^d	7d				3d	
HSM +5	KDM +2	SPC (bdjmn)					

Used by West German Police forces, widely used in the free world. (*7.62mm NATO*)



ROF or/to

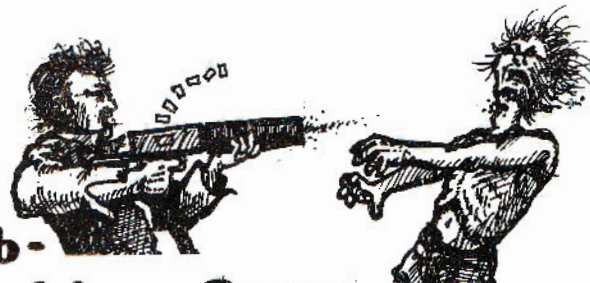
When Rate of Fire (ROF) has the word "or", the weapon has a burst control that limits the number of rounds fired to the second number.

The word "to" indicates no burst control, the weapon will continue to fire until the trigger is released. The second number is considered to be a short burst, the users general choice of the number of rounds fired. However any number of rounds up to the Cyclic Rate, (CYC) can be fired in one action.

Assault rifles, sub-machine guns, and machine guns are called "selective fire" when the safety switch positions of safe, semi-, and full automatic are used. Weapons that are fully automatic only have positions of safe and full-auto.

SUB-MACHINE GUN		"Israeli UZI"					
ROF 1to3	AMO FGH	PB	VS	SH	ME	LO	EX
ROL A	CYC 20a	0	+1	+2	+1	-5	-9
CAP 25	WTE 9.0	EFFECTIVE				EX+	
CIR 1952	MIS 1% ^d	4d				1d	
HSM +1	KDM -	SPC (gh)					

The standard Israeli Military weapon. It comes with a folding stock. (*9mm Parabellum*)



Sub-Machine Guns

SUB-MACHINE GUN		"Ingram M10"					
ROF 1to3	AMO FGH	PB	VS	SH	ME	LO	EX
ROL A	CYC 34a	+1	+1	0	-2	-4	-8
CAP 30	WTE 7.0	EFFECTIVE				EX+	
CIR 1960	MIS 1% ^d	4d				1d	
HSM -	KDM -	SPC (ghs)					

As a sub-machine gun or a side arm the Ingram is a preferred choice of Bureau 13 agents. (*9mm Parabellum*)

SUB-MACHINE GUN		"M61 Skorpion"					
ROF 1to3	AMO F	PB	VS	SH	ME	LO	EX
ROL A	CYC 24a	+2	+1	0	-2	-4	-8
CAP 10/20	WTE 3.0	EFFECTIVE				EX+	
CIR 1961	MIS 1% ^d	2d				1d	
HSM -	KDM -	SPC (cgs)					

Small Czechoslovakian weapon that comes with a folding stock. (*32 ACP*)

SUB-MACHINE GUN		"M3A1 Grease Gun"					
ROF 3	AMO FGH	PB	VS	SH	ME	LO	EX
ROL A	CYC 15a	+1	0	0	-2	-4	-8
CAP 30	WTE 8.0	EFFECTIVE				EX+	
CIR 1944	MIS 1% ^d	3d				1d	
HSM -	KDM +3	SPC (dgi)					

A low cost replacement for the Thompson in late WWII and Korea. The M3A1 comes with a collapsing stock. (*.45 ACP*)

Weapons Skills

Weapons skills can be developed with a single "specific" weapon. A character's skill points used for this specific skill will give a +1 on weapons fire accuracy per three levels of skill achieved.

Revolver ROL

All double-action revolvers have a rate of load (ROL) of B x Capacity (CAP) when using loose ammunition. This can be improved by use of a speed loader. See special a.

.357 Round

All weapons that will fire the .357 Magnum round will also fire the .38 Special round as an alternate, at the lesser damage of the .38 round.

Machine Guns

MACHINE GUN				"M60B LMG"			
ROF 1to5	AMO FGI	PB VS SH	ME LO EX				
ROL D	CYC 20a	0 0 +2	+4 0 -2				
CAP 100	WTE 18.0	EFFECTIVE	EX+				
CIR 1983	MIS 1% d	7d	4d				
HSM +5	KDM +2	SPC (jm)					

A belt-fed, lightweight, machine gun. A special harness can be used to carry this weapon and includes a plastic guide for the AMO belt. (*7.62mm NATO*)

MACHINE GUN, HEAVY		"M2-HB 50 cal."					
ROF 5	AMO FGI	PB	VS	SH	ME	LO	EX
ROL D	CYC 18a	0	0	+2	+4	0	-2
CAP 250	WTE 84.0	EFFECTIVE					EX+
CIR 1935	MIS 1% d	11d					9d
HSM +5	KDM +8	SPC (j)					

Heavy military machine gun for use against armored vehicles, aircraft, and buildings. Vehicle or tripod mounted. (*.50 cal M2*)

SQUAD LIGHT MACHINE GUN					"Mini Gun"			
ROF *	AMO	FGI	PB	VS	SH	ME	LO	EX
ROL D	CYC	200a	0	0	+2	+3	+5	+4
CAP 5000	WTE	30.0	EFFECTIVE			EX+		
CIR 1965	MIS	1% d	4d			1d		
HSM +4	KDM	-	SPC n/a					

A tripod or vehicle mounted, 6 barrel, electrically operated, belt-fed, machine gun. Belts of 500 rounds each are packed in boxes, 10 of which are set side by side and linked together to feed continuously. The rate of fire, ROF, is controlled by a switch, and is variable between 10, 20 and 50 rounds per burst. (*5.56mm*)

Backpack Flame Thrower



FLAME THROWER		"M1A1B"	
ROF 1	AMO 6 uses		
ROL F	CYC n/a	MINIMUM	MAXIMUM
CAP	WTE	RANGE	RANGE
CIR 1980	MIS 2% fails	7 ft.	165 ft.
Blast -	Burn 8d10		

A small backpack flame thrower with a hand held flamethrower. Has 10 charges and a maximum range of 120 feet for the stream of fire. A misfire is a clog in the weapon or a failure to ignite. If 30 points of incendiary shell hit the backpack tank there is no chance of explosion due to the tank's special liner, though a stream of burning fuel will spray from the tank until empty.

LASER RIFLE					"GE M85"		
ROF 1/2	AMO d6 burn	PB	VS	SH	ME	LO	EX
ROL n/a	CYC 2a	+1	+4	+6	+4	+2	+2
CAP 10+	WTE 15.0	EFFECTIVE				EX+	
CIR 1986	MIS 2%	2d				1d	
HSM -1	KDM -	SPC (m)					

An experimental, laser rifle that has 50 points of power before recharging on house current at a rate of 10 points per hour. Each firing depletes the power charge by 5 points.

Flintlocks

PISTOL		Flintlock		"Kentucky Pistol"			
ROF 1	AMO C	PB	VS	SH	ME	LO	VL
ROL F	CYC n/a	+2	+1	0	-1	-4	-8
CAP 1	WTE 2.0	3	3	2	2	1	1
CIR 1690	MIS 20%	SPC (-)					

The Kentucky pistol is a representation of an old, flintlock weapon. Its ancestors, the Cannonlock, Wheellock and Matchlock had far less accuracy over longer distances. At least 90% of flintlock misfires relate to the failure of powder to ignite or hangfire, a d4 second wait for the weapon to fire. (.45cal)

RIFLE		Flintlock		"Kentucky Rifle"			
ROF 1	AMO C	PB	VS	SH	ME	LO	VL
ROL F	CYC n/a	-1	+1	+3	+2	+1	0
CAP 1	WTE 7.5	3	3	3	2	1	1
CIR 1700	MIS 15%	SPC (-)					

The Kentucky rifle is an example of early flintlock rifles. Noted for its accuracy and dependability it surpassed many rifles of the times. (*.45cal ball*)

Gyrojets

PISTOL	Semi-Auto	"Bureau Special M52"					
ROF 1to3	AMO FJX	PB	VS	SH	ME	LO	EX
ROL A	CYC n/a	+2	+1	0	-2	-4	-6
CAP 7+1	WTE 2.0	EFFECTIVE					EX+
CIR 1985	MIS 1% f	1d 2d 5d			4d		
HSM +1	KDM +4	SPC (cj)					

A gyrojet, firing pistol with an explosive round that does an extra d10 +5 damage on a 75% chance of detonation after arming at (SH) short range. (*15mm Gyro*)

RIFLE	Bolt Action	"Bureau Gyro M51"					
ROF 1	AMO FJHX	PB	VS	SH	ME	LO	EX
ROL C	CYC n/a	-2	0	+1	-1	-2	-4
CAP 4 +1	WTE 5.0	EFFECTIVE					EX+
CIR 1986	MIS 01% d	1d	2d	8d	6d		
HSM +2	KDM +5	SPC (djmn)					

A gyrojet rifle with an explosive round that does an extra d10 +10 damage on a 75% chance of detonation. (*20mm Gyro*)

Pellets Per Shot

Listed in this new edition of Stalking the Night are shotgun AMO types lmq. Type codes are indexed by gauge. See table below.

COMMON		SHOT		SHOTGUN GAUGE			
SHOT TYPE		DIAMETER		10	12	16	20
1	000 Buck	.36"		12	8	6	3
11	00 Buck	.33"		16	9	7	4
12	0 Buck	.32"		18	12	9	5
13	1 Buck	.30"		20	16	12	7
14	3 Buck	.25"		37	25	22	18
15	4 Buck	.24"		54	27	25	21
m	BB Shot	.18"		100	63	56	50
m6	7.5 Shot	.095"		700	438	394	350
q Slug (AMO D) Damage				7d	6d	5d	4d
HSM				+3	+2	+1	+1
KDM				+9	+6	+4	+2

Shotgun Damage

The most effective, close combat weapon is the shotgun. These pellet firing descendants of the simple cannon have versatility and outstanding stopping power. Shotguns often have a "choke" that controls the spread of the pellets fired.

REMEMBER

- 01 Shotgun damage is controlled by the diameter of the muzzle of the barrel, commonly called the choke.
- 02 At closer ranges shotguns have the effect of hitting targets like a single projectile over a wider area. At longer ranges shotgun damage becomes HBD or Whole Body Damage.
- 03 Damage is indexed from pellet type and the damage dice of the pellet listed under type of dice. Damage listed is in dice of damage, the number of dice at that general range.

TYPE	PELLETS HITTING	PB	VS	SH	ME	LO	EX	DICE
Slug	1	6a	6a	5a	4a	3a	2a	d10
000 Buck	d8	8a	7b	5c	3d	1h	1h	d6
00 Buck	d10	7b	6c	4d	2e	1h	1h	d6
0 Buck	d12	6c	5d	3e	2f	1h	1h	d6
#1 Shot	2d8	4d	3c	2f	1g	1h	1h	d4
#4 Shot	3d20	3d	2c	1f	1g	1h	1h	d2

Run the number of pellets shot through the Automatic Weapons Hit Chart for true quantity of pellets hitting.

All listings above are for a shotgun set on normal fire. If a choke is used consult the table below for a change in the pattern of the damage spread.

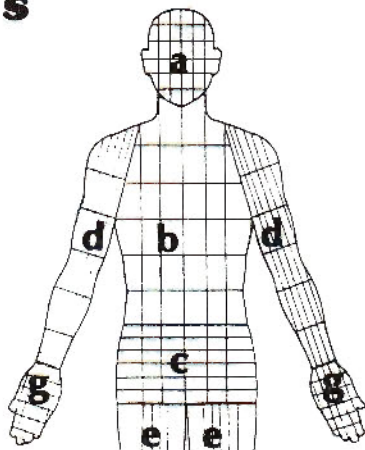
FUL = Full Choke HAF = Half Choke OPE = Open

FUL	NOR	OPE	AREA EFFECT
a	a	b	a Single Spot Hit
a	b	c	b Two Adjacent Spots Hit
b	c	d	c Three Adjacent Spots Hit
c	d	e	d Four Adjacent Spots Hit
d	e	f	e Wide Spread Same Area
e	f	g	f Very Wide Spread (2 areas)
f	g	h	g Extreme Spread (d4 areas)
-	h	-	h Whole Body Damage Only

Area Hits

Always pick a central point for the first pellet that hits.

Randomize the direction of the adjacent hits.



Shotguns

SHOTGUN	Double Barrel	"Sporting"
ROF 1or2	AMO 1mq	PB VS SH ME LO EX
ROL B	CYC n/a	-1 0 +2 +1 0 0
CAP 2	WTE 6.5	- - - - -
CIR 1910	MIS 1%b	SPC (eq)

This is a generic listing for a myriad of different brands of firearm fitting the same description. (*10,12,20 or .410 guage*)

SHOTGUN	Pump	"Sport or Police"
ROF 1	AMO 1mq	PB VS SH ME LO EX
ROL B	CYC n/a	-1 0 +2 +1 0 0
CAP 5+1	WTE 7.5	- - - - -
CIR 1930	MIS 1%b	SPC (enr)

A generic term for a number of different weapon brands. Sporting versions usually have the magazine plugged for CAP of 3+1 due to game hunting regulations. (*12 guage*)

SHOTGUN	Single Barrel	"Light Hunting"
ROF 1	AMO 1mq	PB VS SH ME LO EX
ROL B	CYC n/a	-1 0 +2 +1 0 0
CAP 1	WTE 5.0	- - - - -
CIR 1950	MIS 1%b	SPC (d)

A light weight, sporting gun for use on small game or varmints. (* .410 guage*)

SHOTGUN	Semi-Auto	"Ithaca Roadblocker"
ROF 1	AMO 1mq	PB VS SH ME LO EX
ROL B	CYC n/a	-1 0 +2 +1 0 0
CAP 2+1	WTE 9.0	- - - - -
CIR 1980	MIS 1%b	SPC (fr)

Variant of a long - range, goose gun, this massive weapon was developed for police use in stopping cars. (*10 guage 3.5" magnum*)

SHOTGUN	Semi-Auto?	"SPAS 12"
ROF 1or2	AMO 1mq	PB VS SH ME LO EX
ROL B	CYC n/a	0 +1 +2 +1 0 0
CAP 8+1	WTE 9.5	- - - - -
CIR 1983	MIS 1%b	SPC (dqr)

An imported, European military and police weapon, it bears the distinction of being the only shotgun convertible from pump action to semi-auto in 4 actions. Folding stock is standard. (*12 guage*)

SHOTGUN	Assault	"Atchisson Streetsweeper"
ROF 1to3	AMO 1mq	PB VS SH ME LO EX
ROL A	CYC 10a	-1 0 +2 +1 0 0
CAP 7or20	WTE 11.0	- - - - -
CIR 1981	MIS 1%b	SPC (dqr)

The popular Atchisson, combat shotgun has a standard 7 round box magazine, or a 20 round drum which must be wound. (*12 guage*)

SHOTGUN	Semi-Auto	"Double Auto"
ROF 2	AMO 1mq	PB VS SH ME LO EX
ROL B	CYC n/a	-1 0 +2 +1 0 0
CAP 8 x2	WTE 16.0	- - - - -
CIR 1984	MIS 1%b	SPC (fqr)

A once custom - made, semi-auto with two separate barrels and a magazine to feed each barrel. Both barrels are fired with each trigger pull. If a jam occurs roll for R or L barrel, the other will continue to function normally. (*12 guage*)

Launchers



LAUNCHER	Grenade Launcher	"M-79 Thump Gun"	
ROF 1	AMO 40mm Variable		
ROL B	CYC n/a	MINIMUM	MAXIMUM
CAP 1	WTE 8.0	RANGE	RANGE
CIR 1958	MIS 1% d	50 ft.	1500 ft.

A simple, shotgun-styled grenade launcher.

LAUNCHER	Grenade Launcher	"M203"	
ROF 1	AMO 40mm Variable		
ROL B	CYC n/a	MINIMUM	MAXIMUM
CAP 1	WTE 3.0	RANGE	RANGE
CIR 1968	MIS 1% d	50 ft.	1500 ft.

A 40mm grenade launcher for the M16.

LAUNCHER	Grenade Launcher	"H&K 69A1"	
ROF 1	AMO 40mm Variable		
ROL B	CYC n/a	MINIMUM	MAXIMUM
CAP 1	WTE 4.0	RANGE	RANGE
CIR 1972	MIS 1% d	50 ft.	1500 ft.

Pistol styled, with a collapsing stock.

40mm

		BLA	BUR	FRA
M381	High Explosive	750*	2d6	d 4-1
M381b	Armor Piercing	650*b	d10	d10-1
M381c	Anti-Personnel	50*	d10	See C
M433	HEAP Anti-Personnel	500*c	2d6	See B
M433d	Incendiary	100*	6d10	See A
M651E1	Tear Gas	25	d6	n/a
M651E2	Tear & Vommit Gas	25	d6	n/a
M651E3	BZ, BX, BN Agents	25	d6	n/a
M583	White Parachute Flare			(1 minute)
M585	Star Shell (wh.,gr.,rd.)			(15 seconds)
SPEC	Stunbag 200 ft. range	See Heavy Stun		
SPEC	Smoke in Red, White, Green			
SPEC	Bureau Re-Packs for Bane Delivery			

* = Standard use of blast and burn.

*b = Blast is uni-directional, reduce value by 50% in other directions.

*c = Combines * and b with no reduction of blast due to shaped charge.

LAUNCHER	MORTAR	"81mm Mortar"	
ROF 1	AMO 81mm Variable		
ROL A	CYC n/a	MINIMUM	MAXIMUM
CAP 1	WTE 90.0	RANGE	RANGE
CIR 1951	MIS 01% d	150 ft.	3 mi.

An 81mm mortar. Use the 40mm shell tables with a damage or flare burn multiplier of x4.

Indirect Fire

For missile fire use accuracy with normal modifiers and a d10 bonus for any special missiles when sensors aid targeting. For indirect fire imagine a clock face over your target, roll a d12 for the direction of the shell fall. Index the indirect fire distance chart. Moving targets always index from #3.

For every three levels of specific type of launcher skill, add 1 to your shot number.

STILL TARGET	
SHOT NUMBER	NUMBER OF FEET FROM TARGET
01 First Shot	3x d100
02 Second Shot	2x d100
03 Third Shot or Moving	d100
04 Fourth Shot	5 d10
05 Fifth Shot	3 d10
06 Sixth Shot	2 d10
07 Seventh Shot	d10

LAUNCHER	LIGHT, ANTI-TANK	"M72A2 LAW"	
ROF 1	AMO HE Rocket		
ROL B	CYC n/a	MINIMUM	MAXIMUM
CAP 1	WTE 6.0	RANGE	RANGE
CIR 1965	MIS 1% fails	165 ft.	3250 ft.
BLAST 2400	BURN 6d10	BACKBLAST	6d10

A one-shot, disposable launcher.

LAUNCHER	LIGHT, ANTI-TANK	"Armburst 300"	
ROF 1	AMO HE Shell		
ROL A	CYC n/a	MINIMUM	MAXIMUM
CAP 2	WTE 14.0	RANGE	RANGE
CIR 1971	MIS 1% fails	100 ft.	3000 ft.
BLAST 2600	BURN 6d10	BACKBLAST	d10

Disposable launcher with no recoil, flash, or loud noise.

LAUNCHER	MEDIUM, WIRE GUIDED	"M47 Dragon"	
ROF 1	AMO HE Rocket		
ROL C	CYC n/a	MINIMUM	MAXIMUM
CAP 1	WTE 76.0	RANGE	RANGE
CIR 1976	MIS 1% fails	100 ft.	3200 ft.
BLAST 4500	BURN 10d10	BACKBLAST	6d10

A portable, guided missile.

LAUNCHER	HEAVY, WIRE GUIDED	"Hellfire"	
ROF 1	AMO HE Rocket		
ROL C	CYC n/a	MINIMUM	MAXIMUM
CAP 1	WTE 95.0	RANGE	RANGE
CIR 1984	MIS 1% fails	75 ft.	16400 ft.
BLAST 6400	BURN 15d10	BACKBLAST	6d10

A helicopter or vehicle fired missile.

LAUNCHER	LIGHT, ANTI-AIRCRAFT	"Seeker"	
ROF 1	AMO HE Rocket		
ROL C	CYC n/a	MINIMUM	MAXIMUM
CAP 1	WTE 49.0	RANGE	RANGE
CIR 1986	MIS 1% fails	1000 ft.	14000 ft.
BLAST 1000	BURN 3d10	BACKBLAST	4d6

A "smart", heat-seeking missile.

FLAME THROWER, LIGHT	"M9A1-7"	
ROF 1	AMO 5 Uses	
ROL D	CYC n/a	MINIMUM
CAP 4.5g	WTE 49.0	RANGE
CIR 1956	MIS 4% fails	6 ft.
BLAST n/a	BURN 20d10	BACKBLAST -

Backpack styled flame thrower with 5 uses. Fuel may be ignited or cold when sprayed.

FLAME THROWER, LIGHT	"German HAFLA 35L"	
ROF 1	AMO Shell	
ROL A	CYC n/a	MINIMUM
CAP 1	WTE 1.5	RANGE
CIR 1972	MIS 1% fails	25 ft.
BLAST 30	BURN 6d10	BACKBLAST -

Fires a phosphorus incendiary shell from a pistol-styled, disposable launcher.

Missile Pod

Damage from these missiles is indexed from the 40mm round table.

MISSILE / ROCKET TYPE	NUMBER IN POD	DAMAGE MULTIPLIER
A 0.75 Inch Lightning	10-40	x 0.25
B 1.75 Inch Mini-Missile	06-24	x 1 or 2
C 2.75 Inch Missile	02-08	x 2 to 4

MISSILE RANGE	MINIMUM	MAXIMUM	FAILURE
A 0.75	(impact)	275 ft.	05%
B 1.75	(impact)	440 ft.	02%
C 2.75	(impact)	790 ft.	02%

Explosives

Explosives come in many variable strengths and types. Some general examples include:

NAME	STYLE	FUSE	DAMAGE PER UNIT
TNT	BL	ABC	200 pts.
C-4	BL	BC	268 pts.
C-4 (Demo-Pack)	12BL	BC	3216 pts.
C-6	BL	BC	560 pts.
C-6 (Demo-Pack)	10BL	BC	5600 pts.
Fuse (waterproof)	Cord	-	1 per inch.
Primer Cord	Cord	-	4 per inch.
Military Dynamite	ST	ABC	184 pts.
Dynamite			
Early	ST	ABC	122 pts.
Commercial 60%	ST	ABC	166 pts.
Gelatin 60%	ST	ABC	152 pts.
Black Powder	PD	ABC	110 pts.
Nitro	DI	ABC	220 pts.

BL A small, rectangular block.
ST Stick, 12" long, 1" wide.
DI A 2 inch by .25 inch disk.
PD Packed powder.

Detonators

DETONATOR FIRING

	F	B	C	H	E	M	I
F= Fuse	F	y	y	y	y	n	y
B= Blasting Cap	B	y	y	y	y	y	y
C= Primer Cord	C	n	y	y	n	y	y
H= Heat Source							
E= Electrical Firing							
I= Impact (projectile)							

M= Mechanical Firing

I= Impact (projectile) Y= Yes N= No

Explosive detonators may be mechanical or electrical. Special detonators can be timed up to 30 minutes or fired immediately at the players or GM's choice.

See explosive effects in the GM's Damage Appendix.



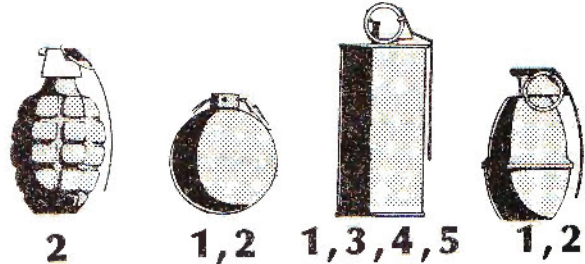
Powders

ARCHAIC POWDERS	CHANCE OF	WET	DAMP	NORM
A Serpentine Powder		0%	35%	80%
B Corned-Black Powder		0%	35%	80%

GRADED BLACK POWDER				TYPE
C1 Cannon Powder	05%	45%	95%	
C2 Large-Bore Weapons	04%	50%	98%	Fg
C3 Medium-Bore	02%	45%	98%	FFg
C4 Small-Bore	01%	35%	95%	FFFFg
C5 Priming Powder	0%	30%	95%	FFFFg
D Modern Smokeless	20%	90%	99%	

WEAPONS IGNITION		WET	DAMP	NORM
A Burning Stick		02%	30%	75%
B Hot Wire		04%	35%	85%
C Slow-Burning Match		01%	30%	80%
D Slow-Burning Fuse		05%	45%	85%
E Wheelock		10%	50%	85%
F Flintlock		10%	50%	85%
G Percussion Cap		20%	58%	95%
H Rim-Fire Cartridge		75%	89%	95%
I Pin-Fire Cartridge		65%	85%	90%
J Center-Fire Cartridge		85%	95%	99%
K Caseless		98%	99%	99%
L Modern Percussion Cap		90%	97%	99%

Grenades



1	CHEMICAL & SMOKE	
2	FRAGMENTATION	MK2 "Pineapple"
		M33 "New Style"
3	PHOSPHORUS	M34 "Willie Pete"
4	STUN	"Flash Grenade"
5	BLASTING (HE)	MK3A2

TYPE	BLAST	BURN
High Explosive	200	d10
Smoke (see accuracy modifier)	-	d6
Incendiary (80 foot circle)	50	6d10
Illumination (as a flare)	-	d10
Phosphorus (see burn damage)	65	-
Fragmentation (low-yield)	110	-
Fragmentation (high-yield)	140	d6
Stun	25	d6

Frag

	40	30	25	20	15	10	05
(low-yield)	0	1	d2	d4	d4	d6	d8
(high-yield)	1	d2	d4	d6	d8	d10	d20
(phosphorus)	0	0	1	d2	d4	d4	d6

REMEMBER

- Grenades explode with damage from blast and metal fragments that travel with penetration equal to the force of the blast divided by the distance of the target in feet.
- Smoke, chemical and gas grenades create a dense cloud, 50 feet in diameter that travels in the direction of the wind.

Gas Grenades

BZ	Happy Hallucinogenic	
DE:	d4 min.	DU: d4+4 hrs. DX: 05%
BX	Bad-Trip Hallucinogenic	
DE:	1 min.	DU: 3d8 hrs. DX: 08%
BN	Optic Disruptive	
DE:	1 min.	DU: d6+9 hrs. DX: 01%
CN	Tear Gas	
DE:	Contact	DU: d6 hrs. DX: 01%
DM	Vomit Gas	
DE:	Contact	DU: d4 hrs. DX: 01%
SL	Sleep Gas	
DE:	1 min.	DU: d6+6 hrs. DX: 01%
NG	Nerve Gas	
DE:	1 min.	DU: DX: 95%
SM	Smoke	DU: 2 min.
	Creates a dense cloud of smoke.	
PO	Poison Gas	(see toxin types)

DE=DELAY TO EFFECT

Time until the full effect takes place.

DU=DURATION

The duration of the effects of the agent.

DX=Death %

The chance of an allergic or highly toxic reaction to the agent. Treat as a d10 poison. This is a one time roll.

Bane Launchers

The Bane Launchers and Support Technology (BLAST) was a recent development based on the following concepts.

01 The vast majority of "paraphenomenal occurrences" can be resolved without direct use of violence.

02 Of those "occurrences" which can not be so resolved, few are unaffected by normal weapon systems.

03 Of those "occurrences" which are not significantly effected by normal weaponry, ALL have had some weakness or vulnerability to something. This "something" is called a bane.

04 When an effective bane is found, mere possession is seldom effective against the "occurrence". The bane may require physical contact, ingestion, inhalation, or injection.

05 In all instances except ingestion, the simplest method of delivery is with a firearm or other projector.

06 Banes can be any shape, size, or material state. A projector must be able to handle any material within reason. For launching less fragile material, stakes, spikes, powder or granulated material, a shotgun or smooth bore weapon is recommended.

07 If the bane is effective, the "occurrence" may be disposed of with one or two shots, so large magazine capacity or automatic weapons are not necessary. If the bane fails to work in small quantities, heavier delivery systems or a hasty retreat are suggested.

08 The variety of regulations concerning the ownership and carrying of firearms makes mandatory that the system be "street legal" or explained by licence, permit, or badge.

BLAST Kit

The BLAST kit consists of a suitcase sized bane adjustment kit and the operatives choice of the following weapons.

BANE ADJUSTMENT KIT

- 1 Adjustable Metal Melting Kiln
- 2 Mini-Lathe and Moto-Tool
- 3 Shotgun Shell / 40mm Reloading Kit
- 4 Reloading Instruction Book (smokeless)
- 5 Reloading Instruction Book (black powder)
- 6 Fine Tools / Engraving Kit
- 7 Safety Glasses / Gloves / Respirator

Reloading

Books on reloading give the user a skill bonus of +25% on attempts to create special rounds.

Reloading time for shells is an average of 1 minute per special "bane" round, as long as material is available and needs no special processing. The 40mm round takes an average of 4 minutes. Set up time for the BLAST kit, bench-top workshop is 5 minutes.

Options

The following is a collection of options of the BLAST system of bane delivery. The Bureau agent may request any one of these per 30 day period.

KIT 1 SIMPLE SHOTGUN

- 1 Ross Coach Gun, double-barreled shotgun. Has outside hammers and can be broken down to fit a briefcase. 12 guage

KIT 2 MUZZELLOADER

- 1 Flintlock Blunderbus 10 guage
- 2 Flintlock Pistols, Double-Barreled .45cal
- 1 Powder Flask with 1lb, Black Powder
- 1 Bag 12 Gunflints (20+d10 shots each)
- 1 Cleaning Kit
- 1 Bullet Mold for Each Caliber
- 1 Instruction Book (gives +1 skill level)
- 100 Patches for Wadding

KIT 3 CROSSBOW

- 1 Compound Crossbow 150 pound pull
- 20 Hollow aluminum shafts, fletched, nocked, and threaded for arrow heads.
- 20 Wooden shafts with broadhead points that have been pre-dipped in molten silver, and polished for etching.
- 20 Hollow Glass Arrow Heads
- 10 Hypodermic Arrow Heads
- 10 Incendiary Arrow Heads (d10 +4 burn)

KIT 4 MANUAL, CONCEALABLE

- 1 Wrist Rocket Slingshot
- 100 Ceramic Spherers, Hollow (.75 inch)

KIT 5 TEXTBOOK

- 1 Book, "Improvised Bane Delivery Systems" (use of squirt guns, garden sprayers, pop bottles, sand blasters, and other common household tools.)

KIT 6 EXPLOSIVE DELIVERY

- 6 Claymore Mines, (empty)
- 6 Bouncing Betty Mines (empty)
- 6 Cannister Grenades (empty)
- 24 Pressure or Trip Wire Detonators
- 100 Feet of Fuse / 500 Feet of Wire
- 24 Electrical Detonators
- 24 Radio Detonators
- 4 Electrical / Radio / Fuse Detonator Box
- 1 Magnito Detonator Box

All have an adjustable, explosive charge of 10-300 points of blast, plus bane.

Also available are special bullets made of silver jacketed wood. For damage treat as AMO type (0). They are available in calibers of:

- | | |
|------------|-------------------|
| 38 Special | 9mm Parabellum |
| 45 ACP | .30-30 Winchester |
| 44 Magnum | 12 guage slug |



Terrorist Weapons

ASSAULT RIFLE		Kalashnikova "AKS-74"					
ROF 1to3	AMO KLI	PB	VS	SH	ME	LO	EX
ROL A	CYC 20a	-1	+1	+2	+1	-2	-4
CAP 40	WTE 7.5	EFFECTIVE					EX+
CIR 1975	MIS 1% ^d	4 ^d					1 ^d
HSM +4	KDM -	SPC (mn)					

An improved version of the popular AK 47 supplied to Third World countries and used by Soviet supplied terrorists. (*5.45x39mm*)

MACHINE GUN, LIGHT		Kalashnikova "RPK"					
ROF 3	AMO FGI	PB	VS	SH	ME	LO	EX
ROL A	CYC 20a	-1	+1	+2	+1	-2	-4
CAP 40/75	WTE 11.0	EFFECTIVE					EX+
CIR 1960	MIS 01% ^d	5d					2d
HSM +3	KDM +1	SPC (dn)					

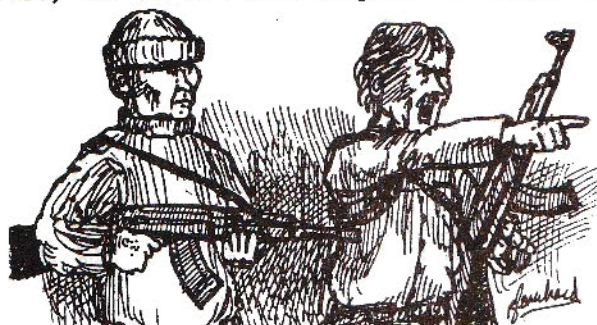
Built from the same design as the AK 47, the RPK is the logical companion to terrorist activities. The muzzle break gives it little more recoil than a (.22). (*7.62mm M43*)

MACHINE GUN					"PPSh41"		
ROF 1to3	AMO FH	PB	VS	SH	ME	LO	EX
ROL A	CYC 27a	0	0	+1	0	-2	-6
CAP 35/71	WTE 30a	EFFECTIVE				EX+	
CIR 1941	MIS 1% ^d	3 ^d				1 ^d	
HSM +1	KDM -	SPC (n)					

Mass produced for the second World War, the PPSh was a crudely produced, simple but effective, machine gun that has found its way to Soviet supplied nations. (*7.62mm type P*)

ASSAULT RIFLE			"Kalashnikova AK-47"				
ROF 1to3	AMO FGI	PB	VS	SH	ME	LO	EX
ROL A	CYC 20a	-1	0	+2	+2	0	-2
CAP 30	WTE 9.0	EFFECTIVE					EX+
CIR 1948	MIS 1% ^d	5d					2d
HSM +3	KDM +1	SPC (dn)					

The former standard Soviet Army, Warsaw Pact, and Third World weapon. (*7.62mm M43*)



MACHINE PISTOL			Polish			"Model 63"		
ROF 3	AMO FG		PB	VS	SH	ME	LO	EX
ROL A	CYC 20a		+1	+1	+2	+1	-2	-4
CAP 15/25	WTE 4.0		EFFECTIVE			EX+		
CIR 1963	MIS 1% ^d		3d			1d		
HSM -	KDM -		SPC (h)					

A light, concealable automatic that is often carried by Soviet agents. (*9x18mm*)

RIFLE	Semi Auto	Soviet "Dragunov SVD"					
ROF 1	AMO F	PB	VS	SH	ME	LO	EX
ROL A	CYC n/a	-2	0	+2	+4	+4	+4
CAP 10	WTE 9.5	EFFECTIVE					EX+
CIR 1978	MIS 01% ^d	7 ^d					3 ^d
HSM +5	KDM +2	SPC (dm)					

The Soviet Sniper Rifle. Has scope that can detect IR. (*7.62x54mm*)

Bows

EARLY BOW	PB	VS	SH	ME	LO	VL
ARROW TYPE:ABC	0	+1	+4	+3	0	-3
BREAK 06% ^a	3	3	2	2	1	1

LONG BOW	PB	VS	SH	ME	LO	VL
ARROW TYPE:A-D2	0	+1	+4	+4	+2	0
BREAK 03% ^a	4	4	3	2	1	1

MODERN BOW	PB	VS	SH	ME	LO	VL
ARROW TYPE:E1-5	0	+1	+4	+3	+1	0
BREAK 02% ^a	4	3	2	2	1	1

COMPOUND	PB	VS	SH	ME	LO	VL
ARROW TYPE:E1-5	0	+1	+5	+5	+3	+1
BREAK 01% ^b	4	4	3	3	2	1

ARBELEST	PB	VS	SH	ME	LO	VL
BOLT TYPE:A-D3	-1	+1	+4	+3	-4	0
BREAK 07% ^b	4	4	4	3	3	1

CROSS BOW	PB	VS	SH	ME	LO	VL
BOLT TYPE:E1-5	-1	+1	+4	+3	+2	+1
BREAK 01% ^b	5	5	4	3	3	2

PISTOL CROSS BOW	PB	VS	SH	ME	LO	VL
BOLT TYPE:E1-5	+4	+3	+2	0	-4	-8
BREAK 03% ^b	3	3	3	2	1	1

WRIST BOW	PB	VS	SH	ME	LO	VL
BOLT TYPE:E1-5	+3	+2	+1	0	-8	-12
BREAK 05% ^b	3	3	2	2	1	1

VAC CROSS BOW	PB	VS	SH	ME	LO	VL
BOLT TYPE:F1-4	-6	-2	+2	+4	+2	0
BREAK 10% ^b	1	2	3	4	6	6

JAPANESE BOW	PB	VS	SH	ME	LO	VL
BOLT TYPE:A-E	0	+2	+4	+3	+2	+1
BREAK 01% ^a	4	4	3	2	2	1

ARROW TYPE	BREAKAGE %	DAMAGE DICE
A Blunt Wood	30%	d4
B Pointed Wood	40%	d4 +1
C ARROWHEAD:		
Stone, Bone, Shell	55%	d6
D EARLY METAL		
01 Bronze	40%	d6
02 Iron	20%	d6
03 Steel	10%	d6
E MODERN		
01 Target	03%	d4 +1
02 Broadhead	01%	d6
03 (3) Blade	02%	d6 +1
04 (4) Blades	03%	d6 +2
05 Fishing	03%	d4 +2
F SPECIAL		
01 Rocket Assist	05%	d6 +4
02 Explosive	99%	(blast 3d6)
03 Incendiary	95%	(burn 2d4)
04 Stun	25%	(stun d10 +3)
05 Tagging	95%	(splashes paint)
06 Gas	95%	(see gas effects)
07 Electric	10%	d4 -1

Arrow creates a heavy stun effect if it penetrates skin on human-sized targets.

Breaks

BREAK A	BREAK B
01-07 String Snaps	01-07 String Snaps
08-09 Bow Cracks	08-09 Mechanical
10 Bow Breaks	10 Bow Breaks

Weapons Generation

In the last quarter of the twentieth century there are over 90,000 different types of firearms and miscellaneous small arms in existence.

These tables allow a character to shop for weapons. A GM may generate a few dozen to have on the side. Results may go from outstanding to whimsical for random design of weapon. Start with a blank card or use the bottoms of photocopied equipment sheets.

AVAILABLE

01-04	Handgun	08-09	Shotgun
05-07	Rifle	10	Assault Rifle

RATE OF FIRE / CYCLIC ACTION

Roll a d6 for the rate of fire and index over to find the weapons cyclic action. Where there is no cyclic action the weapon is semi-auto or other.

RESULT	ROF	CYCLIC	RESULT	ROF	CYCLIC
01	1	n/a*	04	1/3	20a
02	1/2	n/a*	05	1/3	30a
03	1/3	n/a*	06	1/3/6	40a

* Weapons with this designation may be of these types.

	TYPE	CAPACITY
01	Bolt Action	d6 Rounds
02	Manual Load	d10 Rounds
03-06	Separate Box	3d10 Rounds
07-08	Grip Box	4d4 Rounds
09	Cylinder	2d4 Rounds
10	Feed Tube	2d6 Rounds

Weapons without the * designation may be of these types.

	TYPE	CAPACITY
01-04	Separate Box	4d10 Rounds
05-06	Grip Box	5d4 Rounds
07-08	Drum	6d10 Rounds
09	Belt Fed	Any Amount
10	Manual Load	2d10 Rounds

WEIGHT IN POUNDS

PISTOL	TYPE	WEIGHT	RIFLE	TYPE	WEIGHT
01-02	Light	.50	01-02	Light	4.00
03-04	Medium	1.50	03-04	Medium	7.00
05-06	Heavy	3.00	05-06	Heavy	10.00

SHOTGUN	TYPE	WEIGHT
01-02	Light	5.00
03-04	Medium	8.00
05-06	Heavy	12.00

AMMUNITION

Ammunition (AMO) is the choice of the player, depending on availability of the shells required and location of purchase. A weapons ammunition manufacturing kit may be purchased for \$400.00. This allows the player to manufacture most specialty shells of the types listed in the weapon section.



Accuracy

TYPE	RATING	PB	VS	SH	ME	LO	VL
01 Handgun	Awful	0	-1	-3	-5	-7	-10
Rifle	Awful	-4	-4	0	-2	-4	-8
Shotgun	Awful	0	-1	-2	-3	-5	-8

02 Handgun	Bad	0	0	-2	-3	-6	-8
Rifle	Bad	-3	-3	-2	-1	-3	-5
Shotgun	Bad	-1	0	0	-1	-5	-8

03 Handgun	Poor	+2	+1	0	-1	-3	-6
Rifle	Poor	-3	-2	-1	0	-1	-2
Shotgun	Poor	-1	0	+1	0	-2	-6

04 Handgun	Average	+3	+2	+2	0	-2	-4
Rifle	Average	-2	-1	0	+1	+1	0
Shotgun	Average	-1	0	+2	+0	-1	-4

05 Handgun	Good	+4	+3	+2	+1	0	-2
Rifle	Good	-1	+1	+2	+1	+1	+2
Shotgun	Good	-1	0	+2	+1	0	-4

06 Handgun	Great	+4	+4	+3	+2	0	-2
Rifle	Great	0	0	+1	+2	+3	+3
Shotgun	Great	-1	+1	+2	+2	+1	0

TYPE	RATING	PB	VS	SH	ME	LO	VL
01 Handgun	Awful	EFFECTIVE 1d				EX+ 1d	
Rifle	Awful	EFFECTIVE 2d				EX+ 1d	
Shotgun	Awful	Damage x.25 on Total					

02 Handgun	Poor	EFFECTIVE 2d				EX+ 1d	
Rifle	Poor	EFFECTIVE 3d				EX+ 1d	
Shotgun	Poor	Damage x.50 on Total					

03 Handgun	Fair	EFFECTIVE 3d				EX+ 2d	
Rifle	Fair	EFFECTIVE 4d				EX+ 2d	
Shotgun	Fair	Damage x.75 on Total					

04 Handgun	Average	EFFECTIVE 4d				EX+ 1d	
Rifle	Average	EFFECTIVE 5d				EX+ 2d	
Shotgun	Average	Damage x1.0 on Total					

05 Handgun	Good	EFFECTIVE 4d				EX+ 2d	
Rifle	Good	EFFECTIVE 6d				EX+ 3d	
Shotgun	Good	Damage x1.25 on Total					

06 Handgun	Great	EFFECTIVE 5d				EX+ 2d	
Rifle	Great	EFFECTIVE 7d				EX+ 3d	
Shotgun	Great	Damage x1.50 on Total					

These weapon damages are the combined factors of a weapon's efficiency and the AMO specific to that type of weapon.

These damages can be modified by a player character's research and use of gunsmithing or the purchase (GM approved) of better grades of ammunition.

A shotguns design changes pellet damage by the modification of final (HBD) damage.

It is always fun to add idiosyncracies to weapons including: jamming, sticking, hard to get ammunition, sensitivity to specific environment and unpopularity are suggested.

A GM may also wish to alter the range modifiers. Remember, in a tight situation, weapons are useful but your campaign should not rely on weapons and equipment only.

FAST KILL

In fast action situations the complete generation of protagonists is a waste of the GM's time. Other than accuracy, and agility disposable NPCs should be generated in batch and kept on file.

The following charts speed disposal of NPC characters and animals in a simple fashion.

If the GM wishes to add a little realism and uncertainty to the game, roll on the options table when a fast kill is attempted.

REMEMBER

- 01 Every projectile striking a target per action adds a +1 on the result total.
- 02 Modifiers do not affect a roll on the options table.
- 03 In some cases an option will not work for a particular situation.
- 04 This fast kill table may also be used for non-human life. It is recommended this table not be used for player character wounds.

Result

- 01 Victim is grazed.
- 02 Victim is grazed and loses next action.
- 03 Minor wound lightly stuns victim.
- 04 Wound stuns victim for d6 minutes.
- 05 Wound stuns victim for d6+10 minutes.
- 06 Critical wound, NPC falls unconscious after next action.
- 07 Critical wound, NPC falls unconscious after one more action, dies d10 minutes.
- 08 Critical wound, NPC falls unconscious immediately. Dies in d10 minutes.
- 09 Critical wound, NPC falls unconscious and dies in d4 minutes without aid.
- 10 Victim falls unconscious, dies.
- 11+ Victim dead before he hits the ground.

Optional

- 01 Victim is spun by shot. Must take d4 actions to recover.
- 02 Victim's armor reduces first table roll by d4 on the initial d10 roll.
- 03 Victim's armor reduces first table roll by d4 +2 on the initial d10 roll.
- 04 Victim fumbles next action.
- 05 Victim is knocked d4 feet backwards by shot. Takes d6 actions to recover.
- 06 Obstruction or possession deflects the shot. Knocks victim backwards as #5.
- 07 Fear reduces the victim's accuracy by d6 on the next shot if the next action is weapons fire.
- 08 Obstruction or possession deflects the shot totally. No action penalty to NPC.
- 09 NPC's weapon jams or disfunctions on the next or last action.
- 10 If NPC is alive after and conscious after being hit, he will feign death, (play possum) until he has an advantage.

Animal Fast Kill

Use this table in the same way as the first set of tables with these results:

Result

- 01 Victim is grazed.
- 02 Victim is grazed and loses next action.
- 03 Minor wound lightly stuns victim.
- 04 Wound stuns victim for d6 minutes.
- 05 Wound stuns victim for d6 +4 minutes.
- 06 Critical wound, victim falls unconscious after next action.
- 07 Critical wound, victim falls unconscious after next action and dies in d10 minutes.
- 08 Critical wound, victim falls unconscious after next action and dies in d6 minutes.
- 09 NPC falls unconscious, dies d4 minutes.
- 10 Victim falls unconscious, dies.
- 11 Victim dropped in tracks, dead.

Optional

- 01 Victim flees in terror if alive.
- 02 Victim flees in terror in direction of attacker if still alive.
- 03 Deflection reduces attacker's primary dice result by d4.
- 04 Victim will feign death until attacker leaves or death occurs.
- 05 Victim will feign death and counter attack the attacker at the first opportunity.
- 06 Victim begins to thrash and die violently.
- 07 The kill attracts scavengers, if any.
- 08 The kill attracts predators, if any.
- 09 This kill attracts more of the victim's type, if any.
- 10 Victim panics, runs off to die.

ANIMALS

TEMPERAMENT IN ANIMALS

Most animals will avoid contact with man whenever possible.

Only when sick, cornered, wounded, or protecting young will they attack with a berserk fury. See the Temperament charts.

DEXTERITY IN ANIMALS

An animal's Dexterity and Agility is the choice of the GM. Averages may be:

	DEXTERITY	AGILITY
VERY SLOW	d6 +04	d6 +04
SLOW	d6 +06	d6 +06
MEDIUM	d6 +08	d6 +08
FAST	d6 +10	d6 +10
VERY FAST	d6 +12	d6 +12
LIGHTNING FAST	d6 +14	d6 +14

The detailed body tables may be used for damage to quadrupeds with minor structural modifications.

Animals may have different skin armor ratings, bone values and tissue thicknesses. Body areas may generally have the same function though the GM may wish to change death shock percentages and structure.

Wound Shock

As a character takes Whole Body Damage he or she suffers the possibility of wound shock that may become a death shock.

REMEMBER

- 01 Index the general area hit.
- 02 Break hit points into 25%, 50%, 75%, 100%.
- 03 Index the damage taken as a percentage of the character's hit points. Find the general area and index this percent to find the chance of shock.
- 04 Roll under this percentage on a d100 for the character to go into shock.
- 05 If the character goes into a state of shock, repeat steps #1-3 and roll on the death shock table. Death shock is immediate.
- 06 Chance of shock and death shock can be reduced by drugs.
- 07 See EMR and Life Saving.

% HIT POINTS LOST	PERCENT CHANCE SHOCK	PERCENT CHANCE DEATH SHOCK
----------------------	-------------------------	-------------------------------

BRAIN AREA

Graze	-	-
01-25%	20%	10%
26-50%	50%	40%
51-75%	70%	50%
76-98%	90%	70%

VITAL AREA (chest, abdomen, spine)

Graze	-	-
01-25%	20%	10%
26-50%	40%	20%
51-75%	50%	30%
76-98%	70%	50%

EXTREMITY (arm, leg,)

Graze	-	-
01-25%	10%	05%
26-50%	20%	10%
51-75%	30%	15%
76-98%	50%	30%

FAR EXTREMITY (hand, foot)

Graze	-	-
01-25%	-	-
26-50%	05%	-
51-75%	10%	05%
76-98%	50%	10%

Blast Effect

Blast effects exposed body areas as whole body damage with the chance of stun and shock indexed from the least protected or exposed areas.

Body areas hit with double their rating of maximum damage (Total) are amputated or removed by blast at the GM's decision.

Blast Shock

Most close detonations will have the effect of causing the character to loose (d4 x .50) actions and suffer a 40% chance of a d10 hour hearing loss of d100% of hearing.



Stun

Related to wound shock, stun is another side effect of damage. When a character is damaged, check for stun intensity and length.

REMEMBER

- 01 The stun percentage is always indexed from the amount of damage a character has taken in a specific area. This damage is indexed as a percentage of whole body points.
- 02 A player character has a final action before becoming totally unconscious.

Stun Time

FAST:	d6	Actions
LIGHT:	3d6	Actions
MEDIUM:	d6	Minutes
HEAVY:	3d6	Minutes
HARD	d6+6	Hours

PERCENTAGE DAMAGE TAKEN	PERCENT CHANCE OF STUN	TYPE OF STUN
----------------------------	---------------------------	-----------------

BRAIN AREA

Graze	20%	Fast
01-25%	30%	Light
26-50%	50%	Medium
51-75%	70%	Heavy
76-98%	98%	Hard

VITAL AREA

Graze	05%	Fast
01-25%	20%	Fast
26-50%	40%	Medium
51-75%	60%	Medium
76-98%	80%	Heavy

EXTREMITY

Graze	05%	Fast
01-25%	10%	Fast
26-50%	20%	Light
51-75%	40%	Medium
76-98%	60%	Heavy

FAR EXTREMITY

Graze	-	-
01-25%	-	-
26-50%	10%	Fast
51-75%	20%	Light
76-98%	40%	Medium

Fast / Light Stun

Fast and Light stuns are more an action penalty than the character actually falling unconscious. See the medical reductions in the disease section for stun effects.

Hit Locations

HIT LOCATION	FRONT OR BACK	GOTO
01-10	Right Leg	E
11-15	Foot L or R	F
16-30	Left Leg	E
31-45	Left Arm	D
46-56	Right Arm	D
57-60	Hand, L or R	G
61-75	Abdomen	C
76-90	Chest	B
91-00	Head	A

HIT LOCATION	SIDE OR PRONE	GOTO
01-30	Leg, L or R	E
31-35	Foot L or R	F
36-50	Abdomen	C
51-70	Chest	B
71-85	Arm L or R	D
86-90	Hand L or R	G
91-00	Head	A

Detailed hits are the tables for shrapnel hits, automatic weapons fire, and long range projectile fire where you do not have much of a choice in hit location.

Specific Areas

AREA	GOTO	ROLL
01-04 Right Foot	F	2d6
05-08 Right Calf	F1	d6
09-12 Right Knee	E4	d6
13-16 Right Hip	E1	d6
17-20 Right Thigh	E2	d6
21-24 Left Foot	F	2d6
25-28 Left Calf	F1	d6
29-32 Left Knee	E4	d6
33-36 Left Hip	E1	d6
37-40 Right Thigh	E2	d6
41-44 Right Hand	G	2d6
45-48 Right Lower Arm	D6	d6
49-52 Right Elbow	D4	d6
53-56 Right Upper Arm	D3	d6
57-60 Right Shoulder	D1	d6
61-64 Left Hand	G	2d6
65-68 Left Lower Arm	D6	d6
69-72 Left Elbow	D4	d6
73-76 Left Upper Arm	D3	d6
77-80 Left Shoulder	D1	d6
81-84 Genitals	C6	d6
85-88 Abdomen	C	2d6
89-92 Chest	B	2d6
93-96 Neck	B1	d6
97-00 Head	A	2d6

This table is used for easy access to the detailed body area tables. You may also use it for shrapnel and automatic weapons fire. On this table only, read 2d6 as a location in the detailed charts.

EXAMPLE D6 Roll d6: Body table D, Section 6, Roll a d6 for exact area.

Detailed Body Areas

EXAMPLE AREA CODES

3,4 **B(6) (M)****(A)(SP 12)** T=26
a b c d e b f g h b n

DS = 80%+ Heart, Upper R
i j k l m

Codes

Always roll 2 six sided for the area hit. Read each die separately.

- a This is the number of the area found by randomization or design.
- b The * is the indicator of one point of damage absorbed by the tissue in that area. This is also used for toughness and the indicator of structure of major organs.
- c B is the indicator of bone in that area. Always check the bone special chart when damage is over the value of the bone. Damage under the value always lodges the projectile in the bone.
- d After a B is always the value of the bone in brackets ().

Major Organs

- e This (M) is the indicator of a major organ in the area.
- f The (A) in brackets indicates a possible high bloodloss area. When this appears the artery hit table is checked. Any damage that severs or damages arteries reduces the damage penetration by one point.
- g The (SP) is the code for a spinal hit. Check the optional Spine Hit specials for additional damage and death shock.
- h This is the damage needed to penetrate the spine.
- i DS is the death shock indicator for damage in that particular area. A failure to roll over this percentage indicates wound shock kills the character. See medical skills.

Death Shock

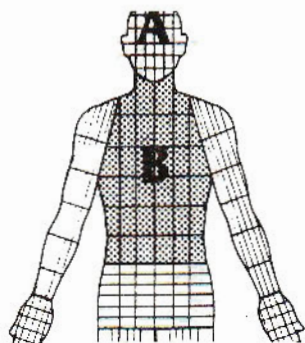
- j This is the death shock percentage the character must roll over on a d100 to live. This is the primary form of wound shock if a major organ is damaged.
- k The + is an indicator showing a possible higher death shock percentage.
- l This is the major organ or (b) bone hit. In arms, legs, tail, hand and foot areas the bone is the only listing.

Location

- m This is the location of the area hit in organs that have more than one listing.
- n This is the total damage penetration needed to punch a projectile through a body in that specific area.

A Head

1,1	Miss		
1,2	Graze A		
1,3	Graze B		
1,4	Graze B	Graze A = d6 damage	
1,5	Graze A	Graze B = 2d6 damage	
1,6	Miss		
2,1	Graze B		
2,2	*B(8) (M)****(A) B(8)*	T=23	
	DS = 94% Brain, Forehead L		
2,3	*B(8) (M)****(A) B(8)*	T=23	
	DS = 98% Brain, Forehead Mid L		
2,4	*B(8) (M)****(A) B(8)*	T=23	
	DS = 98% Brain, Forehead Mid R		
2,5	*B(8) (M)****(A) B(8)*	T=23	
	DS = 94% Brain, Forehead R		
2,6	Graze B		
3,1	Graze B		
3,2	*EYE(4) B(4) (M)****(A) B(8)*	T=22	
	DS = 98% Brain, Eye L		
3,3	*B(3) B(6) (M)****(A) B(8)*	T=23	
	DS = 94% Brain, Bridge Nose L		
3,4	*B(3) B(6) (M)****(A) B(8)*	T=23	
	DS = 94% Brain, Bridge Nose R		
3,5	*EYE(4) B(4) (M)****(A) B(8)*	T=22	
	DS = 98% Brain, Eye R		
3,6	Graze B		
4,1	Graze B		
4,2	*B(4)*B(6) (M)****(A) B(8)*	T=24	
	DS = 80% Brain, Zygomatic L		
4,3	*B(3)*B(5) (M)****(A) B(8)*	T=22	
	DS = 85% Brain, Maxilla Palate L		
4,4	*B(3)*B(5) (M)****(A) B(8)*	T=22	
	DS = 85% Brain, Maxilla Palate R		
4,5	*B(4)*B(6) (M)****(A) B(8)*	T=24	
	DS = 80% Brain, Zygomatic R		
4,6	Graze B		
5,1	Graze B		
5,2	*B(3)*B(4) (M)****(A) B(8)*	T=21	
	DS = 60% Brain, Teeth Upper L		
5,3	*B(3)*B(4) (M)****(A) B(8)*	T=21	
	DS = 70% Brain, Teeth Upper Mid L		
5,4	*B(3)*B(4) (M)****(A) B(8)*	T=21	
	DS = 70% Brain, Teeth Upper Mid R		
5,5	*B(3)*B(4) (M)****(A) B(8)*	T=21	
	DS = 60% Brain, Teeth Upper R		
5,6	Graze B		
6,1	Graze B		
6,2	*B(3)*B(4)*B(6)*	T=17	
	DS = 03% Mandible, Jaw L		
6,3	*B(4)****(A) (SP 12) B(8)*	T=29	
	DS = 15%+ Mandible, Mid L		
6,4	*B(4)****(A) (SP 12) B(8)*	T=29	
	DS = 15%+ Mandible, Mid R		
6,5	*B(3)*B(4)*B(6)*	T=17	
	DS = 03% Mandible, Jaw R		
6,6	Graze B		

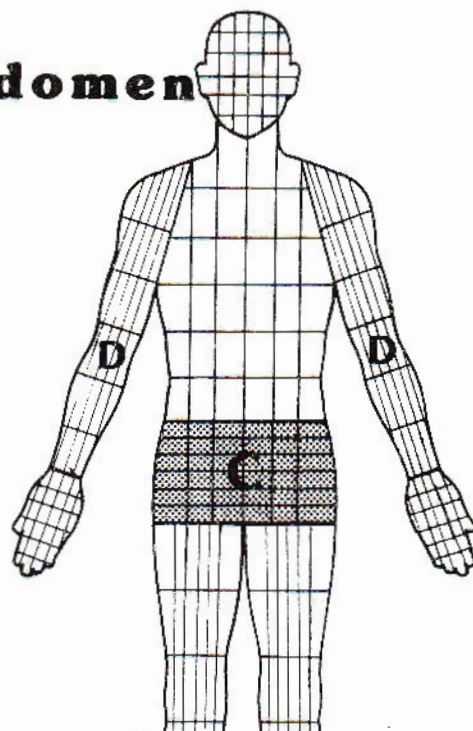


B Chest

1,1	Graze B		
1,2	**B(6) ***	T=11	
	DS = -- (b) Clavicle, Shoulder L		
1,3	*** (A) *(SP 12)*	T=17	
	DS = 04%+ Trachea, Air Passage		
1,4	*** *(SP 12)*	T=17	
	DS = 04%+ Esophagus, Food Passage		
1,5	**B(6) ***	T=11	
	DS = -- (b) Clavicle, Shoulder R		
1,6	Graze B		
2,1	Graze B		
2,2	**B(4) (M)****(A) B(4)**	T=16	
	DS = 07% Lung, Upper L		
2,3	**B(4) (M)****(A) (SP 12) B(4)**	T=28	
	DS = 10%+ Bronchial Tube L		
2,4	*B(6) ** (A) *B(4)**	T=16	
	DS = 04% Esophagus		
2,5	**B(4) (M)****(A) B(4)**	T=16	
	DS = 10% Bronchial Tube R		
2,6	**B(4) (M)****(A) B(4)**	T=16	
	DS = 07% Lung, Upper R		
3,1	Graze B		
3,2	**b(4) (M)**** B(4)**	T=16	
	DS = 10% Lung, Mid L		
3,3	**B(6) (M)****(A) B(4)**	T=18	
	DS = 80% Heart, Upper L		
3,4	**B(6) (M)****(A) (SP 12)**	T=26	
	DS = 80%+ Heart, Upper R		
3,5	**B(4) (M)****(A) B(4)**	T=16	
	DS = 10% Lung, Mid R		
3,6	Graze B		
4,1	**B(4) (M)****(A) B(4)**	T=16	
	DS = 14% Lung, Lower L		
4,2	**B(4) (M)****(A) B(4)**	T=16	
	DS = 20% Lung, Lower Mid L		
4,3	**B(6) (M)****(A) B(4)**	T=18	
	DS = 90% Heart, Lower L		
4,4	**B(6) (M)****(A) (SP 12)**	T=26	
	DS = 90%+ Heart, Lower Mid R		
4,5	**B(4) (M)****(A) B(4)**	T=16	
	DS = 20% Lung, Lower Mid R		
4,6	**B(4) (M)****(A) B(4)**	T=16	
	DS = 14% Lung, Lower R		
5,1	Graze B		
5,2	**B(4) (M)****(A) B(4)**	T=16	
	DS = 06% Liver, L		
5,3	**B(4) (M)****(A) B(4)**	T=16	
	DS = 90% Heart, Lower L		
5,4	**B(4) (M)****(A) (SP 12)**	T=24	
	DS = 10%+ Liver, Mid L		
5,5	**B(4) (M)****(A) B(4)**	T=16	
	DS = 10% Stomach, Mid R		
5,6	**B(4) (M)****(A) B(4)**	T=16	
	DS = 12% Spleen, R		
6,1	Graze B		
6,2	** (M)****(A) ***	T=10	
	DS = 10% Liver, L		
6,3	** (M)****(A) ***	T=09	
	DS = 08% Pancreas, L		
6,4	** (M)****(A) *(SP 12)**	T=21	
	DS = 10%+ Duodenum, L		
6,5	** (M)****(A) ***	T=09	
	DS = 15% Stomach, Mid		
6,6	** (M)****(A) ***	T=09	
	DS = 10% Spleen		

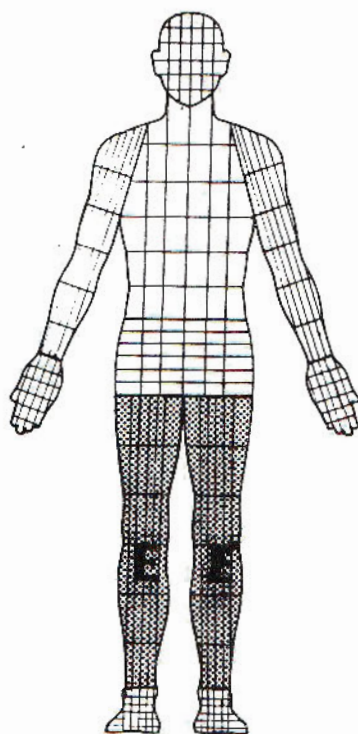
1,1	Graze B	
1,2	** (M)****(A) ***	T=09
	DS = 08% Liver, L	
1,3	** (M)****(A) ***	T=09
	DS = 10% Kidney, L	
1,4	** (M)****(A) (SP 12)**	T=20
	DS = 10%+ Stomach, L	
1,5	** (M)****(A) ***	T=09
	DS = 08% Kidney, R	
1,6	** (M)****(A) ***	T=09
	DS = 05% Colon, R	
2,1	** (M)****(A) ***	T=09
	DS = 04% Colon, L	
2,2	** (M)****(A) ***	T=09
	DS = 10% Kidney, Lower L	
2,3	** (M)****(A) *B(4)**	T=13
	DS = 10% Intestine, L	
2,4	** (M)****(A) *(SP 12)**	T=21
	DS = 12%+ Intestine, R	
2,5	** (M)****(A) ***	T=09
	DS = 10% Intestine, R	
2,6	** (M)****(A) ***	T=09
	DS = 05% Colon, R	
3,1	** (M)****(A) *B(4)*	T=12
	DS = 05% Colon, L	
3,2	** (M)****(A) *B(4)*	T=12
	DS = 08% Intestine, L	
3,3	** (M)****(A) *B(6)*	T=14
	DS = 08% Intestine, Mid L	
3,4	** (M)****(A) *(SP 12)*	T=20
	DS = 08%+ Intestine, Mid R	
3,5	** (M)****(A) *B(4)*	T=12
	DS = 08% Intestine, R	
3,6	** (M)****(A) *B(4)*	T=12
	DS = 05% Colon, R	
4,1	** (M)****(A) *B(4)**	T=13
	DS = 08% Colon, L	
4,2	** (M)****(A) *B(10)**	T=19
	DS = 08% Intestine, L	
4,3	** (M)****(A) ***	T=09
	DS = 08% Intestine, Mid L	
4,4	** (M)****(A) *(SP 12)*	T=20
	DS = 08%+ Intestine, Mid R	
4,5	** (M)****(A) *B(10)**	T=19
	DS = 08% Intestine, R	
4,6	** (M)****(A) *B(4)**	T=13
	DS = 05% Colon, R	
5,1	** (M)****(A) *B(4)***	T=14
	DS = 05% Colon, L	
5,2	** (M)****(A) *B(10)***	T=20
	DS = 08% Intestine, L	
5,3	** (M)****(A) *B(2)***	T=12
	DS = 08% Intestine, Mid L	
5,4	** (M)****(A) *B(5)***	T=15
	DS = 08% Intestine, Mid R	
5,5	** (M)****(A) *B(10)***	T=20
	DS = 05% Appendix, R	
5,6	** (M)****(A) *B(4)***	T=14
	DS = 05% Colon, R	
6,1	Graze B	
6,2	** (M)****(A) *B(5)***	T=15
	DS = 10% Bladder, L	
6,3	** (M)****(A) *B(3)***	T=13
	DS = 06% Genitals, L	
6,4	** (M)****(A) *B(3)***	T=13
	DS = 06% Genitals, R	
6,5	** (M)****(A) *B(5)***	T=15
	DS = 10% Bladder, R	
6,6	Graze B	

C Abdomen



D Arm

1,1	Graze A		
1,2	Graze B		
1,3	*** B(6)**	Clavicle	T=11
1,4	*** B(8)**	Shoulder	T=13
1,5	** B(6) *(A)B(8)*	Clavicle	T=18
1,6	***B(8) ***	Shoulder	T=14
2,1	Graze A		
2,2	Graze B		
2,3	*** (A) B(7)***	Humerus	T=13
2,4	*** (A) * ***	Arm, Upper	T=07
2,5	Graze B		
2,6	*** (A) B(8)**	Shoulder	T=13
3,1	Graze B		
3,2	*** (A) * ***	Arm, Upper	T=07
3,3	***B(8) ***	Humerus	T=14
3,4	*** (A) B(7)***	Humerus	T=13
3,5	*** (A) * ***	Arm, Upper	T=07
3,6	Graze B		
4,1	Graze B		
4,2	*** * ***	Arm, Mid	T=08
4,3	*** (A) B(8)***	Humerus	T=14
4,4	*** (A) B(10)*	Elbow	T=13
4,5	*** (A) B(8)***	Humerus	T=14
4,6	Graze B		
5,1	Graze A		
5,2	Graze B		
5,3	*** (A) B(6)***	Radius	T=12
5,4	***B(6) *B(7)**	Radius-Ulna	T=19
5,5	*** (A) B(7)**	Ulna	T=12
5,6	*** (A) * **	Arm, Lower	T=06
6,1	Graze A		
6,2	Graze B		
6,3	*** (A) B(5)**	Radius	T=10
6,4	*** (A) B(6)**	Ulna	T=11
6,5	Graze B		
6,6	Graze A		



E Leg

1,1	Graze A		
1,2	*** B(10)****	Pelvis	T=17
1,3	*** B(9)***	Hip, Joint	T=15
1,4	*** B(10)***	Pelvis	T=16
1,5	Graze B		
1,6	Graze A		
2,1	Graze B		
2,2	****(A) B(12)****	Femur	T=20
2,3	**** B(12)****	Femur	T=20
2,4	**** ** ****	Leg, Upper	T=10
2,5	Graze B		
2,6	Graze A		
3,1	Graze B		
3,2	****(A) B(12)****	Femur	T=20
3,3	**** B(12)****	Femur	T=20
3,4	**** ** ****	Leg, Upper	T=10
3,5	Graze B		
3,6	Graze A		
4,1	Graze B		
4,2	**** B(12)****	Femur	T=20
4,3	**(A) B(9)***	Knee	T=14
4,4	**B(9) B(8)**	Knee	T=21
4,5	**** B(12)****	Femur	T=20
4,6	Graze A		
5,1	Graze B		
5,2	*** B(10)***	Fibula	T=16
5,3	*** B(10)***	Fibula	T=16
5,4	***(A) B(8)***	Tibia	T=14
5,5	*** B(8)***	Tibia	T=14
5,6	Graze A		
6,1	Graze B		
6,2	***(A) B(10)***	Fibula	T=16
6,3	*** B(10)***	Fibula	T=16
6,4	*** B(8)***	Tibia	T=14
6,5	***(A) B(8)***	Tibia	T=14
6,6	Graze A		

F Foot



1,1	Graze B		
1,2	*** B(10)***	Fibula	T=16
1,3	***(A) B(10)***	Fibula	T=16
1,4	***(A) B(8)***	Tibia	T=14
1,5	*** B(8)***	Tibia	T=14
1,6	Graze A		
2,1	Graze B		
2,2	**(A) B(10)**	Ankle Joint	T=14
2,3	** B(11)**	Ankle	T=15
2,4	**(A) B(10)**	Ankle Joint	T=14
2,5	** B(11)**	Ankle	T=15
2,6	Graze A		
3,1	Graze B		
3,2	** B(8)**	Talus	T=12
3,3	**(A) B(8)**	Talus	T=12
3,4	** B(8)**	Talus	T=12
3,5	Graze B		
3,6	Graze A		
4,1	Graze B		
4,2	** B(7)**	Cuboid	T=11
4,3	**(A) B(7)**	Navicular	T=11
4,4	**(A) B(7)**	Cuneiforms	T=11
4,5	**(A) B(7)**	Cuneiforms	T=11
4,6	Graze A		
5,1	Graze B		
5,2	** B(3)**	Metacarpal	T=07
5,3	** B(3)**	#2 Metacarpal	T=07
5,4	** B(3)**	#3 Metacarpal	T=07
5,5	** B(3)**	#4 Metacarpal	T=07
5,6	** B(3)**	#5 Metacarpal	T=07
6,1	Graze B		
6,2	** B(2)**	Phalanges	T=06
6,3	** B(2)**	#2 Phalanges	T=06
6,4	** B(2)**	#3 Phalanges	T=06
6,5	** B(2)**	#4 Phalanges	T=06
6,6	** B(2)**	#5 Phalanges	T=06

Body Structure

Alien body structure is based on the general human table with skin, tissue, and bone modifications. Under many circumstances human body structure may vary widely. Below are general guidelines.

FAT

Add one point of tissue per inch of body fat in excess of 1 inch.

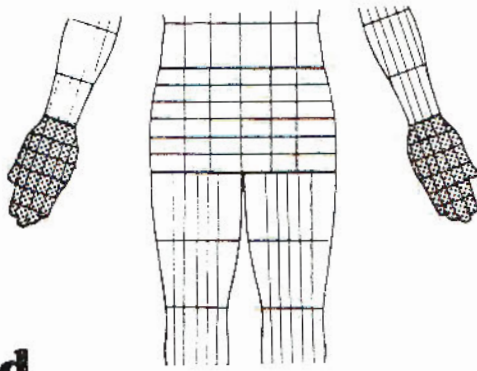
LARGE BONE STRUCTURE

Add one point of bone value per (.50) inch of additional bone.

SKIN STRUCTURE

See the armor tables for general design.





G Hand

1,1	Graze B		
1,2	*** B(5)**	Radius	T=10
1,3	*** (A) B(5)**	Radius	T=10
1,4	*** (A) B(6)**	Ulna	T=11
1,5	*** B(6) **	Ulna	T=11
1,6	Graze A		
2,1	Graze A		
2,2	Graze B		
2,3	** (A) B(4)**	Scapoid	T=08
2,4	** (A) B(4)**	Lunate	T=08
2,5	Graze B		
2,6	Graze A		
3,1	Graze B		
3,2	** B(4)**	Trapezium	T=08
3,3	** (A) B(4)**	Trapezoid	T=08
3,4	** (A) B(4)**	Capitate	T=08
3,5	Graze B		
3,6	Graze A		
4,1	** B(4)**	Thumb	T=08
4,2	Graze A		
4,3	** B(3)**	Phalanges	T=07
4,4	** (A) B(3)**	#2 Phalanges	T=07
4,5	** (A) B(3)**	#3 Phalanges	T=07
4,6	** (A) B(3)**	#4 Phalanges	T=07
5,1	** B(3)**	Thumb, Mid	T=07
5,2	Graze A		
5,3	** B(3)**	Phalanges	T=07
5,4	** B(3)**	#2 Phalanges	T=07
5,5	** B(3)**	#3 Phalanges	T=07
5,6	** B(3)**	#4 Phalanges	T=07
6,1	** B(2)**	Thumb Tip	T=06
6,2	Graze A		
6,3	** B(2)**	Phalanges	T=06
6,4	** B(2)**	#2 Phalanges	T=06
6,5	** B(2)**	#3 Phalanges	T=06
6,6	** B(2)**	#4 Phalanges	T=06

H Tail Hits

Because of the wide variety of tail types, use this generalized table. Remember, hits on tails that penetrate can continue into legs or the lower back.

TAIL STRUCTURE HITS

- 01 Graze A
- 02 Tissue hit only.
- 03 Bone hit or general type for that race.
- 04 Tissue hit only. Check for artery hit.
- 05 Tissue hit only.
- 06 Graze B

Bone Damage

OPTIONAL BONE DAMAGE

- 01 Clean Hit, reduce damage penetration by 4 points from this point.
- 02-05 Normal Damage, no modifiers.
- 06-09 Bone Breaks, add d4 points to the final damage. This does not add to the penetration of the projectile.
- 10 Bone Splinters, add d6+1 points to the final damage. This does not add to the penetration of the projectile.

Bloodloss

OPTIONAL ARTERY DAMAGE

- 01-07 NO DAMAGE
No special bloodloss.
- 08-09 ARTERY NICK
Artery or vein damage adds one point of damage per minute until stopped by medical aid.
- 10 ARTERY SEVER
A sever adds d6 points of damage per minute until stopped by medical aid.

AREA MODIFIERS FOR ARTERY DAMAGE

Brain	+2 on roll
Heart	+4 on roll
Stomach	+d4 on roll
Intestine	+d4 on roll
Spleen	+2 on roll
Any Arm-Hand Sever	+4 on roll
Any Leg Sever	+5 on roll
Liver	+1 on roll
Colon	+1 on roll
Kidney	+1 on roll
CRUSH SEVER	
Any Arm, Leg, Hand	-1 on roll
BLAST SEVER	
Any Arm, Leg, Hand	+2 on roll

Spinal Damage

OPTIONAL SPINAL DAMAGE

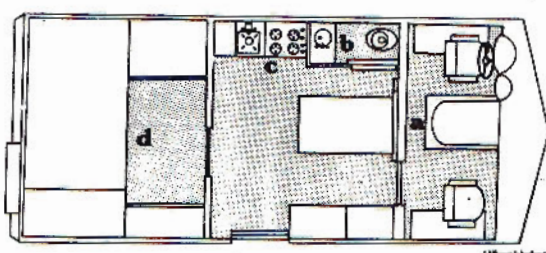
- 01-04 Graze on Spine, Adds d6 damage to the damage result. Does not increase damage penetration of projectile.
- 05-06 Adds 2d6 on final damage with an additional 04% chance of death shock.
- 07-08 Direct Hit, Roll a second death shock percentage over 25% on a d100 for character survival. Add 2d10 to the final damage. Roll a 40% chance of paralyzation from the point of impact down.
- 09 Hit on Disc Between Vertebrae, Roll a second death shock percentage over 40% for character survival. Add 2d10 to the final damage. Roll a 70% chance of paralyzation from the point of impact down.
- 10 Spine Shattered, Roll a second death shock percentage over 60% for the character survival. Add 3d10 to the final damage. Roll a 90% chance of paralyzation from the impact down.

VEHICLES

The agents of Bureau 13 have the choice of equipping the vehicle they drive or using one of the standard Agency Vehicles.



COLORADO RV
 LENGTH: 30'6" TANKAGE: 75g ARMOR: Body 25
 WIDTH : 96" MPG : 14 Window 12
 HEIGHT: 126" RANGE : 1350 mi. Wheels 12
 SPEED : 75 mph. WATER : 76g Top 10
 WEIGHT: 14,500 CREW : 7 CARGO: 3000 lbs.



This shows the interior design of the standard Bureau 13 Colorado RV.

- (a) Driver's / Navigator's (see next column)
- (b) Toilet / Fold Down Sink, Shower
- (c) Stove / Refrigerator / Sink
- (d) Passenger / Work / Sleeping Area

Hidden Features

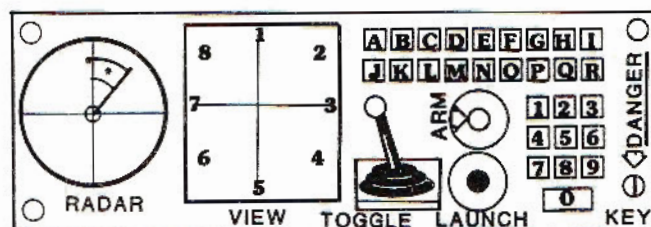
- (a) The driver or navigator control weapons and options (a to m) if the radio and dash are flipped open.
- (b) Storage compartments in the floor and wall contain the arsenal.
- (c) The stove opens to become the document designer and the special communications computer. The refrigerator has special compartments for drugs, camera film and samples.
- (d) The rear deck and bunk areas open into equipment storage bins that contain power tools, food, cameras, special electronic equipment, general medical supplies, test equipment and general survival supplies.

SPECIAL WEAPONS PLACEMENT

Most weapons systems are disguised into the frame of the vehicle or designed to appear as a standard part. Individuals with a skill of (Criminal Investigation 5) or a (Smuggling 3) will be able to notice these modifications if a close inspection is made.

VEHICLE REPLACEMENT

It takes an average of 4 months to order a new Colorado RV if one is destroyed.

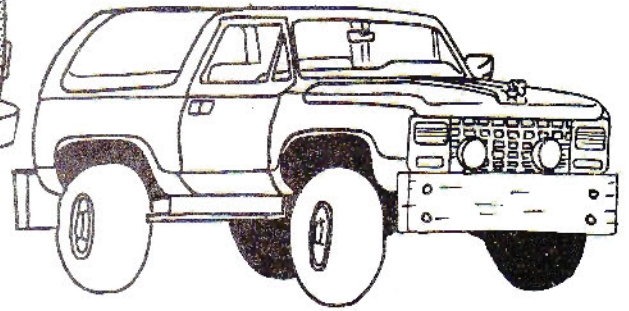
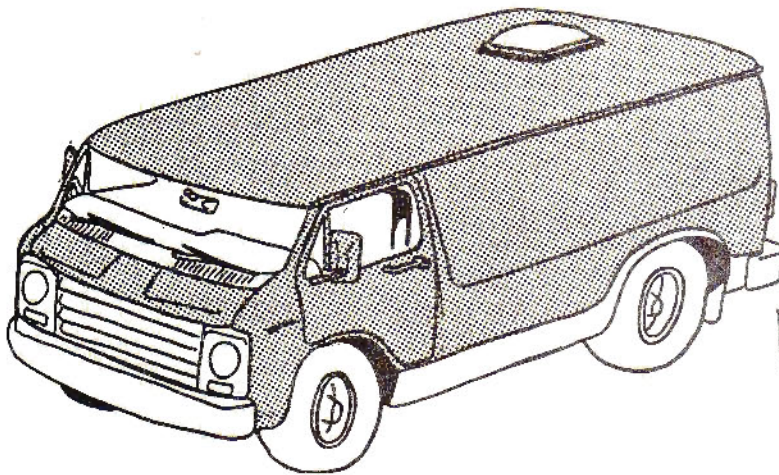


- (a) Video Monitor
- (b) Options Buttons
- (c) Options Choice
- (d) Angle / Control
- (e) Arming Button
- (f) Activate (LAUNCH)

Weapons & Options

- (A) MISSILE POD
 Carries (8) missiles with a 360 degree angle of fire in single or mixed types. (see 2.75 inch missiles in Weapons)
 SO: The number of the missile fired.
- (B) OIL DUMP
 The dumping (4 uses) of oil that has a 5% chance per 10 MPH speed chance of causing a skid or swerve unless corrected by the driver of the target vehicle.
 SO: Dumps from side or rear locations.
- (C) SMOKE
 Creates a dense smoke screen from the rear of the vehicle. (4 uses)
 SO: Eight different colors of smoke.
- (D) MINES
 Drops small electronic mines. (10 mines)
 SO: Range of detonation from vehicle in 10's of feet. Damage 250+ points.
- (E) GAS
 Ejects CNDM or special gas from any point around the vehicle. Ten uses from a tank in the floor of the passenger area.
 SO: Regulates intensity of spray by 5 ft x the button number in distance.
- (F) LIGHT MACHINE GUN
 Fires up to 250 rounds. See weapons.
 SO: Joystick regulates direction of fire from underside mount.
- (G) RADAR
 Used for sky, road or fog, can be set on automatic with computer.
 SO: Sets range of radar in miles.
- (H) NAVIGATION
 Calls maps of highways and towns.
 SO: Prints out map and route.
- (I) POLICE / FIRE / MILITARY MONITOR
 Computer scans bands for any data and conversation on non-civilian radio.
 SO: Unscrambler (1-10 band types)
- (J) RADIO CB / HAM / OTHER
 Used for agent links or civilian radio scans.
 SO: Scrambler (1-10 band types)
- (K) NITROUS OXIDE INJECTION
 Adds a burst of nitrous oxide to the engine to increase speed dramatically.
 SO: Adds 5mph per number in ascending order at 1 second.
- (L) WATERTIGHT ACTIVATION
 Seals vehicle for surface water travel.
 SO: Allows vehicle to submerge or rise from up to 40 feet of water. Airlock in rest room, air for 4 for 4 hours.
- (M) DESTRUCT (Key Lock)
 Destroys vehicle (10 blocks thermite)
 SO: Sets time to destruct. (seconds)

Bureau 13 Vehicles

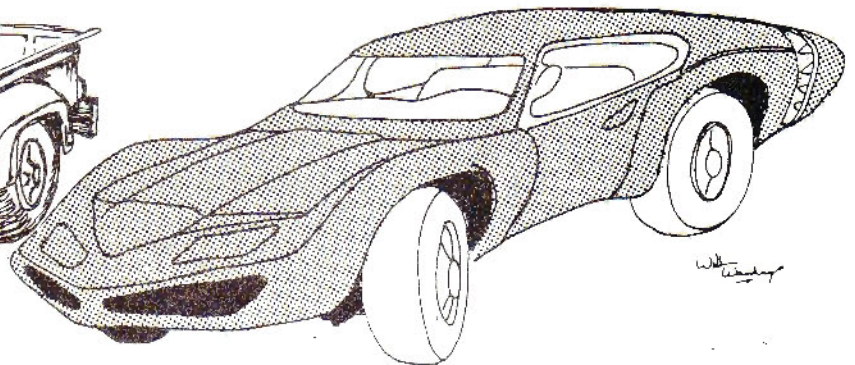
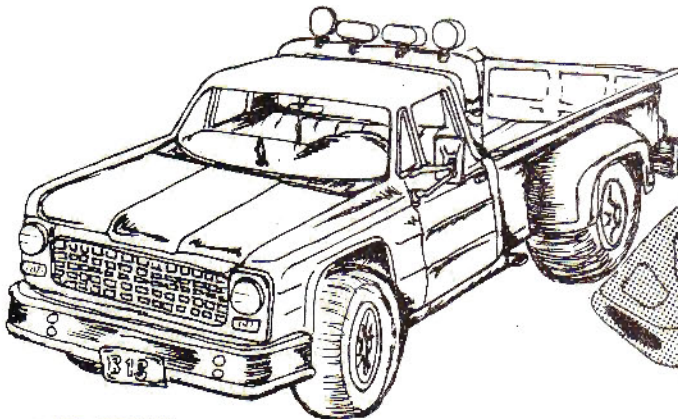


VAN

LENGTH: 199" TANKAGE: 25 ARMOR: Body 14
 WIDTH : 79" MPG : 14 Window 10
 HEIGHT: 78" RANGE : 350 mi. Wheels 12
 SPEED : 75 mph. WATER : no Top 14
 WEIGHT: 3500 lb. CREW : 08 CARGO: 1200 lb.

UTILITY TRUCK

LENGTH: 195" TANKAGE: 24 ARMOR: Body 12
 WIDTH : 77" MPG : 15 Window 10
 HEIGHT: 69" RANGE : 375 mi. Wheels 14
 SPEED : 90 mph. WATER : no Top 12
 WEIGHT: 3100 lb. CREW : 02 CARGO: 900 lb.

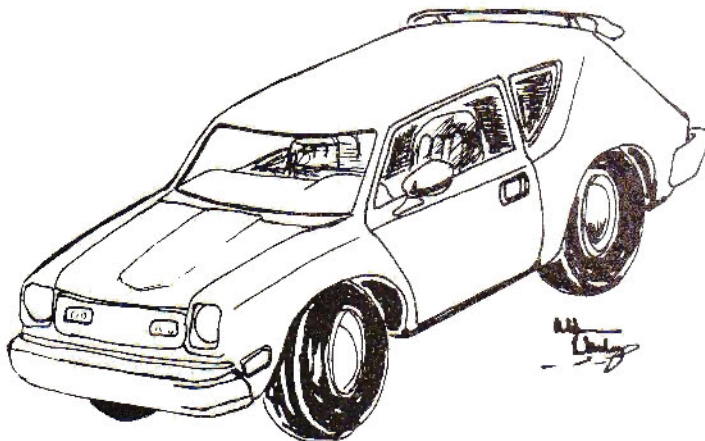


HEAVY TRUCK

LENGTH: 210" TANKAGE: 25 ARMOR: Body 16
 WIDTH : 86" MPG : 12 Window 12
 HEIGHT: 79" RANGE : 300 mi. Wheels 14
 SPEED : 75 mph. WATER : no Top 16
 WEIGHT: 3700 lb. CREW : 02 CARGO: 1500 lb.

SPORTSCAR

LENGTH: 192" TANKAGE: 18 ARMOR: Body 15
 WIDTH : 70" MPG : 15 Window 10
 HEIGHT: 49" RANGE : 300 mi. Wheels 14
 SPEED : 198 mph. WATER : no Top 12
 WEIGHT: 2300 lb. CREW : 02 CARGO: 300 lb.

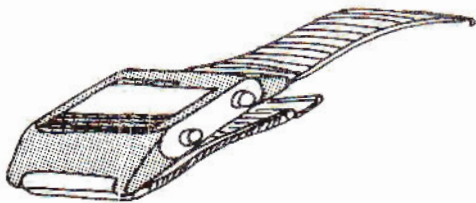


ECONOMY CAR

LENGTH: 162" TANKAGE: 12 ARMOR: Body 12
 WIDTH : 66" MPG : 35 Window 10
 HEIGHT: 53" RANGE : 420 mi. Wheels 12
 SPEED : 85 mph. WATER : no Top 09
 WEIGHT: 1800 lb. CREW : 04 CARGO: 500 lb.

Equipment

The standard Bureau equipment carried by the agents who stalk the night fantastic can be simple or sophisticated. Many agents take the initiative to design their own special equipment.



WRIST COMMUNICATOR

In all appearance, a digital watch with a built in calculator. Tells time and has the functions of a normal high-tech watch.

SPECIAL

This device is a communications link to the main vehicle, providing a homing device, and a two way radio. In emergencies a special number combination activates a small destruct charge that turns the watch into a 56 point timed (variable) explosive charge.



MINI-CAMERA

A standard movie camera for a 10 minute, self developing 8mm film cartridge.

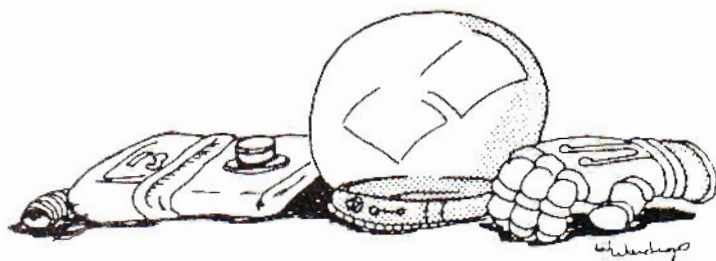
SPECIAL

This is also a remote TV camera with a stick-on swivel attachment that allows the camera to be moved by remote control. The camera has starlight attachment for special use. The main vehicles computer enhances images, storing or giving hard copies.



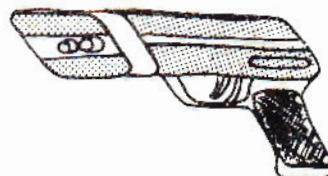
DOCUMENT DESIGNER

A secret and costly device that allows the user to create identifications, passports, letters, credit cards and any conceivably needed document. It stores data for more than 20,000 domestic and foreign documents and allows for special designs, color and laminating.



ENVIRONMENTAL SUIT

A light vac-suit with the strength of a layer of ballistic plastic. Has an air supply for 2 hours of use and can substitute for diving equipment up to a depth of 50 ft.



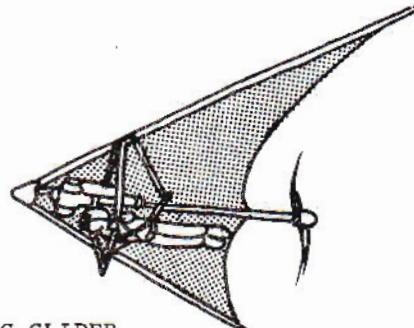
TASER ELECTRIC STUNNER

A pistol that, with a single trigger pull, fires two, barbed, half-inch darts. With a penetration damage of 3 points, it will not damage significantly, but will deliver a low amperage / high voltage charge through most clothing. 15 ft. wires are attached to the darts and it doubles as a flashlight.

TASER

ROF 1	AMO n/a	PB	VS	SH	ME	LO	VL
ROL B	CYC n/a	+2	0	-	-	-	-
CAP 2	WTE 1.5	4pts	3pts				
CIR 1973							

*Range limit 15 feet.



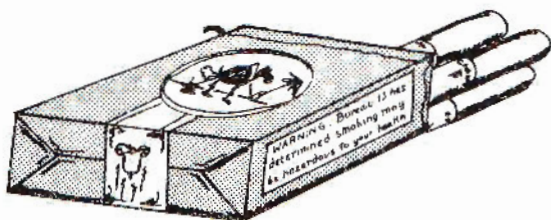
POWERED HANG-GLIDER

A one man powered glider with a two hour charge for motor operation. Allows up to 225 pounds including pilot and equipment. Use of this requires a skill of hang-gliding 2.



COMMUNICATION IMPLANT

A dime-sized disk implanted behind the ear. allows two-way communication if pressed. Has a range of 5000 ft in the open, 2000 feet in city and 500 feet in closed or modern steel buildings.



CIGARETTE PACK

A special multipurpose pack of equipment and weapons carried by agents of Bureau 13. These cleverly designed items are disguised as a common 20 pack of cigarettes in a box.

- 02 REAL CIGARETTES, Filter Type
Real cigarettes to disguise the pack.
- 01 GARROTE WIRE
A 14 inch steel wire.
- 01 PARTICLE COUNTER
A radiation detector.
- 01 DRUG DART LAUNCHER
A dart launcher with a range of 10 feet and a penetration damage of 3.
- 01 EXPLOSIVE DARTS
Three darts for the launcher that have an explosive punch of 20 points.
- 01 EXPLOSIVE PLASTIC
Enough C-4 to create a blast of 50 points damage with a shaped charge.
- 01 TIMER / DETONATOR
An electronic timer for the C-4 that can detonation for any time under 2 hours.
- 01 HOMING DEVICE
Used with other Bureau equipment, this is a radio transmitter with a range of 3 miles.
- 01 SOUND AMPLIFIER
A hearing aid usable in surveillance, and safe cracking.
- 01 RECEIVER and "BUG"
A radio receiver and a small transmitter with a range of 700 ft.
- 01 TUBE GLUE / PLASTIC FILLER
General purpose "super" glue and a small amount of a silicone plastic filler.
- 01 FLASHLIGHT
A simple flashlight with a 2 hour life.
- 01 4 DRUG AMPOULES
4 drug ampoules that can be filled with any needed drug. The launcher above also serves as an injector.
- 01 50 FEET FINE WIRE (conductive)
Will support 150 pounds.
- 01 SCREWDRIVER / KNIFE
An American / Phillips Screwdriver and a razor sharp hobby knife.
- 01 LOCK PICK SET
A standard lock pick set.
- 01 FILTER STRAW
A charcoal filter straw for filtering contaminated water with 6 uses.
- 01 FLARE PACK
Three Flares for the launcher, two red and one green. (Night use only.)

Lighter

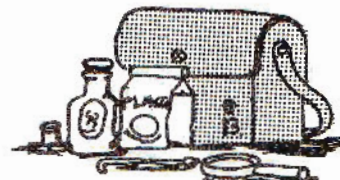
A common butane lighter that becomes a small welder / torch or a 100 point explosive device usable as a grenade or with the timer from the cigarette pack. Welds 30 inches or burns through a 12 inch length of .25 inch steel plate.

Equipment



ADVANCED KIRILIAN DETECTOR

A complex and costly scanner that detects odd radiations and gives a reading of the general presence of unseen life. This scope attaches to a portable computer and can also detect changes in electromagnetic fields.



CRIMINOLOGY KIT

The state of the art supply pack for use in criminal investigation. Can be used to find clues and preserve evidence. Can be used with the Colorado RV's built in labs and computer systems.



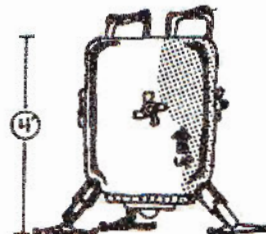
C-4 PACK

A timer and small packet of (C-4), plastic explosive hidden in the heel or sole of a tennis shoe. Delivers a 125 point blast. The mechanical timer can be set for a maximum length of 0 to 30 minutes.



SPRAY PENS / CANS

Pen sized or larger spray units that can be loaded with a wide range of chemicals and liquids. Standard items include holy water, garlic juice, and CNDM gas. Other combinations of spray are possible. Equipment in the Colorado RV allows filling of cans with 15 minutes processing required per can.



FLIGHT PLATFORM

A bucket like vehicle with a 30 minute flying time. Holds up to 175 pounds of pilot weight. Unfortunately this device is noisy and cumbersome to transport.

Temperament

All intelligent life and animals have a temperament rating. This rating shows how easily the species is provoked.

The T scale has humans set at a base of 50 for comparison.

0-----25-----50-----75-----100
Hostility Pacifism

PROVOCATION TO ACTION

A Add modifiers to find temperament rating.
Index to find the provocation to action.

TEMPER	PROVOCATION TO ACTION	TEMPER	PROVOCATION TO ACTION
01-05	98%	46-50	40%
06-10	96%	51-55	35%
11-15	90%	56-60	30%
16-20	85%	61-65	25%
21-25	80%	66-70	20%
26-30	75%	71-80	15%
31-35	70%	81-85	10%
36-40	65%	86-90	05%
41-45	60%	91-95	02%
		96-00	n/a

MODIFIERS FOR PROVOKING	TEMPER MODIFIER
01 Trying to be peaceful	+05
02 Generally peaceful	+02
03 Neutral	+00
04 Neutral, hostile	-10
05 Hostile	-15
06 Really trying to provoke	-20
07 Taunting to provoke	-25
08 Physical assault	-30
09 Continued physical assault	-35
10 Major physical assault	-40

Results

INTELLIGENT HOSTILE

- 01-50 Stop hostility by force
- 51-75 Attack next action
- 76-85 Attack in d4 actions
- 86-95 Attack if provoked again
- 96-98 Reason d4 actions, attack
- 99-00 Reason 2d4 actions, attack

INTELLIGENT PACIFISTIC

- 01-50 Not fight back
- 51-75 Continue to reason
- 76-95 Flee hostility
- 96-98 Warn, then use force
- 99-00 Stop hostility by force

RESULT OF PROVOCATION TO ANIMALS AND MINIMALLY INTELLIGENT LIFE

- HOSTILE: Attack immediately
- PACIFISTIC: Flee immediately

Charisma

CHARISMA SCORE	MODIFIER TO AID	MODIFIER TO HINDER
01	-8	+5
02-04	-6	+4
05-07	-2	+2
08-10	0	0
11-13	+2	-2
14-16	+5	-4
17-18	+5	-6
19	+9	-8
20	+10	-10

FAST CHARISMA USE IN DEALING WITH NPC'S

When dealing with NPC'S the GM usually determines the general hostility of the encounter or rolls a d100 on the chart below.

GENERAL MOOD OF THE NPC	AID	HINDER
01-10 Outright hostile	05%	95%
11-25 Hostile	20%	90%
26-45 Semi-hostile	40%	80%
46-70 Neutral	50%	50%
71-85 Almost friendly	80%	40%
86-90 Friendly	90%	20%
91-98 Very friendly	95%	10%
99-00 Completely friendly	98%	05%

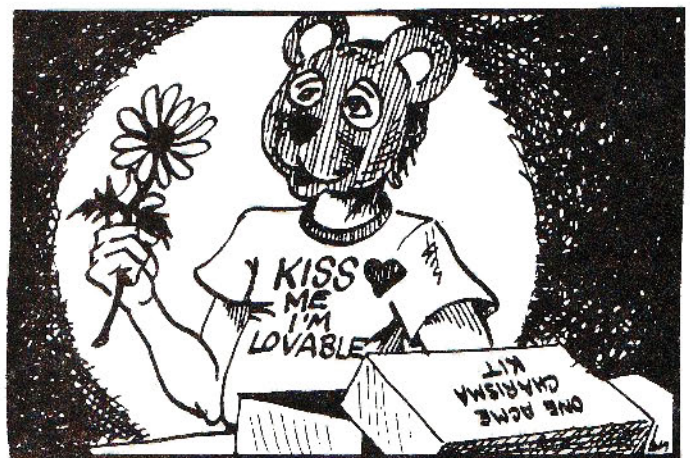
Being friendly or hostile does not necessarily constitute a total direction of attitude. Even in extremely friendly situations a hinderance may happen. Roll on each table for a result.

HOSTILITY MODIFIERS

01 Bribe with something valuable	+20%
02 Bribe with small sum	+10%
03 Persistent	-10%
04 Minor violence	-10%
05 Major violence	-20%
+5% per skill level of interrogator.	
06 Blackmail	+20%

HINDERANCES

- 01 Wrong information
- 02 Temperament
- 03 Just trying to be helpful even when no information is available
- 04 Wants something in return
- 05 Sense of humor
- 06 Apathy



Psionics & Magic

Defining PSI and Magic is a difficult task largely because very little is known about the nature of either. However one common explanation is to assume the existence of another universe, often called the astral plane, from which these energies originate.

Though most people never come into contact with manifestations of this other universe, some rare individuals can tap into this universe of fantastic energies in two ways. These are:

A MAGIC

B PSIONICS

Magic

Magic is energy. The ability to use magic is the ability to summon energies and beings from this "magic" universe to aid in special areas of skill. This type of magic use is generally shrouded in ritual and specific laws of contacting. The beings of this other universe, both good and evil, are able to control fantastic amounts of energy in their universe or ours.

This form of energy is known as:

WORKING PSIONICS (MAGIC) or WKP (magic)

Energy

Psionics draws its power directly through the mind of the user without specific laws of contact or supernatural creatures to aid.

This form of energy is known as:

WORKING PSIONICS (PSIONICS) or WKP (PSI)

WKP

In Stalking the Night Fantastic we use Working Psionics as the energy bridge between the universes. Though nearly identical in source, they can have very different uses and dangers. While magic is more powerful it has a danger in use and dealing with things that Psionics avoids. Psionics is often faster and less costly than the rituals of magic. Magic can have far higher rewards.

GM's Notes

This section is simple in use though it may take a few readings and testings to get the feel of using the magic or PSI system.

These special abilities were designed to be rare and difficult to manifest until the character has achieved a higher level and a greater appreciation of the ability to use such abilities.

The magic system for Stalking leans heavily on Christian Mythos though it can be adapted to other non-Christian religions and their supernatural phenomena.

We encourage research along these lines and will be providing more information in future supplements.

PSI

Psionics or (PSI) is the science that deals with the study and use of special and rare talents of the mind.

REMEMBER

- 01 You must have a positive PSI score.
- 01 First turn to page 81 and generate your characters WKP. This is the energy reserve available to the character to use when working with a PSI ability.
- 02 From the same page, generate MCD.
- 03 Even though magic and PSI both have WKP (WORKING PSIONICS) and MCD (MENTAL COORDINATION scores, the energies come through a different source and are not generally interchangeable.
- 04 Each time a PSI talent is used an amount of WKP is also used regardless of whether the talent is used successfully or not.

PSI Talent

Roll a d4 for the number of areas the PSI is adept in. Roll a d6 for the column and a d8 for specific PSI type for the specific talents. Start their level as a d4.

(01-03)	(04-06)
01 TELEPATHY	09 EMPATHY
02 SELF CONTROL	10 SPECTRAKINESIS
03 PSYCHOKINESIS	11 CLAIRVOYANCE
04 HEALING	12 PRECOGNITION
05 SHIELDING	13 MIND CONTROL
06 PYROKINESIS	14 PSI LINKING
07 CRYOKINESIS	15 WILD TALENT
08 POSTCOGNITION	16 PSI TAP

REMEMBER

- 01 PSI is used in the same manner as skills with the same types of modifiers for stress and health.
- 02 Turn to page 81 to generate your WKP (PSI) recovery rate.
- 03 Use a copy of the the PSI / MAG Utility sheet in the back of the book to list abilities and recovery.

Boosting WKP

A character is able to boost his WKP (PSI) for a temporary period of time by several methods that include:

- A Linking with another PSI to share WKP.
- B Tapping a source of PSI energies.
- C Having a special skill in a meditative discipline adds +d6 WKP for an hour.

Certain and rare areas will often have a high amount of WKP (PSI) energy imbedded in them due to violent happenings or a large amount of PSI energy released in the past. In rare cases an object will serve as a WKP battery with an amount of PSI remaining in it until used. PSI users who tap into areas with a high WKP (magic) will take burn damage equal to the amount of WKP pulled from the area. If these WKP (magic) energies are channeled through a magic user the PSI is able to tap the energy as WKP (PSI).

MCD

The use of a PSI ability is dependent on MCD (mental coordination) and the skill of the character in that talent.

REMEMBER

- 01 Psi skills are increased like normal skills. WKP gains the roll of a d10 per level of experience the character achieves. See MCD generation on page 81.

USING PSI TALENT

- 02 Index your current MCD with the listed situation of PSI use.
03 Add any skill levels in that particular talent as 5% per skill level.
04 Add any Special Stress modifiers.
05 This is the final number you must roll under on a d100 for the successful use of that ability.
06 Abilities cost in WKP (PSI) and time to use. Time (T) is in (s: seconds), (m: minutes) and (h: hours).

USE OF PSI TALENT

- A: Snap use of talent without proper time.
B: Half necessary time taken to use talent.
C: Necessary time taken to use talent.

MCD	A	B	C
0	-20	-15	-10
01-02	-15	-10	-05
03-04	-10	-05	0
05-06	-05	0	+05
07-08	0	+05	+10
09-10	+05	+10	+15
11-12	+10	+15	+20
13-14	+15	+20	+25
15-16	+20	+25	+30
17-18	+25	+30	+35
19	+30	+35	+40
20	+35	+40	+45

See difficulty modifiers on page 16 for stress and related physical problems.

PSI Rich Areas

PSI energy may fill an area where released if the amount of energy is high. Such areas are beneficial to the PSI user because of the raw WKP imbedded in the area. Such areas of energy give the user a +05% chance to use his talent with the desired results. These areas also give a better chance for PSI users with Wild Talents to manifest their ability.

Wild PSI

Wild PSI's are a problem only curable with use of a PSI deadening drug. These victims manifest an unfortunate talent to trigger use of a random Psionic talent at inopportune moments or when under high stress factors.

This PSI ability is a subconscious talent that is difficult to shut off when started. Wild Talent may manifest simply as catching a passing thought or as dangerously as burning down a building.

WARNING

PSI is a game option that can be deadly for the campaign, in the wrong player's hands.

PSI Burn

As a character burns the energy of PSI there is a chance of permanent damage if the abilities are misused.

REMEMBER

- 01 In desperation a character with a few WKP (PSI) points may run his available points into negative numbers with the following result. Roll a d100 on A.
02 Trying to probe another mind with PSI abilities. There is a form of last-ditch mental attack possible if the victim knows he or she is being probed. Cost of this attack is 10 points of WKP plus 1 point of WKP per 5% chance of effectiveness.

Roll under effectiveness on a d100 for a successful attack. Use table B. This can be used once per 24 hours.

Results

- A** 01-50 PSI user falls unconscious for d10 minutes and is stunned for d4 hours.
51-75 PSI user blasted unconscious for d10 +10 hours.
76-85 PSI user blasted unconscious for d10 days.
86-98 PSI user permanently loses d6 points of his or her WKP points.
99 PSI user burns out PSI ability with no hope of regaining it.
00 Death

- B** 01-50 PSI user repulsed by victim.
51-75 PSI user blasted unconscious for d4 minutes. (attacker)
76-85 PSI user has identity problems for d4 hours. (no PSI use)
86-98 PSI user becomes a mental copy of the victim for d6 hours.
99-00 PSI user controlled by intended victim for d6 hours.

With a cost of 40 points, John tries to use Postcognition to see an event that happened almost a decade ago. Unfortunately John has a WKP of 35. In desperation he decides to try for a successful use.

With a successful MCD roll he gains the needed look at the event for an instant. A d100 is rolled for the effect of using 5 points he didn't have. The result is an 85 and John suffers a shock that leaves him unconscious for 3 days.

Overuse

Overuse of PSI can cause a character to have a temporary loss of AGL, CON, DEX and other physical statistics. With excessive use the character's MCD may drop until he or she rests. These options are the GM's decision.

Creatures who are magical in nature can often sense the use of psionics in their general area. Mind probing a highly magical creature damages a PSI at a rate of 1 point of (HBD burn) per 30 seconds of scan.

Telepathy

Psi Talent: TELEPATHY

Telepathy is the talent for mind to mind communication over a distance. This is limited to line of sight or individuals a telepath has worked with before.

- * SENDING (to telepath) C=05,T=05s
- * LISTEN WITHOUT DETECTION C=10,T=10s
- * LOCK ON A SINGLE MIND C=10,T=05m

A telepath must first lock on a new mind if he or she has never scanned the individual before this attempt.

- * SEND (to non-telepath) C=15,T=10s
- * SEND TO GROUP (non-telepath) C=25,T=15s
- * DETECT TRUTH / LIE C=10,T=20s
- * SCAN MEMORY C=20,T=10m

Scanning ones own memory for a specific fact or small amount of data.

- * SCAN OTHER MIND (no resistance) C=30,T=15m
- * SCAN OTHER MIND (resistance) C=40,T=20m
- * PROBE ALIEN MIND C=50,T=30m

To gain the general thoughts and feelings of an alien or animal intelligence.

Clairvoyance

Psi Talent: CLAIRVOYANCE

The ability to see what is happening now at a different location. Over initial cost each point of WKP (PSI) used extends the range 100 miles. Time of sight is usually d100 seconds.

- * WHATS HAPPENING NOW C=20,T=30s

Postcognition

Psi Talent: POSTCOGNITION

The ability to see what has happened before in a specific area. Over the initial cost each point of WKP used extends the range 1 day, month or year into the past. Time of use is usually d100 minutes.

- * WHAT HAPPENED BEFORE C=30,T=10m

Precognition

Psi Talent: PRECOGNITION

The ability to see what may happen in the near future. This may be used for a person or a general area. Every 5 points of WKP used extends the range 1 hour, day, week or month into the possible future. Time of use is usually in a d10 second flash.

- * WHAT WILL HAPPEN C=50,T=15m

Wild Talent

Psi Talent: WILD TALENT

Most useless and dangerous of the PSI related talents is the Wild Talent. This is usually manifest as use of a random PSI talent in times of stress or mental anguish.

For this talent a d20 is rolled as the starting skill level. This level can be improved but not lessened. This talent can always find the necessary WKP for use even if it drains the character, another Psionic or the general area. Wild Talent can use any PSI ability or subclass. Use of the talent is often for d100 minutes.

- * WILD TALENT (uncontrolled) C=?,T=05s
- * WILD TALENT (trying to stop) C=25,T=10m

Empathy

Psi Talent: EMPATHY

Empathy is the ability to read emotion and general feelings in individuals. This talent borders on the talent of Telepathy though no concrete information may be obtained by its use.

- * FAST EMOTIONAL IMPRESSION C=10,T=05s
- * READ EMOTION (individual) C=15,T=10s
- * DETECT EMOTIONAL PROBLEM C=25,T=02m
- * PROBE DISTURBED INDIVIDUAL C=40,T=10m

A d10 second flash of what disturbed the individual or an idea of the physical or mental problem.

- * PROBE HIDDEN EMOTIONS C=35,T=10m
- * EASE / INSIGHT EMOTION C=45,T=03m

Changes temperament by d10 points.

- * CHANGE EMOTIONAL STATE C=55,T=05m
- * ASSURANCE C=30,T=10m

Changes temperament by up to 4d10 points. Gives the characters around this individual the feeling of assurance, relaxation or friendship if applicable.

Psychokinesis

Psi Talent: PSYCHOKINESIS

Psychokinesis is the ability to lift and control the flight of objects. After the initial cost in WKP every point of WKP added gives the ability to lift 5 pounds. This talent lasts for 10 seconds or an additional 10 seconds for every point of WKP added.

- * LEVITATE (vertical) C=20,T=05s
- * CONTROLLED FLIGHT C=35,T=10s

Pyrokinesis

Psi Talent: PYROKINESIS

The ability to create an area of heat on the surface of an object. After the initial cost in WKP each point of WKP added increases the spots temperature by 10 degrees. Each additional point of WKP used expands the area of the spot by one cubic inch, adds a single additional spark or increases the flames burn value by .50 pts.

- * WARMTH (one cubic inch) C=20,T=10s
- * SPARK C=15,T=10s
- * SMALL FLAME (1 point of burn) C=25,T=15s

Cryokinesis

Psi Talent: CRYOKINESIS

The ability to create an area of cold on the surface of an object. After the initial cost in WKP, each point of WKP added increases the temperature loss by 5 degrees. Each additional point of WKP expands the area of the cold spot one cubic inch.

- * CHILL (one cubic inch) C=25,T=10s
- * FROST (one cubic inch) C=30,T=20s

PSI Linking

Psi Talent: PSI LINKING

PSI's may share their WKP by linking their minds and allowing one of the number to use his or her abilities while the others provide the WKP (PSI) power for use.

- * PSI LINK (voluntary) C=05,T=05m
- * PSI LINK (in voluntary) C=20,T=03m

Spectralkinesis

Psi Talent: SPECTRALKINESIS

Spectralkinesis is the ability to affect the spectrum of light. This creates a ball of light one cubic foot in diameter. This will last for d6 minutes (+ 1) minute per additional WKP (PSI) point added.

* LIGHT FLASH (pinpoint flash)	C=25,T=05s
* GLOW	C=20,T=10s
* READING LIGHT	C=30,T=15s
* BRILLIANT LIGHT	C=50,T=25s
* MOVE BALL OF LIGHT	C=15,T=10s
* COLOR LIGHT (any spectral color)	C=20,T=05s
* SHAPE LIGHT (any shape)	C=25,T=05s
* MULTIPLE COLORS	C=25,T=05s

Psi Shield

Psi Talent: PSI SHIELD

A PSI shield negates the effects of a PSI tapping the WKP or thoughts of another PSI. Effects of shields last for d10 minutes with an additional d4 minutes per every point of WKP used.

* SHIELD FROM MIND PROBE	C=30,T=10s
* BREAK MIND SHIELD	C=50,T=02m
* SHIELD FROM PERSONAL WKP TAP	C=25,T=30s
* BREAK PERSONAL WKP TAP SHIELD	C=45,T=02m

Psi Tap

Psi Talent: PSI TAP

This is the ability to increase WKP for a short time by tapping into the WKP (PSI) of an area. Detections last d6 minutes. A tap increases WKP for d4 hours or until used.

* DETECT WKP OF AREA	C=20,T=02m
* DETECT TYPE OF WKP IN AREA	C=10,T=05m
* TAP WKP OF AREA	C=25,T=02m

Tapping an area will gain the user 5d10 points of the WKP in the area if there is that amount available.

* DUMP WKP IN OBJECT	C=20,T=10m
----------------------	------------

This is the ability to dump 10 points of WKP into an object for future use. Roll on the table below for the final dump result.

WKP Dump

01	WKP dump lost with any stored WKP in the item used.
02-50	Fails to store.
51-75	Stores 10 points from the 20 used.
76-85	Stores 10 points +d10 of the user's remaining WKP.
86-98	Stores all 20 points.
99-00	Stores the character's entire WKP score and forces him or her to rest for d4 days before using PSI abilities again.



Healing

Psi Talent: HEALING

Healing is the ability to heal by contact with the victim of accident. Healing can only aid limited cases of physical injury and can not resuscitate the dead or regraft a lost limb. After the initial cost in WKP each additional 5 points used will cure 1 point of injury. Every 10 points used will return a point of CON (constitution)

* HEALING (cuts or open wounds)	C=20,T=01m
* HEALING (1 cubic inch burn)	C=30,T=02m
* STOP BLEEDING	C=35,T=01m

Reduces artery sever result by one point on the bloodloss tables on page 71.

* SLOW DEATH	C=50,T=01m
--------------	------------

The ability to hold a person who is on the brink of death, for d6 minutes. At death the PSI also experiences a 5% deathshock chance.

* RESUSCITATE (+5% on result)	C=10,T=01m
-------------------------------	------------

Self Control

Psi Talent: SELF CONTROL

Self control gives the user control over his body and normally autonomic functions.

* RELAX BODY	C=10,T=01m
* CONTROL HEART RATE	C=20,T=01m
* BREATH CONTROL (1+ d4 minutes)	C=15,T=30s
* DIAGNOSE BODY DAMAGE	C=20,T=02m
* SPEED REACTION TIME	C=35,T=01m

For every 5 points of WKP added after the initial cost, the character gains 1 AGL point for 10 minutes.

* IGNORE STUN / PAIN	C=40,T=01m
* HEAL SELF	C=30,T=01h

Adds +d4 points of healing per day.

* STOP BLOOD LOSS	C=30,T=30s
Reduces the resulting artery, Blood Loss result by 1 point. See page 71.	

* FIGHT DRUG EFFECTS	C=35,T=01m
Slows drug reaction time by half.	

Mind Control

Psi Talent: MIND CONTROL

Mind control is the ability to enter and change the thinking process of a victim.

* SUGGESTION	C=25,T=30s
--------------	------------

Planting an idea or small thought.

* SLEEP	C=50,T=01m
---------	------------

* CHANGE THOUGHTS	C=40,T=01m
-------------------	------------

To change a line of thinking.

* MIND BLANK	C=40,T=30s
--------------	------------

A d10 second blanking of a mind.

* STUN (4d10 head stun)	C=55,T=01m
-------------------------	------------

* PLANT MENTAL BLOCKS	C=75,T=10m
-----------------------	------------

The ability to plant a mental barrier to stop a behavior pattern or a memory.

* BREAK MENTAL BLOCKS	C=85,T=20m
-----------------------	------------

The ability to erase mental blocks created naturally or by another PSI.

* PROBE (for information)	C=60,T=10m
---------------------------	------------

* TOTAL MIND CONTROL	C=90,T=02h
----------------------	------------

Total mind control of an individual. Lasts for d6 days. Has the effect of a general Mind Blank on the victim.

* BREAK MIND CONTROL	C=80,T=04h
----------------------	------------

* SLEEP GUARD	C=25,T=02m
---------------	------------

Wakes the user at the first general sound or movement in the area of the sleeper.

MAGIC

From this point your character has decided to pursue a life of magic use. This may effect your future in many ways.

REMEMBER

- 01 Any clergy or religious person will automatically treat you as if your charisma is 6 points lower if they know you use magic.
- 02 You will often become a magnet to the paranormal, or sensitive to the near presence of the supernatural. Add 1pt. to your SNS statistic.

Magic Types

The character is initially able to choose the area of magic, (white, grey, black), he or she will use / specialize in. From that point a number of general spells will be opened for use. There is no limit to the level of the spell used as long as the character has the necessary energy or WKP for its use.

WKP

Energy

WKP or Working PSI is the amount of energy a character can summon for general spell use. With each successful or unsuccessful use of WKP an amount of energy is lost that is later regenerated.

For Working PSI add your constitution value to your MAG rating. Add a d10 to this score every time you gain a new level of experience.

(CONSTITUTION + MAG) = WORKING PSI RATING

MCD

Spell throwing accuracy, getting the spell to perform correctly, is found by indexing your MCD or Mental Coordination score with modifiers and rolling under this number on a d20. See Spell Throwing.

MCD is found by adding Intelligence to Agility and dividing the resulting number by 2. Round fractions down.

$$\frac{\text{INTELLIGENCE} + \text{AGILITY}}{2} = \text{MENTAL COORDINATION}$$

MCD Improvement

MCD can be improved as other statistics, (page 8), with double the normal development cost of a regular statistic.

MCD & Magic

MCD is also temporarily increased by a number of other factors and devices that may include the use of enchanted items, familiars and even the aid of greater forces of good or evil.

Magic Skills

Magic is the process of making changes in the world through extensions of ones will, coupled with the regulations of formulae and the performance of certain actions.

In Stalking the Night Fantastic, spells are treated as a skill with different effects at different levels.

REMEMBER

- 01 For a character to perform magic, he or she must have a positive PSI score. The second necessity for the magic talent is a required PIE (Piety) of 10.

- 02 Spells are generated like skills with the major title being the spell skill. Any of the different subclasses under that spell may be used if the character has sufficient WKP (magic).

- 03 The character starts out with as many spells as determined by his method of learning. Spells start at level 1.

METHOD	NUMBER OF SPELLS TO START
--------	---------------------------

- | | |
|---|-------|
| A Self Taught Research | 1 |
| B Research with old "Grimoires" or Forbidden Books. | 2 |
| C Apprentice to Lesser Magic User | d4 +1 |
| D Apprentice to Greater Magic User | d4 +2 |
| E Long Practiced Family Art | d6 +1 |

- 04 A spell level of success may be increased with the use of gained skill points, like other skills, though this must be done with research or a teacher of magic.

- 05 Due to high cost of WKP some spells will be uncastable by the character. However a character may boost his or her WKP by one point per hour by meditation or through purification. This boost is temporary, for the casting of the spell only.

- 06 A character may cast a spell of any level if it is written in a book. However:

- | |
|---|
| A This does not give the character the knowledge of the entire roster of spell levels below it. |
| B It still costs WKP. |
| C A character who does not have the magic "talent" can not cast spells, even if they are written in a book or enchanted in an item. |

- 07 Spells can not be cast on any consecrated ground (churches, etc.), ie They will not succeed unless the consecrated ground has been reconsecrated to other powers.

- 08 Magic and PSI may not be combined in effect, PSI use is an ability, not a spell.

Spell Throwing

Spell throwing is dependent on mental coordination and a number of complex factors.
REMEMBER

- 01 Index your current MCD with the listed situation of the spell throw.
- 02 Add any skill levels in that particular spell as 5% per skill level.
- 03 Add any Special, Location, Component and Stress modifiers.
- 04 This is the final number you must roll under on a d100 for the successful casting of that spell.

SPELL ONLY

A: Snap use of spell without proper time.
B: Half necessary time taken to cast spell.
C: Necessary time taken to cast spell.

SPELL WITH RITUAL

D: Snap use with ritual.
E: Half necessary time with ritual.
F: Necessary time with ritual.

SPELL WITH RITUAL AND COMPONENTS

G: Snap with ritual and components.
H: Half time with ritual and components.
I: Necessary time with ritual and components.

MCD	A	B	C	D	E	F	G	H	I
0	-20	-15	-10	-15	-10	-05	-10	-05	0
01-02	-15	-10	-05	-10	-05	0	-05	0	+05
03-04	-10	-05	0	-05	0	+05	0	+05	+10
05-06	-05	0	+05	0	+05	+10	+05	+10	+15
07-08	0	+05	+10	+05	+10	+15	+10	+15	+20
09-10	+05	+10	+15	+10	+15	+20	+15	+20	+25
11-12	+10	+15	+20	+15	+20	+25	+20	+25	+30
13-14	+15	+20	+25	+20	+25	+30	+25	+30	+35
15-16	+20	+25	+30	+25	+30	+35	+30	+35	+40
17-18	+25	+30	+35	+30	+35	+40	+35	+40	+45
19	+30	+35	+40	+45	+40	+45	+40	+45	+50
20	+35	+40	+45	+50	+45	+50	+45	+50	+55

Modifiers

STRESS

See difficulty modifiers on page 16.

COMPONENT PURITY

01 Substitute or generic components	-15
02 Highly impure components	-10
03 Impure components	-05
04 Somewhat pure components	0
05 Mostly pure components	+05
06 Highly pure components	+10

LOCATION

01 Improper or desecrated ground	-15
02 Mostly unfavorably ground	-10
03 Slightly unfavorable ground	-05
04 Neutral Ground	0
05 Favorable ground for your purpose	+05
06 Ground sanctified for your purpose	+15

AID BY GREATER POWERS

01 Aid of a tome, book, or Grimoir	+10
02 Aid of a familiar	+15
03 Close tutoring by an expert	+10
04 Aid of higher powers of good or evil	+20
05 Demoniac or Angelic aid	+25
06 Use of an artifact	+15

Components

Each time a spell with components is used, consult the tables below for availability of materials needed.

REMEMBER

- 01 Roll a d6 for the number of times you roll on the component table.
- 02 You can record this for this specific spell use or randomize each time you cast the spell. Many spells have a -1 modifier for the components cost roll.

Costs

- 01-06 Inexpensive, easy to get components with an average cost of d20 dollars.
- 07-08 Inexpensive, moderately hard to find components with an average cost of d100 +50 dollars.
- 09 Expensive, hard to find components with an average cost of D10 x 100 dollars
- 10 Expensive, Illegal, or Rare components that are near impossible to find with a cost of d6 x 1000 dollars.

Types

INEXPENSIVE

- 01 Plants
- 02 Herbs
- 03 Candles
- 04 Knives
- 05 Animal Parts
- 06 Minerals
- 07 Books
- 08 Base Metals
- 09 Containers
- 10 Generic Drugs
- 11 Chemicals
- 12 Dusts
- 13 Paper
- 14 Animal Powders
- 15 Oils
- 16 Cloth
- 17 Holy Implement
- 18 Food
- 19 Earth
- 20 Common Animal Sacrifice

EXPENSIVE

- 01 Unusual Plants
- 02 Rare Spices
- 03 Specially Made Candles
- 04 Special Implements
- 05 Rare Animal Parts
- 06 Gems / Pearls
- 07 Rare Books
- 08 Gold / Silver / Platinum
- 09 Special Urns, Vessels
- 10 Illegal Pharmaceuticals
- 11 Special Chemicals
- 12 Rare Dusts
- 13 Specially Prepared Paper
- 14 Rare Animal Powders
- 15 Rare Oils and Scents
- 16 Specially Woven Cloth
- 17 Special Holy Artifact
- 18 Uncommon Food
- 19 Earth From Special Place
- 20 Rare or Large Animal Sacrifice

Special Costs

Many of the higher Necromancy spells may require grim components. For these spells a +1 is added in the spell list to indicate there are special items that are needed for use. Add this +1 to the d20 roll for expensive types of component needed.

INEXPENSIVE

- 21 Corpse or Human Parts

EXPENSIVE

- 21 Live Human Adult or Child Sacrifice

Grave robbing, mutilation of the dead and use of dead humans are often a serious offense in the legal system. Using human sacrifice is murder and a most serious offense.

Optional modifiers used by the GM may also be the purity and freshness of items used for special spells.

SPELLS

As you index through the spell listings you will find a code that gives you the type of magic used.

REMEMBER

- 01 A white or good magician can not use grey or black magic spells without the loss of d10 points of PIE.
- 02 A grey magician can use grey or white spells but suffers a d6 loss of PIE if he or she uses black magic.
- 03 Practitioners of black magic can use all three types (WGB) of magic with no penalties.

Forms of Magic

There are three basic forms of magic a character can specialize in. These are:

WHITE MAGIC

White magic makes use of the more passive types of spells. While no form of magic can ever be "good", these spells are the kinds most often used for good ends. White magic spells are listed with a W. A white magic user becomes a grey user when use of grey or black magic reduces his or her piety to 0.

Piety is then rebuilt slowly at the GM's decision and the player's worthiness.

GREY MAGIC

Sometimes called "active" magic, involves spells that produce a noticeable change in the material world. This is the type normally associated in fantasy literature (wizards & towers, etc.).

For a character to perform grey magic, he or she needs several things. The first is a laboratory, which is basically a quiet place for study and work. This can cost d10 x1000 dollars to furnish. The second are material components for spells. These are naturally available, but at the GM's option, certain components may be more expensive, such as jewels, rare flowers or animals, etc. The third items needed are spell books. These can range from the simple books of magic available from occult stores for under \$20, to ancient tomes that may exist only in manuscript form, in museums, vaults, private collections or retail for exorbitant prices.

Spells of grey magic generally take a little time to perform and usually require the material components to be consumed. The performance of the spell is subject to the same modifiers as any task.

DANGERS OF GREY MAGIC

Grey magic is far more dangerous than white magic because of the power involved and the temptations to use black magic. A grey magic user can become a black magic user when use of black magic drops his or her PIE to 0.

Piety is then slowly rebuilt at the GM's decision and the player's worthiness.

Components

For each grey magic spell cast, use the material components chart to randomize the materials needed and costs.

BLACK MAGIC

Black magic is the process of using fallen angels or spirits for "one's own ends". It is a demanding, rigorous, and time consuming practice. Anyone who uses black magic will suffer problems with his or her statistics, and at the GM's option, may suffer serious nightmares and be a magnet for forms of evil, supernatural influences.

Black magic is composed of two areas:

NECROMANCY: Dealing with the dead.
DEMON SUMMONING: Dealing with the hierarchy and spirits of Hell.

Necromancy

Necromancy is the art of controlling the dead. This is always done in rituals. These rituals must be cast at night in or around areas where there are many dead (graveyards or sites of ancient battles are common). The mage must have all the requirements to perform normal magic, plus PROTECTION 5 or better in spell ability.

Demon Summoning

This is the strongest and most dangerous form of magic, involving the invocation and control of fallen angels and spirits from Hell. A practitioner of this form of magic is referred to as a Karcist.

A Karcist must have all the prerequisites for lower magic, plus protection of at least 7 or greater. The following general skills are also necessary.

Geometry	Astronomy
Mortuary Science	Botany
Calligraphy	Blade Weapons Technology
Fabrication Wood	Fabrication Metal
Fabrication Fabric	Perfuming
Tanning	Insect Husbandry
Engraving	Pharmaceuticals

These skills are necessary because the Karcist must make all of his tools, equipment and aids, including hand copying the book of summoning he will be using. In addition these materials cost d20 x 1000 dollars to create and d6 x 100 dollars per month to maintain or replace.

Each spell cast takes an initial outlay of money for equipment and incidentals that help the spell caster.

Check the material component tables when spells are cast.

Bureau 13 & Magic

Each magic user is advised to keep a small amount of material with him or her as they travel the country. Even though an RV is not the best place to practice magic or ritual, it is a safe storage area for components of spells. Bureau 13 is more than happy to gain the aid of white and grey magic, though they frown on any use of black magic and would prefer not to be associated with it.

WKP Use

If a character is using magic his or her WKP rating becomes WKP (magic). This is the energy available to the user. This is a different form of energy than WKP (PSI).

Spells are used like skills with a few basic differences.

REMEMBER

- 01 Spells are skills.
- 02 Spells are divided into categories and listed by the type of magic user that can use them. Usually as W G B.
- 03 Any spell in a category can be used as long as the user has sufficient WKP in himself or is aided by special devices.
- 04 Each "spell" has a specific time needed to cast and a WKP cost that does not change. T=Time in m:minutes, h:hours d:days and w:weeks C=WKP Initial Cost
- 05 WKP recovery is variable and should be generated per individual, once.
- 06 WKP can only be gained with experience, devices, or aid.
- 07 Spells are reversible.

WKP Recovery

01-75	d6	Points per Hour
76-94	2d6	Points per Hour
95-96	3d6	Points per Hour
97-98	2d6	Points per Half Hour
99	4d6	Points per Half Hour
00	4d6	Points per Quarter Hour

MODIFIERS

High Activity	Multiply Amount by 0.25
Activity	Multiply Amount by 0.50
Light Activity	Multiply Amount by 0.75
Rest	Normal Regeneration
Complete Rest	Multiply Amount by 1.25
Meditation	Multiply Amount by 1.50

Sight

SKILL TYPE: SIGHT W G B

A special means of seeing that may require a focus. (mirror, crystal or pool of water) Duration is one minute of use per additional point of WKP (magic) added.

* SEE AURA (general nature)	C=02, T=01m
* PENETRATE SIMPLE ILLUSION	C=04, T=01m
* PENETRATE COMPLEX ILLUSION	C=06, T=02m
* SEE PRESENT (+1 WKP per 10 mi.)	C=08, T=04m
* SEE PAST (+1 WKP per past hour)	C=10, T=08m
* SEE FUTURE (+1 WKP per hour)	C=30, T=12m
* SEE INVISIBLE (1 WKP per 10 ft.)	C=15, T=01h
* SEE SPIRIT WORLD	C=20, T=10m

Divination

SKILL TYPE: DIVINATION W G B

Divination gives the chance of finding out a specific fact in a question. This may include background information or a name. The user must specify the medium of use as Taro Cards, I Ching, Astrology, Rune Rods, Entrail Reading, Numerology or Palmistry.

* DIVINATION (by specific type)	C=05, T=05m
A single (yes / no) answer	
* DIVINATION (by specific type)	C=10, T=10m
A single word clue answer	

Control

SKILL TYPE: CONTROL PERSON

G B

These are the spells of direct influence or control used on humans. Often, these are used in business or in the creation of love potions. Minor spells that control mental and body functions are used to make a person "not" notice something or run for the bathroom. Higher levels of the spell can control limbs or the entire body of the victim.

* CONTROL MINOR BODY FUNCTION	C=20 T=10m
* GAIN (one point for an hour)	
STR/DEX/AGL/CON/DOD/THR	C=05 T=05m
* CONTROL EMOTION / SENSATION	C=20 T=02m
* MODIFY MENTAL FUNCTION	C=35 T=10m
* SLEEP	C=50 T=01h
* INDUCED CONFUSION	C=20 T=10m
* COMA OR MAGICAL SLEEP	C=60 T=02h
* CONTROL MAJOR BODY FUNCTION	C=70 T=03h
* ENSLAVEMENT	C=90 T=02d



Shape Change

SKILL TYPE: SHAPE CHANGE

G B

The most difficult spells are the shape shifting spells. This spell lasts a maximum of 1 hour + 30 minutes per 10 extra WKP the user expends. If shape shifting is a success the user must roll a d20 under his or her intelligence or become that animal mentally for the duration of the spell. At the end of the spells time, a second d20 must be rolled. If the player again fails to roll under his intelligence, he is trapped in that body until released by another magician.

* CHANGE PHYSICAL FEATURES	C=45 T=10m
* CHANGE SEX	C=65 T=30m
* CHANGE TO HUMANOID CREATURE	C=75 T=01h
* CHANGE TO QUADRUPED	C=90 T=04h
* CHANGE TO NON-MAMMALIAN SPECIES	C=150 T=12h
* SHED BODY MASS, SIZE	C=75 T=04h
* GAIN BODY MASS, SIZE	C=85 T=06h
* INDUCE A WERE FORM SELF/ OTHER	C=70 T=01d
* DISPEL A WERE FORM SELF/ OTHER	C=25 T=05m

Dispell

SKILL TYPE: DISPELL MAGIC

W G B

This allows the user to disperse WKP or magic back into the environment. This can be used as an attack though it is more often enchanted into an object.

* DETECT MAGIC	C=05 T=01m
* BREAK A PROTECTIVE CIRCLE	C=75 T=05m
* DISPERSE MAGIC d6 points of WKP	C=05 T=05m
* NEUTRALIZE MAGIC	
(d20 WKP for d10 minutes)	C=20 T=05m
* TRANSFER MAGIC (2 d20 pts.)	C=25 T=04m
* ABSORB WKP MAGIC (d100 pts.)	C=35 T=10m
* RELEASE MAGIC (all stored WKP)	C=75 T=02h
* TIMER (sets spell to work in 3 or less minutes per point of WKP added.	C=20 T=01h
* LAYER OF PROTECTION OVER MAGIC	C=50 T=04h

Dowsing

SKILL TYPE: DOWSING

W G B

A special form of divination requiring the use of a focus such as a willow wand, metal rod or bent wires to find specific items.

- * FIND WATER (1 WKP per 10 ft.) C=05,T=05m
- * FIND MINERAL (1 WKP per 10 ft.) C=10,T=10m
- * FIND OBJECT (1 WKP per 10 ft.) C=20,T=15m

Enchantment

SKILL TYPE: ENCHANTMENT

W G B

A special skill that allows the storage of magic in an object or the programming of spells in an inanimate object. See Devices.

- * ENCHANTMENT (WKP into object) C=10,T=48h
- * ENCHANTMENT (Programming Spell) C=30,T=72h
- * DISPELLING ENCHANTMENT C=50,T=10h

Protection

SKILL TYPE: PROTECTION

W G B

A spell that gives the caster special and specific protection from an injury or attack. (See protection)

- * PROTECTION (specific damage) C=20,T=01h
- * PROTECTION (magic attack) C=15,T=30m
- * PROTECTION (magical being) C=20,T=30m
- * PROTECTION (high magic beings) C=40,T=04h
- * DISPELL PROTECTION (yours) C=01,T=01m
- * DISPELL PROTECTION (others) C=75,T=10h

Healing

SKILL TYPE: HEALING

W G B

The ability to heal physical damage. Users of black magic can also cause damage. This is by touch.

- * HEAL (physical damage) C=10,T=02m
For every 5 points of WKP a character uses over the initial cost, 1 point of physical damage will be healed.
- * HEAL (disease) C=15,T=10m
For every 5 points of WKP a character uses over the initial cost, the chance to break the effects of the critical phase of a disease are increased 1 point.
- * STOP BLOODLOSS C=05,T=10s
- * RESUSCITATE (+5% per WKP) C=10,T=01m
- * RESTORE (a lost sense) C=85,T=05h
- * REGROW (a lost limb per inch) C=90,T=10d
- * REMOVE A YEARS AGE C=90,T=05d

Telepathy

SPELL TYPE: TELEPATHY

W G B

Mind to mind communications that can be tapped by telepathic PSI's. Gives one minute per point of WKP (magic) over initial cost.

- * SEND (to specific individual) C=10,T=05m
- * SEND RECEIVE (individual) C=15,T=05m
- * SEND GROUP C=20,T=05m
- * EMOTIONAL READING (individual) C=10,T=02m
- * UNDERSTAND LANGUAGE C=15,T=20m
- * TALK TO ANIMALS (specific) C=25,T=02h
- * TELEPATHY SHIELD (self) C=20,T=03m
- * TELEPATHY SHIELD (other) C=25,T=05m

Use of Black or Grey Magic can also give:

- * PLANT THOUGHT (in individual) C=40,T=10m
- * CONTROL MIND (individual) C=50,T=06h
- * CONTROL ANIMAL (through its eyes) C=40,T=03h
- * BREAK TELEPATHIC SHIELD C=50,T=10m

Illusions

SKILL TYPE: ILLUSIONS

G B

These are animate or inanimate objects of usually limited substantiality. Usually last one hour per 5 WKP over initial cost.

- * SPARKS OF LIGHT (small) C=05,T=05m
- * STATIC LIGHT (movable) C=10,T=10m
- * STATIC IMAGE (unmoving) C=20,T=30m
- * COLOR IMAGE (unmoving) C=30,T=01d
- * MOVEMENT (animating images) C=40,T=02d
- * SOUND (independent or w/ images) C=25,T=10m
- * SMELL (independent or w/ images) C=25,T=10m
- * DARKNESS (or dim light) C=10,T=05m
- * INVISIBILITY (self or object) C=75,T=10h

Control Nature

SKILL TYPE: CONTROL NATURE

W G B

This is a reversible spell that allows the caster to exert control on natural forces. These effects last for up to 30 minutes.

- * RAISE WIND (5 WKP per MPH) C=10,T=05m
- * CALL CLOUDS (by type) C=40,T=30m
- * INCREASE PLANT GROWTH C=20,T=01h
- * IMPROVE ANIMAL FERTILITY C=30,T=01h
- * CALL RAIN / SNOW / THUNDERSTORM C=50,T=01h
- * CALL LIGHTNING (see Electrical) C=60,T=10m
- * CREATE FIRE (1 pt burn per WKP) C=05,T=10m

Movement

SKILL TYPE: MOVEMENT

G B

This spell causes objects to move at a cost of one point of WKP per pound over the initial cost. Characters need a focus to fly such as a broom or other device. Duration is until object stops moving. Airspeed can be up to 160mph for flying.

- * LIFT OBJECT (inanimate) C=10,T=04m
 - * LIFT SELF (levitation) C=50,T=10m
 - * FLY (self) C=75,T=01h
 - * ANIMATE OBJECT (1 hour per WKP) C=50,T=05h
 - * IMPROVE REACTION TIMING C=25,T=05m
- Improves AGL by 1 point per every 10 points used over cost for one hour.

Necromancy

SKILL TYPE: NECROMANCY

B

The summoning of things for special deeds or gains.

- * BINDING UNDEAD (to self for use) C=30,T=60m
- * CALL UNDEAD (minor undead types) C=50,T=60m
- * CALL GREATER UNDEAD C=75,T=60m
- * COMMUNICATE WITH UNDEAD C=30,T=15m
- * SUMMON MINOR DEMON C=65,T=02h
- * SUMMON MAJOR DEMON C=75,T=03h
- * SUMMON HIGH DEMON (I+1) C=95,T=04h
- * SUMMON LIVING SPIRIT C=50,T=01h

As long as the body sleeps the spirit can be detained for questioning.

- * CREATING UNDEAD (I+1) C=80,T=10d
Creating undead requires a human or animal form for use. Most undead of this type have a HPT of 250 and a high strength.

After creation, undead must be bound to their master or they run amok.

REMEMBER C= WKP (magic) Cost

Spells have an initial cost in WKP (Magic) whether they succeed or fail. Additional use of WKP extends or tailors the spells use.

Familiar

SKILL TYPE: FAMILIAR GAIN

The Familiar is the single most useful tool a magician uses. White magicians must find their Familiars. Grey and Black magic users are granted their Familiar by darker forces. A Familiar may take the form of any animal native to the region of the magician.

The Familiar serves as a focus and storage battery for a magician's WKP. The animal gains WKP at a rate of a d10 per level the caster achieves with a 25% bonus.

If a Familiar is killed the caster will take an automatic 10% deathshock with a drop of 50% of MCD and 50% of the WKP of the lost familiar.

The Familiar can heal the magician at a rate of d4 extra points a day or give him or her a +1 on critical disease phases.

A Familiar will protect a magic user to the death. Only one Familiar is allowed per magician per lifetime of the Familiar. The intelligence of a familiar ranges from abysmally stupid to near human.

FIND FAMILIAR	C=60 T=03d
SEEING THROUGH FAMILIARS EYES	C=25 T=05m
LISTENING THROUGH FAMILIAR	C=30 T=10m
CASTING THROUGH FAMILIAR	
(+5% on any MCD use)	C=05 T=01m
TAPPING A FAMILIARS WKP	C=10 T=05m
HIDING FAMILIAR	C=20 T=05m
SUMMONING THROUGH FAMILIAR	
(+5% on a summoning success result)	



Animation

SKILL TYPE: OBJECT ANIMATION

W G B

Animation of objects involves the use of large quantities of WKP and enchantment to create the semblance of life.

These objects are programmed by the user for simple tasks. Grey and Black magic users can animate objects for less than gentle purposes. An object is animated until it is dispelled or has no WKP source.

* SIMPLE ANIMATION, ONE MOTION	C=40 T=30m
* COMPLEX ANIMATION	C=60 T=02h
* +FLIGHT / LEVITATION PER POUND	C=50 T=02h
* SIMPLE PROGRAMMING	C=30 T=02h
* COMPLEX PROGRAMMING	C=50 T=04h
* DECISION MAKING	C=60 T=02h
* SELF-PRESERVATION	C=40 T=01h



Curse

SKILL TYPE: CURSE

B

A curse sets an event to happen or a causes drastic change in luck. The victim often does not know he or she has been cursed until it happens.

* DETECT CURSE	C=15 T=01m
* NEUTRALIZE MINOR CURSE	C=40 T=01h
* CURSE WITH BAD LUCK	C=65 T=04h
* CURSE OF BAD HEALTH	C=80 T=04h
* CURSE OF PHYSICAL INJURY	C=75 T=02h
* CURSE OF DEATH	C=95 T=04d
* SECONDARY CURSE	C=50 T=01d
* DISGUISE CURSE	C=75 T=06h

As curses are removed, the rescue of the victim sometimes backfires with a secondary curse being released. This secondary curse can effect the victim or magic user. Roll a d100 for a curse when dispelled.

01-75	Curse dispelled as planned.
76-90	Curse transferred to dispeller.
91-95	Secondary curse activated.
96-98	Victim and dispeller gain curse.
99	A highly dangerous, secondary curse is triggered.
00	Triggers d4 +2 curses.

The X File

While Bureau 13 will reluctantly accept use of magic to fight magic, it frowns upon use of darker arts that cost lives. When agents cross this fine line of good and evil they are sometimes asked to retire, face being placed in the X File, or simply vanish.

The X File is given to a small band of agents who eliminate rogue Bureau Agents quietly and efficiently. There are two of these special teams operating in the US and one in Europe.

An X Filed agent will find his or her ID card useless to operate Bureau installations and vehicles.

The Resort

Rumor has it that the Bureau operates a resort for "vanished" agents in the South Atlantic. This village is often the home of those who know too much and are too valuable to place in the X File.

DEMONS

Demons are conjured for specific reasons that may include:

- A Requesting more WKP or Magic in the form of an item or a temporary boost in the character's power.
- B A contract to gain the magician wealth, a special possession, skill or physical improvements.
- C Revenge or a specific deed.

REMEMBER

- 01 Demons do not generally like dealing with man or being forced into a task without a valuable return.
- 02 Demons are crafty bargainers and will always contract to their advantage.
- 03 Demons do not forget a bad dealing.

Summoning Result

As black magicians call the forces of darkness to aid them there may be a few problems in dealing with the result.

SUMMONING

- 01-05 Something useless.
- 06-25 Something less than you wanted.
- 26-50 What you requested.
- 51-75 Something close to what you requested.
- 76-90 Something indifferent to your request.
- 91-95 Something greater than your request.
- 96-99 A great or very high power.
- 00 Something hellishly powerful.

TEMPERMENT

- 01-05 Very friendly.
- 06-25 Neutral in temperament.
- 26-50 Aggravated at being bothered.
- 51-75 Very temperamental and angry.
- 76-90 Outrightly hostile.
- 91-98 Violently hostile.
- 99-00 Completely hostile and dangerous.

Escape

If a demon is able to break a circle of magic protection it will flee or attack the summoner. A demon released on earth is a dangerous situation that can lead to death or a possession for some evil deed. Roll a d100 when a demonic creature escapes.

- 01-50 Flee, return to hell.
- 51-75 Try to make a better deal with the summoner or return to hell.
- 76-85 Attack the summoner once and flee.
- 86-95 Attempt to kill the summoner.
- 96-98 Flee, eventually returning to get even with the summoner.
- 99-00 Flee, freed to roam the earth.

With the possible spells usable by demons, a demons attack can be physical or in the form of an animal or monster.

REMEMBER

- 01 Demons have an average MCD of 16.
- 02 Demons have an average PIE of 19.
- 03 The WKP of Demons is variable from 50+ points in the lesser to 350+ in the greater. This is the GM's decision.

Protection

As a character begins the dangerous task of demon summoning he or she must create a zone of protection against magical attacks of the called evil.

REMEMBER

- 01 A pentagram or special magic circle will protect from magical attack or contain the evil only if unbroken.
- 02 This protection costs one point of WKP (magic) per hour to shield from attack.
- 03 Shields work both ways.
- 04 Dispelling a shield releases the demon if the demon is not returned first.
- 05 Creation of such a shield takes 3d10 minutes to achieve, requires a skill / MCD roll and will give a result as listed below.
- 06 Shield caster automatically knows the status of the created shield.

Shield Result

- 01-50 Full Shield
- 51-75 Shield Reduces any Attack Damage by a multiplier of (.75).
- 76-85 Shield Reduces any Attack Damage by a multiplier of (.50).
- 86-95 Shield Reduces any Attack Damage by a multiplier of (.25).
- 96-99 Shield Does Not Work
- 00 Shield Will Collapse in 3d10 minutes.

Harrison & Friends

John, of the Wind Willow Coven, decides to call a demon to aid in the destruction of a nosy Bureau 13 agent.

After securing needed supplies, he creates a circle of protection. His MCD is 15.

PROTECTION LEVEL 5	25%
MCD, SITUATION MODIFIERS	40%
Total	65%

With patience/time, he casts the spell and is rewarded with a full shield. He now uses other skills to summon a creature to aid his revenge. But the agent is leaving and John is now rushed and will cast the spell in half the time necessary.

SUMMONING (DARK) LEVEL 3	15%
MCD, SITUATION MODIFIERS	35%
Total	50%

With a base 50% chance to summon, John succeeds in his roll and gains a small demon. After a fast bargain is made, (2 goats and a sparkplug), the demon is allowed to leave the circle for 5 minutes to "take care of the agent".

The demon returns to assure his mission is complete and is returned to hell. John smiles and rubs his hands in anticipation.

Robert Harrison finds all four tires on his rental car missing. After uttering a few choice words, he shrugs, and heads for a gas station.

Magic Items

Many magic items are the simple storage batteries of WKP points or specific spells along with a WKP charge. These items can come in any form though most are preferred to be in the shapes of books or wands. Such magic items are created in one of two ways.

01 ENCHANTMENT

Enchantment is the creation of a magic item by a magic adept. This is a special spell that has variable results when used.

02 CREATION

Creatures of other planes are able to pour large masses of WKP into objects they create for their followers or are forced to create to escape a summoner. (see summoning)

Enchanting is a difficult process that requires a month of study, purification, and preparation by a player character. When this spell is cast roll a d100 for the final result of enchanting.

- 01 Item loses all stored WKP energy.
- 02-05 Item loses half of stored WKP energy.
- 06-25 Item gains no WKP, spell fails.
- 26-50 Item gains half of the WKP of the enchanter, rendering him powerless until his WKP regenerates.
- 51-75 Item gains the full WKP energy of the enchanter, rendering him powerless until his WKP regenerates.
- 76-95 Item gains full WKP of enchanter with a 1.25 bonus multiplier for the final energy imparted into the item.
- 96-99 As 95 with 2d10 WKP added to the final energy result.
- 00 As 95 with d100 WKP added to the final energy result.

REMEMBER

- 01 Like a battery, an object with stored WKP can be depleted by use.
- 02 A general magic "device" can store any amount of WKP.
- 03 Any magic adept can use such a device.
- 04 Destruction of a device will release the WKP or "magic" energy harmlessly to the surrounding area.
- 05 If a specific spell is cast into an object before WKP is stored in it, the object will only release WKP in the form of that particular spell until the item is empty, destroyed or recharged.
- 06 A number of specific spells can be stored in an item with triggering commands.
- 07 Specifically "imbedded" spell items can not be used for general WKP boosting.
- 08 Item enchantment is always uncertain.

Enchantment

- 01-25 Enchantment attempt destroys item.
- 26-50 Item fails to enchant.
- 51-85 Specific spell enchants into an item.
- 86-98 Specific spell enchants into an item with half of the enchanter's WKP.
- 99-00 Specific spell enchants into an item with the enchanter's full WKP.

Belief

Belief can be a powerful weapon to fight the supernatural. Belief is often shown by a character's use of prayer. This can be a long, complex ritual or a few, short words depending on the religion.

In a critical situation a character can boost his or her Magic Resistance (MRE) by spiritual belief and determination.

Prayer

Each time a character communes with their respective deity a d20 is rolled under their Piety (PIE) score. If this is successful the character adds this number to his or her MRE to a maximum of 98%. This lasts 12 hours or until the character sleeps.

Failure to roll under this PIE number adds nothing to MRE. A character may pray every 10 minutes.

Answers

Prayer may also help answer a problem or a situation where all else has failed. This answer may be direct or hidden in initiative or deed. Roll a d20 under your PIE once per 24 hours. If successful roll a d100 below.

- 01-75 No obvious answer.
- 76-85 Hidden Answer
- 86-90 Unexpected Answer
- 91-95 Delayed Answer (d6 hours)
- 96-98 Long Delayed Answer (d6 +3 days)
- 99 Answered with improbable happening.
- 00 Answer with a highly improbable or miraculous happening.

Different Faiths

When generating a character with a highly religious background you may find not all skills apply to his or her beliefs. The player is encouraged to create his or her own skills that relate to their character's religious beliefs. This should be supervised by the GM to keep play-balance intact and set general limitations.



PRIESTS

In a primarily supernatural game like Stalking the Night Fantastic, priests are often useful characters as they gain special insight and advantages in certain situations.

The word "priest" is used to describe an ordained member of an organized clergy or monastic order.

REQUIREMENTS

- 01 A PIE of 12 and a WIZ of 10.
- 02 A priest may not carry firearms.
- 03 A priest must subscribe to the rules of his faith.
- 04 A priest must have at least four of the skills from the special skill table.

BONUS ABILITIES

- 01 A priest who has lost piety in combat with the forces of evil gains PIE back at 1 point per day of rest and prayer.
- 02 Experience points and bonuses are the same as a normal character with these level title differences.

0	Initiate	08	Archdeacon
01	Seminarian 4	09	Priest
02	Seminarian 3	10	Pastor
03	Seminarian 2	11	Monsignor
04	Seminarian 1	12	Bishop
05	Acolyte	13	Archbishop
06	Subdeacon	14	Cardinal
07	Deacon		

Skills

EXORCISM

Gives a chance to dispel WKP (magic) or cast a demon out from one who is possessed.

BENEDICTION

Creates holy water or consecrated host.

CANON

Covers the priest's religious abilities, saying mass, performing sacraments, etc.

DOGMA

Governs how much the priest knows about the beliefs and positions of his faith.

SCRIPTURE

How much the priest knows about the current literary events of his or her religion.

HAGIOLOGY

The study of the lives of "Saints" and books of religious importance.

PROSELYTRATION

The ability to convert, to preach.

SINDONOLGY

The study of miracles.

COMPARATIVE RELIGION

Knowledge of other religions.

RELIGIOUS HISTORY

Knowledge of one's church or the history of other religions.

PROTECTION

The ability to create an area of magic resistance to block attacks or contain the WKP (magic) within an area. Usable once per 24 hour period. Lasts d100 hours. Does not effect WKP (PSI) energy.

LANGUAGE

A specific language relating to the history of one's religion. (Latin, Hebrew, etc.)

Blessings

Blessings have the ability to raise a characters PIE & MRE d4+ points for a d4 hour period. Often these blessings are used when some form of magical combat threatens.

A blessing can also be thrown on an opposing faith to lower his, her, or its PIE. REMEMBER

- 01 Total skill and PIE modifiers.
- 02 Consult the Spell Throwing Chart.
- 03 Roll under this score on a d100 for a successful blessing.
- 03 Randomize the result of the success.

RESULT OF BLESSING

- 01-03 No change
- 04-05 Add d4 points to PIE for d4 hours.
- 06-07 Add d4 +2 points to PIE for d4 hours.
- 08-09 Add d4 +3 points to PIE for d4 hours.
- 10 Add d4 +4 points to PIE for d4 hours.

Faiths

As different faiths or beliefs clash in combat with magic there is often a lesser chance of a spell working because of a difference in faith. This can modify magic resistance to a high degree.

S = Same Faith or Beliefs

D = Differing Faiths or Beliefs

V = Very Different Faith or Beliefs

PIETY	MAGIC RESISTANCE			BLESSINGS		
	S	D	V	S	D	V
0	-25	-15	-10	0	0	0
01-02	-20	-10	-05	+01	0	0
03-04	-15	-05	0	+02	+01	0
05-06	-10	0	+05	+03	+02	+01
07-08	-05	+15	+10	+04	+03	+02
09-10	0	+10	+15	+05	+04	+03
11-12	+05	+05	+10	+06	+05	+04
13-14	+10	0	+05	+07	+06	+05
15-16	+15	+05	0	+08	+07	+06
17-18	+20	+10	+05	+09	+08	+07
19	+25	+15	+10	+10	+09	+08
20	+30	+20	+15	+10	+10	+10

Exorcism

Exorcism is the simple use of a specific skill to lower a demons piety to 0 and force it back to hell.

REMEMBER

- 01 Exorcism is a long ritual taking d100 hours to complete per session. During an exorcism a priest is protected from all "physical" harm as long as his PIE is above 0. At the end of the ritual, roll on the table below.
- 02 These attacks can work both ways. A demon can reduce a priests PIE to 0 and make him vulnerable to physical attack.

RESULT

- 01-50 No Effect
- 51-75 Reduce Demon's or Priest's PIE by d6
- 76-85 Reduce Demon's or Priest's PIE by 2d6
- 86-95 Reduce Demon's or Priest's PIE by 3d6
- 96-98 Reduce Demon's or Priest's PIE by 4d6
- 99-00 Reduce Demon or Priest's PIE to 0

Demons

IMPS / MINOR DEMONS / INCUBI / SUCCUBI

With minor ability, these are the helpers of evil. Some may stay with a Karcist for a long length of time.

WARRIORS

Warriors can be summoned for leadership, advice or actual combat. Often a dead minor military leader will be summoned rather than a real demon.

UNRANKED

The more unusual demons or those created by the GM to fill a specific niche.

HIGHER ORDERS

6th Rank "Dukes"	3rd Rank "Earls"
5th Rank "Princes"	2nd Rank "Marquis"
4th Rank "Presidents"	1st Rank "Kings"

COMMANDERS: EMPEROR / PRIME MINISTERS

These are the true rulers of hell.

Abilities

A Reconcile Antagonists	
B1 Cause Battles	B2 Lead Battles
C Construct Buildings	
D1 Cause Discourse	D2 Cause Temptation
D3 Cause Lewd Activity	
E Cause Earthquakes	
F Start Major Fires	
G1 Cause / Cure Unhealable Wounds	
H Heighten Statistic of Character	
I Cause Invisibility	
J Locate Treasure / Hidden Things	
K Obtain Treasure / Stolen or Needed Things	
L Control Weather	
M Transmute Metal / Food	
N Provide True Name	
O Necromantic Communication / Conjuraton	
P Cause Love / Fear / Devotion	
Q Provide Rapid Transportation	
R Reveal Past / Present / Future	
T1 Teach General Skills	
TEACHING	
T2 Liberal Sciences	T13 Logic
T3 Language	T14 Oratory
T4 Astronomy / Astrology	T15 Ethics
T5 Botany	T16 Writing
T6 Minerology / Gemology	T17 Poetry
T7 Handicrafts	T18 Biology
T8 Mathematics	T19 Geometry
T9 Navigation	T20 General Arts
T10 Ornithology	T21 Shepherding
T11 Palmistry	T22 Arts of War
T12 Philosophy	T23 Geography
	T24 The Occult
U Seals or Unseals Areas	
V Grants / Removes Office	
W Creates Illusion	
x Not Summonable	

Example:

Demons are listed by name, rank, ability and a sentence of description.

MANTHUS President B1,B2,D1
A man in blue and yellow robes who brings chaos and death to the unwary.

Hell's Minions

Demons with variable forms = (v)
Demons that require sacrifice = (s)

LUCIFER, SATAN	Emperor	Any,x
(v) Classically a gigantic humanoid		
BEELZEBUB, BEHEMOTH	Prime Minister	Any,x
(v) Often a fallen Cherubim, Lord of Chaos		
ASTOROTH	Grand Duke	Any,x
(v) A beautiful Seraphim (angle)		
LUCIFERGE ROFACLE	Prime Minister	J,K,P
(v) Tri horned human with goat hindquarters		
BAAL	King	I,P
(v) In a man, feline or reptile form		
SATANACHIA	Grand General	D,P
(v) The Sabbath Goat		
AGARES (v)	Duke	E,J,K,P,T3
MARBAS (v)	Prince	G,J,M,S,R
BARBATOS (v)	Duke	N,Y,T3
FOPAS (v)	Earl	I,T1,3,13,15,J
NEBIROS (v)	Field Marshal	G,O,T6,5,18,R
AYPEROS (v)	Lieutenant	F,E
NABERIUS (v)	Marquis	T1,14,V
GLASYALABOLAS (vs)	Prince	I,A,T1,P
ASMODAY (vs)	King	J,S,T4,8,7,19
BALAM (v)	King	I,H,J
BELIAL (v)	King	F,D,P
PALMON	King	T1,2,20
ANDRAS (v)	Marquis	B,D
MARCHOSIS (v)	Marquis	B,D
ORIAH (v)	Marquis	A,V,T5
PHOENIX (vs)	Marquis	T17
SABNOK (v)	Marquis	T1,O
SHAX (v)	Marquis	K3
FURFUR (v)	Earl	C,L,D,R,P
MALTHUS (vs)	Earl	B,C
RAUM (v)	Earl	A,B,E,P,R
HAGGENTI (v)	President	M,H,T
MALPHAS (v)	President	C,R,T3
OSE (vs)	President	S,J,N
GAAP (v)	Prince	T24,Q
VASSAGO (v)	Prince	J,N
BERITH (vs)	Duke	M,R
HAURES (v)	Duke	R,W
VEPHAR (v)	Duke	L,G
BELPHEGOR (v)	?	D,P,H
MURMUR (v)	Duke	O,T12
SALLOS (v)	Duke	P
BORBOT (vs)	Duke	J
LEVIATHAN (v)	?	D,L,T9
MEPHISTOPHELES	? (v)	H,K,P
MOLOCH (v)	?	B,D,E,F,L

Skills

This is a small example of the more than 200 types of the classical demons listed in various sources. Temperament is the GM's choice. Along with a high WKP for general use, demons have skill areas that they often specialize in. These talents have no WKP cost to use. Demons of lesser orders may have a single talent (20% chance) with an actual skill level for use. Start this level at d10 +10 for the low and d10 for the lowest dwellers of hell.

Angels

Angels are divinely created spiritual beings directly serving God, and directly opposed to their fallen bretheren, the Demon.

Angels have the most power (WKP) of the spiritual creatures. They rarely will wield that power, preferring instead to generally work through inspiration, for man was created with free will. Angels will not counter free will.

Summoning Angels

Angels have varing powers, but any one can do any task or accomplish any desired effect. The greater the Angel the greater the task that can be accomplished. Angels also have several general powers. They have control over fire, the waters and the winds. They act as guardians of nations, the church, and sometimes individuals. They fight against evil and sometimes provide the necessities of the faithful. They intercede in prayers between man and God.

REMEMBER

- 01 Angels may ignore summoning rituals.
- 02 Angels appear anywhere they please. They will sometimes come unbidden, or if one of the faithful is in need.

Types

SERAPHIM WKP 300
Generally humanoid in form, they often appear as fiery red / blue winged humanoids. These are the attendants of God.

CHERUBIM WKP 500
Cherubim often appear as infants or a collection of eyes with six wings. They often carry information.

THRONES WKP 400
Thrones support the throne of God and are inspiration for justice and good in mankind. They often appear as a pillar of light.

DOMINATIONS WKP 375
The humanoid shaped general messengers of God who fight against the greater evils.

VIRTUES WKP 350
Armored Humanoids who accomplish miracles.

POWERS WKP 325
These are the angels who directly oppose evil and fight demons on earth.

PRINCIPALITIES WKP 275
These are the protectors of the church and good rulers. They aid the faithful.

ARCHANGELS WKP 750
These are the general agents of good that shepherd the lowest angels and conduct most special missions on earth.

ANGELS, NINTH ORDER WKP 150
Most numerous group of the angels. They appear in white and often deal with man as they earn a place in the angelic hierarchy.

Costs

Any class of magician can make the attempt to summon an angel. For angels the WKP summoning cost is multiplied by (1.25).

Angels almost never do the bidding of the summoner and are prone to destroy or teach a lesson to a black magic user who would summon them for evil purposes.

Dangers

These minions of good can become just as destructive as their dark counterparts when dealing with evil. Only characters who are deemed by the GM as good may actually call an angel. Characters who think they are good even though the GM knows differently may have surprising results when summoning.

Punishment

Punishment for evil characters can range from sickness, loss of statistics, property, or a ruined MCD. Angels are noted for their general sense of humor or justice in such matters.

Saints

Saints are the martyrs and special people who have given their lives or devotion to an ideal that has aided their religion. In the Christian Mythos alone there are several hundred of these saints whose special areas cover everything from life and death to dentistry and animal husbandry. In a class by themselves, a call to a patron saint for aid can add a +1 on plety for that use only. This is a GM option.

Good or Evil

The most difficult problem facing the players and the GM is the question of Good and Evil in the game. While your teams may be working for the forces of good, they may actually aid evil if they are not careful in their actions. The indiscriminate slaughter of the supernatural can be far worse than any evil if the supernatural is in a balanced ecology.

Harrison & Friends

Resting for a quiet moment while his new partner, Brother Johnson went for a six pack of beer, Robert Harrison ponders his job with the Agency. He thinks about the creatures and suffering he has witnessed and smiles at the strange and beautiful manifestations of the supernatural.

Half in a dream state he hears the ominous creaking of a door opening and spins, gun drawn, to find Brother Johnson returning.

"The message board's lit," says Johnson as he opens a beer. "Looks like some sort of monster in Brooklyn."

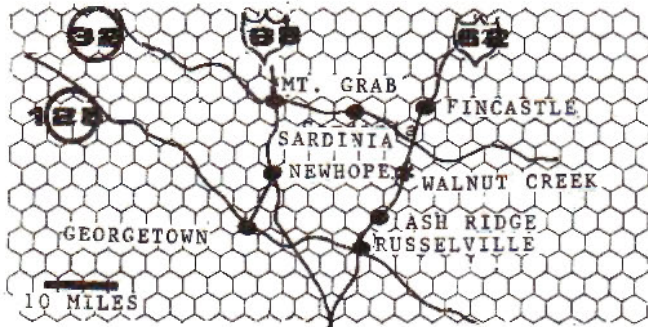
"Here we go again," mutters Harrison, still a little groggy from his nap, "Stalking the Night Fantastic on the sidewalks of New York."

Scenario

Walnut Creek is a short, simple Scenario for introducing your players to the general work of Stalking the Night Fantastic.

WALNUT CREEK

Walnut Creek is a peaceful small town nestled in the foothills of Southern Ohio. Boasting a diner, a movie house and two local police on full-time duty the town is only visited by locals, farmers and tourists who fish in Jackson Lake.



Player Map #1 MAP OF WALNUT CREEK AREA

Bureau 13

Bureau 13 has become involved as reports have come from the area telling of a monster that turned a camper over on the shore of Sam's Creek. This creature was spotted a second time as it ripped a bicycle to pieces a half mile from the town. The police have the firm belief this entire monster story is a joke perpetrated by bored teenagers.

A cassette tape with this information is found in a drop point along with maps of the area. If this creature is real it will become the agent's job to determine its true nature and decide on its future disposition.

Vehicles

The players have a choice of vehicles to use, though, it's best to use the Colorado RV.

The players should design their new cover identities and occupations, using their document designer to create ID, Licenses and other possibly requested information.

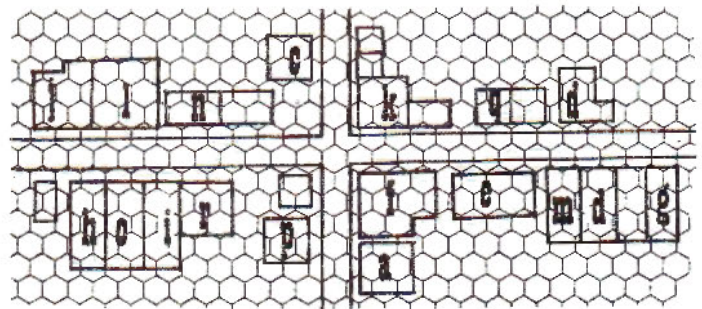
The Agency has no supply dumps or contacts in the area of Walnut Creek.

Arrival

The characters will arrive in Walnut Creek at 12 +12 hours on Tuesday. From this point, time their movements and assign times to accomplish a search, conversation, shopping, research or equipment set up. Players are assumed to be in constant communication with each other by implant, pocket or wrist video.

Town Design

The next section is the town design and special information for the GM.



(a) SHERIFFS' OFFICE F Knox, J Daniels

The sheriffs consider this whole thing a joke and are tired of crackpots coming to town to see the monster. Knox is serious while Daniels is jovial until pushed too far.

(b) WALNUT CREEK STAR D F Pruehs

The Star is a three sheet weekly news paper on its last legs. Its old owner can give a few facts after two hours research into old back issues. These include:

- #1 There have been sightings of a water man, or man-fish for more than a century.
- #2 Sightings total 8 between 1844 and 1977
- #3 There have been no attacks on livestock reported and a drowning child claimed to have been saved by a scaly devil. (1915)

(c) STARLIGHT BAR J J Miller

A small town country bar that is usually inhabited between 2 and 5 pm by the Ohio Disciples Motorcycle Club which has recently settled in the area. The 6 will always pick a fight with tourists or strangers but have a little respect for the town's people. Leader of the Disciples is Frank Laskowitz who never saw any creatures and will laugh.

(d) SMELLYS GARAGE AND BUMP V Smille

Grease covered and happily senile, Smille will tell of the "city" tourists whose RV was flipped over one night only if the agents agree to get an oil change for one of their vehicles. He will give an exact location where the incident happened.

GENERAL BUSINESSES

- | | |
|-----------------------------------|--------------|
| (e) RUTH'S DINER | R Green |
| (f) SURLOCK'S HARDWARE | R Spurlock |
| (g) DR. J STONE (on Vacation) | Z Stone RN. |
| (h) TRUST DRUGS | N Enderwal |
| (i) THE FASHION SHOP | C Harris |
| (j) WRAGLEY'S MARKET | K Dewey |
| (k) EAGLE THEATRE | H McHenry |
| (l) PAXTON FARM SUPPLIES AND FEED | M Paxton |
| (m) WALNUT CREEK SAVINGS BANK | B Calton |
| (n) PARTS N' PICKINGS RESALE | F Johnson |
| (o) MARGIE'S BOOK STOP | M Baker |
| (p) OHIO INDEPENDENT TELEPHONE | D Hart |
| (q) VETERANARIAN | K Y Wang |
| (r) MODERN TV AND VIDEO | F Rabinowitz |

GM's Notes

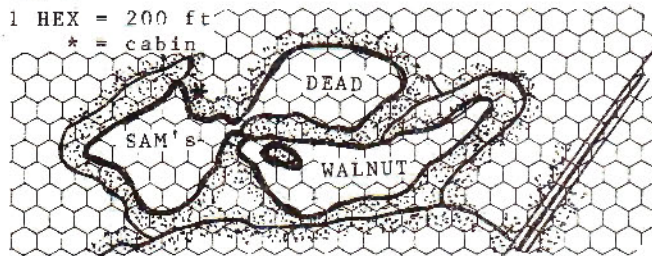
Add a few businesses. The owners will be friendly or a little on the suspicious side if agents act oddly. These are generally friendly people whose only general gripe is the motorcycle club now in the area. Most will pass the monster story off and one may talk about seeing something on Sam's Creek.

GM's NOTES: Make them work for bits of the information they need and keep them moving.

The key is the investigation of the creek.

Creeks Area

The creeks are a connected series of small deep lakes that are spring fed. Fishing is poor and tourists rarely camp on their swampy shore.



Players Map #3

THREE CREEKS AREA

Watching the Creek

Bureau 13 agents who spend a night on the creek have the chance of a few discoveries, in the night only.

#1 VISUAL SURVEILLANCE

Will detect something (5% chance) once in a 5 hour period of the night search if there is moonlight and the water is watched.

#2 IR CAMERA / SONAR

Will detect (75% chance) per five hours of operation and can be set on automatic.

WHAT IS SIGHTED

The head of a scaled humanoid 100 feet off shore, watching.



#3 IF SPOTTED

It will begin to throw (THR 3) old water filled beer and wine bottles at the agents on the bank. (d6 impact). If fired on it will vanish and prepare a major assault.

If fired on, there is a 35% chance a second creature in the swampy underbrush will sneak up on the vehicle and rock it over before diving back in the creek. Rocking over is a 5% cumulative chance per 2 actions.

#4 NIGHT DIVING

There is a 95% chance to come face to face with the creature(s). They will swim around the diver and his lights but will take no action unless attacked or the water is fouled with a chemical repellent.

WHAT IS LIVING IN THE THREE CREEKS AREA

Men Fish (Family of 8)

TMP: 75 STR: 30 WATER DEX: 14 LAND DEX: 12
ARMOR SKIN: 3 WATER AGL: 14 LAND AGL: 10
Any attacks are made with two claws (CL03). Because their claws are razor sharp, double the CL03 damage. Add this to their Strength Related (Punch) Damage.

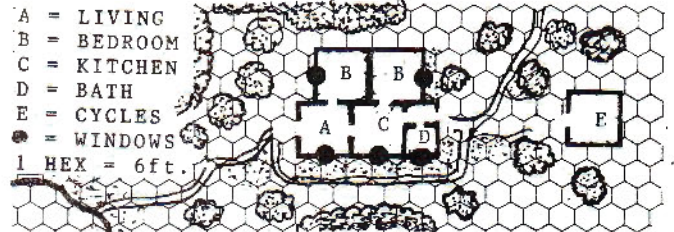
The Residents

Peaceful in nature, these creatures have only recently been stirred up from the creek by a small number of individuals who insist on dumping cans, bottles and garbage in the creek.

Bikers

Some months ago the Ohio Disciples moved into a cabin they purchased from a farmer. This cabin borders on Sam's Creek and is a convenient place to dispose of garbage.

Unfortunately, the residents of the lake are not happy with this littering. In stark terror of the sounds of the bikes, they keep a wide area between themselves and the bikers. This situation has become unbearable for the creatures so they are now striking back.



The bikers will not move, talk or even be civil to trespassers on their property. They have a .22 cal. small game rifle (50 rounds), an antique double barrel shotgun (8 rounds 00 buck shot) and a .357 Magnum (20 rounds).

BIKER STATISTICS

	STR	DEX	AGL	ACC	DOD	THR	HPT
Frank Lascowitz	15	14	14	13	14	14	55
Big Dean	18	12	10	09	14	13	68
Hunter	12	14	16	12	14	12	46
Fats	16	08	06	10	10	16	78
Mongo	10	10	10	05	07	08	47
Little Larry	08	10	14	12	11	10	55
Zac (Dog BI03)	04	14	14	-	06	-	20

Any time spent talking to them gives them readiness for action and surprise. The dog has a 40% chance to detect intruders on the property. If the bikers are surprised there is a 25% chance Fats and Little Larry will be drunk.

The Problem

The obvious problem is to dispose of the bikers in the easiest way and allow the creatures of the creek to return to their peaceful life. This is the decision of the players and the GM who controls the bikers reactions.

Other Solutions

Another solution to the problem is the disposal of the creatures living in the creek. Unless all can be killed quickly, the few missed will cause a very bloody war. Use of explosives to stun or kill (d4) of the creatures will leave the survivors as well as the local authorities upset.

EXPERIENCE FOR WALNUT CREEK

Outstanding experience, 1000-2000 points or more should be awarded for a clean end to the scenario. A clean end is a very quiet withdrawal with no evidence, loss of life, property, equipment or the secret nature of Bureau 13. With clever planning it's easy.

Bureau 13 Supply Dump #38



From the outside it looks like Bekley's Auto Repair, just another small shop on Detroit's South side. Crumbling and dirty, few give it a passing glance.

From the inside it still looks like a run-down and cluttered auto repair shop. Many of the neighborhood people wonder how old Tom and his wife Rose can support themselves with only a few customers a week.

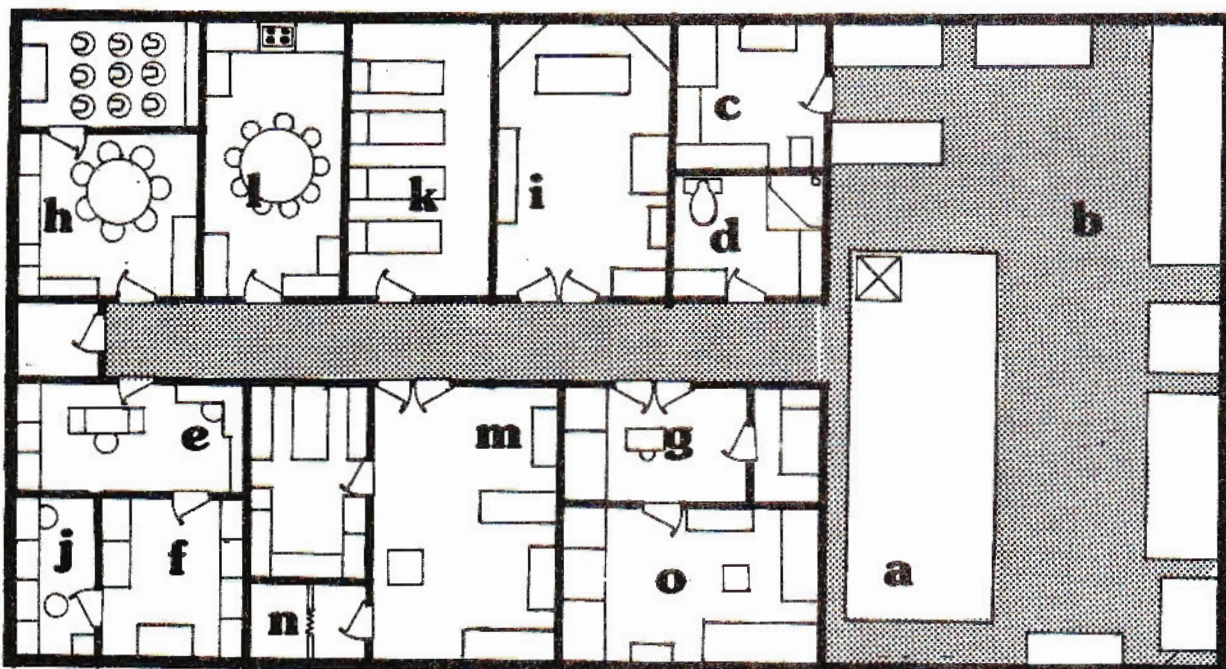
Tom and Rose work for Bureau 13.

The dead light switch on the wall opens for a Bureau 13 command card.

Resembling a common credit card, this code card activates Bureau equipment and allows access to special facilities.

From this point agents of the Bureau are able to access the small personnel or large vehicle elevator to drop them 103 feet into the sub-basement supply dump.

Sub -Basement



- | | | |
|-------------------------------|------------------------------|-----------------------------|
| a Vehicle Elevator | f Library Computer | k Sleeping |
| b Vehicle Storage and Repair | g Security / Holding Tank | l Kitchen / Dining |
| c Equipment and Parts Storage | h Rec Room / Lounge | m Electronics / Fabrication |
| d Shower and Decontamination | i Medical / Surgery / Trauma | n Incinerator |
| e Office and Central Computer | j Communications, Computers | o Supply / Weapons |

LAW

As you and your team travel the roads in search of adventure, remember one simple fact. You are legally responsible for the actions you commit.

This means any criminal actions can be tried by local authorities. There is no magic agency that will save you from jail.

You will not even be helped legally unless your team is the help. Any exposure of the nature of the agency results in a character being found crazy and the appropriate result.

Because laws and regulations vary across political boundaries, a set of general laws is impossible. The following set of basic rules is designed to simulate court systems.

REMEMBER

- 01 Determine the severity of the offense.
- 02 Total 13 possible legal modifiers.
- 03 Add modifiers to a d100 roll and index the outcome by the type of dispute.
- 04 Pay fines, (and /or) serve time.

Severity

	MODIFIER
01 Defers charges to general claims and fines. No court case.	+20
02 Judge wonders why this was brought to court.	+15
03 Very Minor Offense	+10
04 Minor Offense	+05
05 Not Very Serious Offense	0
06 Serious Offense	-05
07 Very Serious Offense	-10
08 Severe Offense	-15
09 Very Severe Offense	-20
10 Absolutely the most Severe Possible	-25

Judge & Jury

JUDGE		JURY	
01 Bored	-2	01 Bored	-3
02 Disinterested	-1	02 Disinterested	-2
03 Routine	0	03 Neutral	-1
04 Interested	+1	04 Interested	+1
05 High Interest	+2	05 High Interest	+2
06 Fascinated	+3	06 Fascinated	+3

Legal Aid

Roll a d6	DEFENSE LAWYER	PROSECUTION LAWYER
01 Incompetent	-3	+3
02 Not Very Competent	-2	+2
03 Somewhat Competent	-1	+1
04 Mostly Competent	+1	-1
05 Competent	+2	-2
06 Totally Competent	+3	-3

Witnesses

Roll a d6	WITNESS DEFENSE	WITNESS PROSECUTION
01 Incompetent	-3	+3
02 Not Very Competent	-2	+2
03 Somewhat Competent	-1	+1
04 Mostly Competent	+1	-1
05 Competent	+2	-2
06 Totally Competent	+3	-3

Politics

Roll a d6 Twice	RESULT 01-03 MODIFIER	RESULT 04-06 MODIFIER
01 No Involvement	0	0
02 Little Involvement	+1	-1
03 Some Involvement	+2	-2
04 Involvement	+3	-3
05 High Involvement	+4	-4
06 Political Intrigue	+5	-5

Evidence

	DEFENSE	PROSECUTION
01 None	+10	-10
02 Very Little	+05	-05
03 Evidence	+01	-01
04 Large Amount	-05	+05
05 Serious Evidence	-10	+10
06 Damaging Evidence	-15	+15

Bribes

	DEFENSE	PROSECUTION	JUDGE
01 Accepted	+10	-10	+10
02 Accepted	+05	-05	+05
03 Accepted	+03	-02	+02
04 Accepted	+01	+01	0
05 Rejected	-02	+05	-05
06 Rejected	-05	+10	-10

Other

	MODIFIER
01 Setting Precedent	+02
02 Popular Support (+05) Condemnation	-05
03 Predjudiced to Aliens, to Outsiders	-10
04 Difficult Case or Language Barrier	-05
05 Being Made an Example	-10
06 Unexpected Aid	+05

Outcome

CRIMINAL DISPUTES	FINE MODIFIER
01-10 Highest Punishment	+100%
11-25 Near Highest Punishment	+ 75%
26-50 Harsh Punishment	+ 50%
51-75 Standard Punishment	No
76-80 Lesser Than Normal Punishment	- 25%
81-90 Very Low Punishment	- 50%
91-98 Lightest Possible Punishment	- 75%
99-00 Case Thrown Out of Court	No

LEGAL RULINGS & PROPERTY SETTLEMENTS
01-10 Highest Unfavorable Ruling
11-25 Near Highest Unfavorable Ruling
26-50 Highly Unfavorable
51-75 Unfavorable But Fair Ruling
76-80 Favorable Ruling
81-90 Very Favorable Ruling
91-98 Highest Favorable Ruling
99-00 Case Thrown Out of Court

FINES / COURT TIME

Multiply the severity level of the crime by a d10. Multiply the result by a second d10 roll. Time spent in court averages the severity level of the crime x d10 days.

PUNISHMENT

From local justice to Federal Prison, this is the decision of the GM.

Drugs

Available to the the agents of Bureau 13 are a variety of drugs for medical and stun weapon use.

Use of many of these drugs are controlled substances or illegal to possess. A character may face fine or imprisonment for possession.

TE: Time to Effect ES: Effect Specifics

AMPHETAMINES

Any of a wide variety of drugs that create an increase in nervous and metabolic activity in the character.

TE: d4 minutes LEGALITY: Semi

ES: Become alert, awake, +1 on reaction time per dose for initiative rolls. Causes -2 on reaction time after dose wears off if the user does not rest.

DEPRESSANTS

Drugs including pain killers that slow nervous or metabolic activity. May be specific or over all for type of effect. (Metabolic Depressant)

TE: d4 minutes LEGALITY: Semi

ES: Causes drowsiness, sleep, slows reaction time, lowers AGL, DEX, ACC, DOD and THR. (Neural Depressant)

ES: Can be used to paralyze specific body areas or general nervous and higher brain function in 2d10 seconds.

PSYCHEDELIC

Mind altering drugs that produce a mild to a serious loss of contact with reality. May be a synthetic or natural chemical.

TE: d6 minutes LEGALITY: No

ES: Ruins coherent thought, action and will generally reduce Wisdom.

ANTIBIOTICS or ANTIBACTERIALS

Drugs that aid in the fighting of disease by adding a small modifier on the critical rolls during infection.

TE: d4 hours LEGALITY: Yes

ES: See Disease Tables

ADDICTIVE

Any number of drugs with the side effect of physical addiction to the drug and serious effects when withdrawing from use. These effect range from fever, convulsions, shakes, and a Wisdom-reducing craving for the drug.

TE: d6 minutes LEGALITY: No

PSI DEADENING

Dangerous drugs that deaden PSI potential.

TE: d6 minutes LEGALITY: No

ES: Reduces PSI potential d6 per dose per d4 days.

ANTI-SHOCK

Drugs that reduce death shock or improve resuscitation percentages by 5%.

HEALING

Natural and synthetic compounds that aid (d4 HPT day) in the natural healing process.

ANTI-LYCANTHROPE

A number of drugs and herbal remedies that have the chance to neutralize lycanthropy.

Special Drugs

A boon to the agency are truth, memory, and short term amnesia drugs.

TRUTH DRUGS

These barbituates slow the body, create a sense of well being, and make the user lose inhibitions when questioned. While these drugs are effective, they do not always give the expected results. Each dose within 30 minutes adds a +5% cumulative modifier on the result. Skills of interrogation add a +1 per skill level if the victim stays conscious.

01-20 Victim is in control of himself.

21-75 Victim talks with d100% truth.

76-85 Victim tells truth

86-00 Victim falls unconscious.

MEMORY DRUGS

These drugs help memory recall and the ability to remember specific details much the same as hypnotism. They are often combined with hypnotism for a result of +1% per skill level of the hypnotist.

01-20 Fails to work.

21-75 Result is d100% accurate.

76-85 Result is mostly accurate.

86-98 Result is perfectly accurate.

99-00 Result is outstandingly accurate to the most fine details.

AMNESIA DRUGS

New and dangerous drugs used for special cases to erase short term memory. For each successive dose applied in a 30 minute period, roll below for the result. Each dose after the second works with a cumulative +5% result.

01-05 Drug will fail to work.

06-50 Victim forgets last 2 d10 hours.

51-75 Victim forgets last d4 days.

76-85 Victim forgets last d4 +4 days.

86-95 Victim forgets last d4 weeks.

96-98 Victim forgets last d4 months.

99 Victim brain-wiped of d100% of all skill levels (roll on each seperately) and 4 +d4 years of memory.

00 Victim convulses, dies.

Computer Use

All computer systems have a difficulty of access of d100%, modified by computer skills.

With Bureau computers it is possible to tap into fantastic numbers of data systems. These can be manipulated to the whim of the Bureau agent. Each time a system is "hacked" with obvious destructive results, its access or security rating decreases by d6%.

Many high - security computers have an access code of -10 to -50. Bureau computers give the user an access bonus in some areas.

Library of Congress	+50	Telephone Co.	+20
Master Chargit	+20	IRS	+05
Police Computers	+25	CIA/FBI/NSA	+05
ARMY/USAF/NASA/NAVY	+20	Smithsonian	+75
World Wire Services	+75	Oil Companies	+10
Foreign Systems	-05	Airlines	+20
Home Computers	+40	Organized Crime	+10

DAMAGE MULTIPLIERS

ROLL 0.25 0.50 0.75 1.00 1.25 1.50 1.75 2.00

1	0	0	0	1	1	1	1	2
2	0	1	1	2	2	3	3	4
3	0	1	2	3	3	4	5	6
4	1	2	3	4	5	6	7	8
5	1	2	3	5	6	7	8	10
6	1	3	4	6	7	9	10	12
7	1	3	5	7	8	10	12	14
8	2	4	6	8	10	12	14	16
9	2	4	6	9	11	13	15	18
10	2	5	7	10	12	15	17	20
11	2	5	8	11	13	16	19	22
12	3	6	9	12	15	18	21	24
13	3	6	9	13	16	19	22	26
14	3	7	10	14	17	21	24	28
15	3	7	11	15	18	22	26	30
16	4	8	12	16	20	24	28	32
17	4	8	12	17	21	25	29	34
18	4	9	13	18	22	27	31	36
19	4	9	14	19	23	28	33	38
20	5	10	15	20	25	30	35	40
21	5	10	15	21	26	31	36	42
22	5	11	16	22	27	33	38	44
23	5	11	17	23	28	34	40	46
24	6	12	18	24	30	36	42	48
25	6	12	18	25	31	37	43	50
26	6	13	19	26	32	39	45	52
27	6	13	20	27	33	40	47	54
28	7	14	21	28	35	42	49	56
29	7	14	21	29	36	43	50	58
30	7	15	22	30	37	45	52	60
31	7	15	23	31	38	46	54	62
32	8	16	24	32	40	48	56	64
33	8	16	24	33	41	49	57	66
34	8	17	25	34	42	51	59	68
35	8	17	26	35	43	52	61	70
36	9	18	27	36	45	54	63	72
37	9	18	27	37	46	55	64	74
38	9	19	28	38	47	57	66	76
39	9	19	29	39	48	58	68	78
40	10	20	30	40	50	60	70	80
41	10	20	30	41	51	61	71	82
42	10	21	31	42	52	63	73	84
43	10	21	32	43	53	64	75	86
44	11	22	33	44	55	66	77	88
45	11	22	33	45	56	67	78	90
46	11	23	34	46	57	69	80	92
47	11	23	35	47	58	70	82	94
48	12	24	36	48	60	72	84	96
49	12	24	36	49	61	73	85	98
50	12	25	37	50	62	75	87	100
51	12	25	38	51	63	76	89	102
52	13	26	39	52	65	78	91	104
53	13	26	39	53	66	79	92	106
54	13	27	40	54	67	81	94	108
55	13	27	41	55	68	82	96	110
56	14	28	42	56	70	84	98	112
57	14	28	42	57	71	85	99	114
58	14	29	43	58	72	87	101	116
59	14	29	44	59	73	88	103	118
60	15	30	45	60	75	90	105	120
61	15	30	45	61	76	91	106	122
62	15	31	46	62	77	93	108	124
63	15	31	47	63	78	94	110	126
64	16	32	48	64	80	96	112	128
65	16	32	48	65	81	97	113	130
66	16	33	49	66	82	99	115	132
67	16	33	50	67	83	100	117	134
68	17	34	51	68	85	102	119	136
69	17	34	51	69	86	103	120	138
70	17	35	52	70	87	105	122	140

DAMAGE MULTIPLIERS (CONTINUED)

ROLL 0.25 0.50 0.75 1.00 1.25 1.50 1.75 2.00

70	17	35	52	70	87	105	122	140
71	17	35	53	71	88	106	124	142
72	18	36	54	72	90	108	126	144
73	18	36	54	73	91	109	127	146
74	18	37	55	74	92	111	129	148
75	18	37	56	75	93	112	131	150
76	19	38	57	76	95	114	133	152
77	19	38	57	77	96	115	134	154
78	19	39	58	78	97	117	136	156
79	19	39	59	79	98	118	138	158
80	20	40	60	80	100	120	140	160
81	20	40	60	81	101	121	141	162
82	20	41	61	82	102	123	143	164
83	20	41	62	83	103	124	145	166
84	21	42	63	84	105	126	147	168
85	21	42	63	85	106	127	148	170
86	21	43	64	86	107	129	150	172
87	21	43	65	87	108	130	152	174
88	22	44	66	88	110	132	154	176
89	22	44	66	89	111	133	155	178
90	22	45	67	90	112	135	157	180
91	22	45	68	91	113	136	159	182
92	23	46	69	92	115	138	161	184
93	23	46	69	93	116	139	162	186
94	23	47	70	94	117	141	164	188
95	23	47	71	95	118	142	166	190
96	24	48	72	96	120	144	168	192
97	24	48	72	97	121	145	169	194
98	24	49	73	98	122	147	171	196
99	24	49	74	99	123	148	173	198
100	25	50	75	100	125	150	175	200
101	25	50	75	101	126	151	176	202
102	25	51	76	102	127	153	178	204
103	25	51	77	103	128	154	180	206
104	26	52	78	104	130	156	182	208
105	26	52	78	105	131	157	183	210
106	26	53	79	106	132	159	185	212
107	26	53	80	107	133	160	187	214
108	27	54	81	108	135	162	189	216
109	27	54	81	109	136	163	190	218
110	27	55	82	110	137	165	192	220
111	27	55	83	111	138	166	194	222
112	28	56	84	112	140	168	196	224
113	28	56	84	113	141	169	197	226
114	28	57	85	114	142	171	199	228
115	28	57	86	115	143	172	201	230
116	29	58	87	116	145	174	203	232
117	29	58	87	117	146	175	204	234
118	29	59	88	118	147	177	206	236
119	29	59	89	119	148	178	208	238
120	30	60	90	120	150	180	210	240
121	30	60	90	121	151	181	211	242
122	30	61	91	122	152	183	213	244
123	30	61	92	123	153	184	215	246
124	31	62	93	124	155	186	217	248
125	31	62	93	125	156	187	218	250
126	31	63	94	126	157	189	220	252
127	31	63	95	127	158	190	222	254
128	32	64	96	128	160	192	224	256
129	32	64	96	129	161	193	225	258
130	32	65	97	130	162	195	227	260
131	32	65	98	131	163	196	229	262
132	33	66	99	132	165	198	231	264
133	33	66	99	133	166	199	232	266
134	33	67	100	134	167	201	234	268
135	33	67	101	135	168	202	236	270
136	34	68	102	136	170	204	238	272
137	34	68	102	137	171	205	239	274
138	34	69	103	138	172	207	241	276
139	34	69	104	139	173	208	243	278

Metric Conversion

METRIC EQUIVALENTS

LENGTH

1 Inch	=	2.54	Centimeters or
		25.40	Millimeters
1 Foot	=	30.48	Centimeters
1 Yard	=	0.9114	Meters
1 Mile	=	1.61	Kilometers
1 Centimeter	=	0.3937	Inch
1 Meter	=	3.28	Feet or
		1.093	Yards
1 Kilometer	=	0.6214	Mile

WEIGHT

1 Ounce	=	28.35	Grams
1 Pound	=	453.60	Grams
1 Gram	=	0.03553	Ounce
1 Kilograms	=	2.206	Pounds

For these conversions you will need a pocket calculator or a little patience.

Reading

The following is a list of the highly recommended Authors and Specific Titles that can add a wealth of ideas to your campaigns.

ANY SUPERNATURAL RELATED BOOKS OR STORIES BY:

Steven King	HP Lovecraft	EA Poe
Graham Masterton	James Herbert	Fritz Leiber
August Deryleth	Robert Howard	A Merritt
Richard Matheson	Ray Bradbury	TB Swann

Magic, Inc.....Robert Heinlein
The Haunted Earth.....Dean Koontz
The Black Easter Trilogy.....James Blish
Operation Chaos.....Poul Anderson
The Darkover Novels.....Marion Zimmer Bradley
Out of Their Minds.....Clifford Simak
The Witch World Series.....Andre Norton
The Night Stalker Novels.....Rice / Matheson
The Goblin Reservation.....Clifford Simak
1001 Arabian Nights.....Sir Richard Burton
Dracula.....Bram Stoker
Frankenstein.....Mary Shelly
The Compleat Werewolf.....Anthony Boucher
The Butterfly Kid.....Chester Anderson
The Unicorn Girl.....Michael Kurland
The Xanth Novels.....Piers Anthony
The Devil Will Drag You Under....Jack Chalker

FILMS / TV

A Wealth of B Grade Horror Films
A Few Outstanding Horror Films
Too Many "Hammer" Films
Science Fiction Theatre
Twilight Zone / Night Gallery
The Night Stalker / Dark Room
The Sixth Sense / One Step Beyond
Gene Roddenberry's.....Spectre
Steven Spielberg's...Poltergeist
George Romero's Living Dead Films

MAGAZINES

HITCHCOCK'S MYSTERY MAGAZINE	TWILIGHT ZONE
WEIRD TALES	BEYOND FATE

Notes to Parents

In the last 10 years role playing games have grown from a supposed fad to a permanent part of the world hobby industry.

These fantastic and imaginative games have come under attack by parent's groups and some religious leaders who claim role playing is psychologically dangerous for our children.

They tend to cite cases of a few mentally unbalanced individuals who used these games to their own ends and gained coverage by the media due to the sensationalism of the event.

"Are Role Playing Games Harmful?"

The truth is quite the opposite. The Role Playing Game is an outstanding hobby and can be a learning experience.

Role playing games motivate the mind of the child to solve problems and learn, even to the point of causing the child to take a secondary interest in history or science that was stimulated by the game.

Role Playing Games also promote social and group interaction that can help in school or later life. This is something a video game can never do.

Perhaps the greatest benefit of this new generation of games is the potential to open the imagination of the child.

So when your children play, remember these games have a hidden potential for education as well as fun.

Witchcraft

Tri Tac Inc does not support Witchcraft, Devil Worship, or the people who practice belief in such things.

Stalking the Night Fantastic is intended to be nothing more than an RPG (Role Playing Game) that deals with the supernatural, paranormal, and unexplained in a serious and sometimes humorous way.

No offense is intended toward specific beliefs or religious groups.

If we have offended your beliefs in any way, please feel free to purchase and burn as many of these books as you desire.

Send a (SASE) for questions, comments, criticisms, and catalogues.

TRI TAC INC
PO BOX 61
MADISON HTS, MI. 48071-0061

USA

Stalking the Night Fantastic is the third in a series of games by Tri Tac Inc that have compatible rules and systems.

Fringeworthy

Agents of Bureau 13 don't realize they have allies in the form of Inter-Dimensional Exploration Teams that have found and are now studying this world (+13) with its paranormal creatures and magic. The warp, just North of Pittsburgh, PA., seems to be an attraction to the supernatural and has been causing trouble for the Explorers from Earth Prime.

See Tri Tac Game #1001.....FRINGEWORTHY

This image shows a single page from a notebook or ledger. It features horizontal ruling lines spaced evenly down the page. The paper appears slightly aged or off-white. There are no markings, text, or drawings on the page.

A diagram of a human figure from the waist up, wearing a full suit of armor. The armor is represented by a grid of lines. The figure is standing with arms slightly away from the body. Labels A through F are placed on the armor: A is on the helmet, B is on the chest plate, C is on the waist plate, D is on the upper arm plate, E is on the knee plate, and F is on the foot plate. The word "Armor" is written in a large, stylized font in the upper left corner.

ROF	AMO	PB	VS	SH	ME	LO	EX
ROL	CYC						
CAP	WTE	EFFECTIVE				EX+	
CIR	MIS						
HSM	KDM	SPECIAL					

Stalking the Night Fantastic

CHARACTER NAME _____ RACE _____

OCCUPATION _____ COUNTRY _____

COMMAND _____ SEX _____ AGE _____

EXPERIENCE LEVEL _____ EXPERIENCE POINTS _____

STR _____ INT _____ THR _____ SNS _____

CON _____ WIS _____ DOD _____ MRE _____

DEX _____ LCK _____ ACC _____ PIE _____

AGL _____ CRZ _____ PSI _____ MAG _____

HPT _____ 75% _____ 50% _____ 25% _____

SKILLS	LEVEL	SKILLS	LEVEL	MARTIAL ARTS COMBAT
--------	-------	--------	-------	------------------------

_____	_____	_____	_____	_____
_____	_____	_____	_____	Kick

_____	_____	_____	_____	Punch
-------	-------	-------	-------	-------

_____	_____	_____	_____	Throw
-------	-------	-------	-------	-------

_____	_____	_____	_____	Dodge
-------	-------	-------	-------	-------

_____	_____	_____	_____	LANGUAGES
-------	-------	-------	-------	-----------

_____	_____	_____	_____	_____
-------	-------	-------	-------	-------

_____	_____	_____	_____	_____
-------	-------	-------	-------	-------

_____	_____	_____	_____	_____
-------	-------	-------	-------	-------

_____	_____	_____	_____	_____
-------	-------	-------	-------	-------

_____	_____	_____	_____	BRAWLING
-------	-------	-------	-------	----------

_____	_____	_____	_____	Punch
-------	-------	-------	-------	-------

[illegible][illegible]

WEIGHT _____ CARGO _____

TCP

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

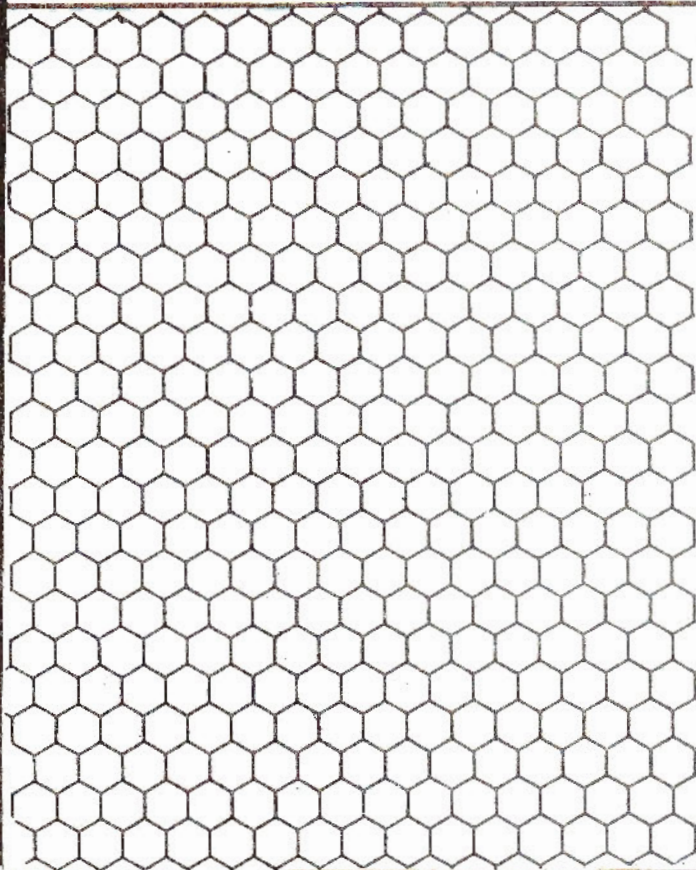
Town Plan

Key

[illegible]

Area

Maps



NPC's

STATS

NAME

DEX

PRIMARY SKILL

AGL

TEMPERAMENT

ACC

THR

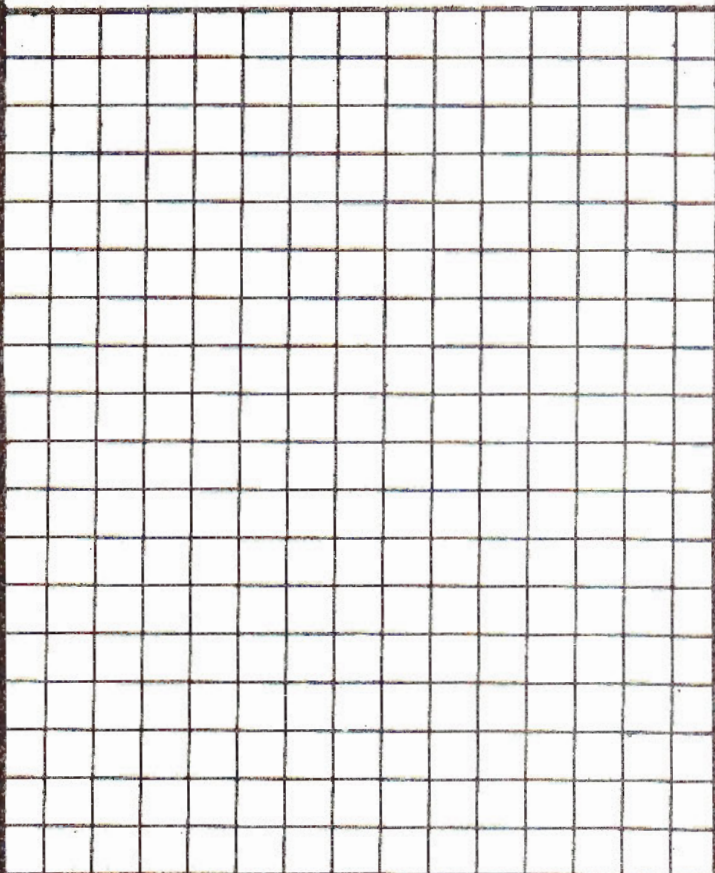
INFORMATION

DOD

CON

HPT

Buildings



Creatures

STATS

TYPE

STR

TEMPERAMENT

DEX

DAMAGE

AGL

CON

INFORMATION

HPT

PSI / Magic

MODIFIERS

MRE _____

WKP _____

PIE

MCD

Skills

EVIL WAITS FOR YOU

YOU are an agent of the most secret agency ever created by the US government.

Bureau 13 is an elite group of "Free Agents" who hunt the highly destructive forms of the supernatural.

You are equipped with modern and special equipment, the best in weapons and technology.



Stalking the Night Fantastic

It is the 1980's. You are the hunter of Evil.

You are also the hunted.

Stalking the Night Fantastic is a role-playing game complete in 104 pages. Polyhedral dice are not included.

