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berlin 61

Four Nations, Two Sides, One City.
Who Do You Believe?



SPIES, ASSASSINS, AND CULTISTS FOR
CALL OF CTHULHU & BASIC ROLEPLAYING



berlin 61

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"Niemand hat die Absicht, eine Mauer zu errichten!"

("Nobody intends to put up a wall!")

Walter Ulbricht, Leader of the GDR, June 15th 1961 - 2 months before the Berlin Wall was built

"Berlin ist eine Stadt, verdammt dazu, ewig zu warden, niemals zu sein!"

("Berlin is a city condemned forever to becoming and never to being!")

Karl Scheffler, author of Berlin: Ein Stadtschicksal, 1910

For use with Chaosium's Call of Cthulhu and/or Basic Roleplaying

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Chapter One

Introduction





Welcome to Berlin: A Berlin '61 Introduction

Introduction

“Welcome to Berlin” three words that mean so little, and yet so much, at the same time. The classical vision on has of Berlin usually comes from one of two concepts, Nazis marching and burning book or cold war spy games. It is also a very beautiful city with an evocative past and many fine dining establishments. But the deeper emotions and feelings Berlin conjures are much more than that. It is a city that is the cradle of modern history. From Berlin World War II was fought and there it eventually ended, leading the world into forty years of cold war and the threat of nuclear annihilation.

One cannot walk down modern day Berlin and not think of the historical events that have occurred on every street corner, in every house and beyond every fence. It is a tragic and triumphant city where mankind fell to its most evil instinct and overcame his greatest fear, and led the world into freedom.

It is also the setting of some of the most memorable fiction and action ever captured on film, video or in literature. But it has seldom been focused on in Role Playing Games.

Until Now!

Welcome to Berlin '61?

Berlin '61 is a universal setting for many different genres of role playing games. Though primarily set up for the horror of Call of Cthulhu where players and their characters face off with spies, assassins, cultists and the threat of the Dark Herald Kototh it is also a possible back drop for straight espionage adventures in the 1960s style and silver age super hero action.

In Chapter Two you will find an overview of life in Berlin in 1961, both East Berlin and West Berlin. You will also find a list of and description for several key locations and organizations from history and fact, with a few fictitious ones thrown in for good measure. Chapter Three is a summary of the Dark Herald Kototh fits into the Cthulhu mythos and the role the Sixth Testament played in World War Two and now the Cold War. Also included in Chapter Three are entries for several Berlin '61 and Kototh specific creatures. Chapter Four deals with new rules from new skills, new spells, mad science and espionage, and covers how to creating a character in the style of 1961 Berlin. Finally Chapter Five deals with using Berlin '61 as a super hero or super spy setting whereas Chapter Six is a list of new equipment for players to utilize in the dark streets of Berlin.

What You Need to Play

Friends: Or at least people you can tolerate long enough to create characters and play a few games with.

Dice: An assortment of multi sided dice, from the great D4 all the way up to the awe inspiring D20. Some GMs may like the D30 (weird) or even prefer rolling the actual D100. The most important dice are D10s however as they are generally used to generate the 01-100 roll made for most actions.

Location: A quiet, available room with plenty of room. A table, some chairs and soft background music often help.

Food and Snacks: Come on, if you bought this chances are you are a gamer. You know you want snacks. Just make sure your group of players know who is allergic to peanuts or not and snack accordingly and with mouth shut. I always hated the chomper.

Call of Cthulhu or other BRP Based game: Berlin '61 is designed to be a setting for Call of Cthulhu from Chaosium. While other BRP variations will work just as well, the skill set and magic system Berlin '61 is based on is mainly Call of Cthulhu. Using BRP (Zero Edition, earlier editions or the brand new release) will require some cross checking of skills and magic.

How to Play

It is assumed that those who have this book, or at least others in their group, is a Game Master and knows the basic rules to play BRP or Call of Cthulhu. It is highly recommended that either Call of Cthulhu or BRP be owned or available for the best use of this book.

Berlin '61 is an exciting setting for adventures set during the cold war. Primarily a setting for investigative horror genres, like Call of Cthulhu, Berlin '61 is just as easily fitting for super heroes and super spies of the cold war era. There are many options and adventures filling the dark streets of Berlin in 1961 as there are dark alleys hidden away in the depths of the city.

What Is Berlin '61?

Berlin '61 is source material. It includes information on life in the city during the cold war, key locations and special organizations. It contains rules for modified character generation for creating individuals who fit the theme and feel of the times. There are new great old ones and gods that fit into the Cthulhu Mythos and new rules for mad science, the use of sorcery and psychic powers.

Berlin '61 also serves as a bridge between Call of Cthulhu and the new Basic Roleplaying core rule book release from Chaosium Inc.

Berlin '61 is dark and dangerous city filled with spies and conspirators. At the heart of Berlin is the struggle between east and west, and beneath that, good against evil. A conspiracy between the followers of Kototh, dark herald of Cthulhu, and many other

cultists exists. This conspiracy seeks to reclaim all the lost pages of the Sixth Testament and to begin in incantations that will release the dark herald to begin the end days of Cthulhu. Dancing amongst these conspirators are government agents from both east and west who attempt to keep the pages from falling into the wrong hands, and more often than not these agents are the wrong hands.

In between these shady agents and vile cultists are the everyday citizens and folk travelling the streets for Berlin, trying to survive the harsh sanctions, desperate times and fearful possibilities that linger, just beyond the boundaries of their cities. It is these people that are the unsung heroes of Berlin, these are the men and women thrust by accident or curiosity into the world of cults and magic where their lives hang in the balance alongside the safety of the world. Soldiers, statesmen, artists and tourists who stumble upon the truth or a pack of lies. Looking for answers from their supervisors, friends and trusted companions, and getting only blank stares and accusations of insanity.

In Berlin '61 the conspiracies run deep and fast, no one is untouched and anyone could be on the other side. Double agents, triple agents and defecting citizens add to the jumble of the mess that is a historic secret hidden from mankind since the end of the Great War. A secret that now rises from its grave to haunt those unlucky enough to get caught up in the web of deceit and chaos spewing from the shattered remains of Europe.

The government isn't out to help you. The cults are out to get you. Your friends are now who you think and your enemies are not what you expected. The truth is delivered on silvered tongues, lies are everywhere and the shadows come alive with necromancy, sorcery and insanity.

In the end it's not who you know, or what you know.

It's who you trust.

So. Who do you trust?

The Role of Characters and Players in Berlin 61

Characters in Berlin '61 are best if they are not super heroes and super spies working for the CIA, KGB or even fictional agencies like Office Nine. Instead it serves best if they are the common folk in Berlin who get caught up over their head in a conspiracy or investigation much like in a standard Call of Cthulhu game. Unlike a normal game of Call of Cthulhu though, no one is sure if the other characters surrounding them is a secret agent, a cultist in disguise or a rival in some other means.

In the spirit of cold war Europe however, it is a nice touch to have the characters have some government connections, be it through a university, through law enforcement or military or as actual plant agents waiting to be activated by whatever side they work for. East German characters are quite possibly Stasi Agents or at least informers. The air of suspicion is important to the setting.

Characters are very similar to standard Call of Cthulhu characters save for the fact that standard sorcery is a possibility for cultists and even PCs after some experience. Of course this book will detail both the altered character creation rules and the rules guiding sorcery for PCs and cultists.

As the campaign goes on PCs will undoubtedly make contacts in agencies such as Office Nine and the CIA and even cult connections, possibly with the Brotherhood of the Cloth. At these times PCs may become official agents of these organizations or even full blown cultists. As mentioned above, starting players may have characters that are in these agencies from the start, but they should keep that very, very secret as its revelation will change the groups dynamic.

A Note on Stereotypes

This is a role playing game set during one of the most paranoid times in world history. As such it seeks to simulate the novels, movies and general observations of the day. As a result that brings many stereotypes into play and these stereotypes are used in the rules presented in this book.

The authors of this book and its publisher do not see these stereotypes as true nor do we encourage the use of stereotyping as a proper worldview. We do however wish to emulate the thought and style of the day this book represents, and therefore we have stuck close to these generalities.

The material in this book is not intended to offend or demean anyone. We have used these assumptions as guidelines to create a rich and evocative setting for supernatural horror role playing.

Dedication

I would like to say a special thank you to Dustin Wright, Jason Dural and Dan Proctor for their aid, encouragement and assistance in getting this idea to where it currently is. Also a special thanks to all the members of the Athens Wargamers from Ohio University. To Brien Vorhees, Joshua Balog and Harry "Todd" Stoops for not letting the army beat the gamer out of me. To the guys of the Hohenfels Gaming group, thanks.

To my parents who finally get to see me do something with this stupid hobby. To my old school gaming friends: Caleb Congrove, Chas Burkhart, Peter Hrynkiewicz, Jeremy Merckle, Larry Owens, Barry Dykeman, Jon Bricker, Scott Scribner, Ryan Lynn, Kelly Warren, Royce Groff, Fred Hermann and many others who helped me learn new games, new styles and new directions of gaming in the past 20 years.

I would also like to add a very special dedication to my Julie for being my best friend and for being my inspiring angelic muse. Without our trip to Berlin together, this book wouldn't even be a thought.



Chapter Two

Berlin '61



Everyday life in Berlin

Everyday life in Berlin more often resembles a struggle for survival rather than anything else. Once one of the richest cities in Europe, capital of a global power and one of the most important cultural centers in the world, Berlin is now but a shadow of its former self. With a third of the city in ruins, remaining houses are overcrowded and a single flat in a tenement house can often be shared by two or even three families. Construction works are being done all around Berlin, but it would take decades for the city to fully heal. The air raids, robberies which followed the end of the war and the currency reform of 1948 have left most Berliners pauperized and forced them to take even the simplest and worst jobs just to pay the rent.

While all Berliners – eastern and western alike – are working hard to undo the damage done to their city, bicycles, S-Bahn and the Underground are still much more popular means of transport than private cars. Most people, even the rich ones, live in tenement houses and, later, in blocks of flats rather than in freestanding houses. The only exceptions are notable party members who often copy their Russian mentors and arrange themselves “dachas” outside of the city.

Differences between East and West Berlin

Initially, both parts of the city were equally ruined. However, the situation in West Berlin is steadily improving during 1950s and by 1961 the times of poverty are but a distant memory. There are more and more cars on the streets, shops are full and wages are rising steadily. What is even more, West Berlin is ruled by a democratically elected senate (a city council), with allied garrison commanders having only minor influence on the day-to-day city management. The press remains free, and all political or social activities are legal unless banned by the court. As time passes, West Berliners become much richer, happier and safer than their eastern neighbors.



East Berlin has not been as fortunate. The scars left by the war are too deep, and the lack of skill of the communist government is too profound to let the eastern part of the city recover. In 1961, the city is still full of ruins. Even at the city centre there are hovels which often stare at passers-bys with their empty window openings. Police patrols on the streets are much more common and document controls even outside of the checkpoints are a rule rather than exceptions. SED, the East Germany communist party, is more interested in raising the work quotas than salaries and in developing East Germany's heavy industry and military potential rather than in providing better food and clothes to their people. Not that it would do a difference if they thought otherwise – all important decisions are made in Moscow anyway. Unlike in the West, military units are often used to quell minor and major riots – though much more often democratic oppositionists and any potential enemies of the Soviet rule find themselves arrested by Stasi before they even start thinking about riot or rebellion. East Berliners are also by large, much poorer and much more scared than anyone in the West may imagine.

The rift between East and West can nowhere be seen more clear than in Berlin. The city was ruined and everyone living there was left with nothing but his shoes and clothes. Yet only fifteen years later, life in West Berlin has almost returned to normality, while East Berlin looks as if it was frozen in time, with military and police personnel everywhere, empty shelves in shops and party members who often bear a clear resemblance of NSDAP members holding real power over all the people living on the wrong side of the demarcation line.

Citizens of Berlin

Until 1961, an average adult citizen of Berlin has lived through: five years of Allied night and day air raids, violent street fights with an advancing Soviet army, two months of Russian occupation (with all the robberies and rapes and the shooting of random civilians that had brought), several riots quelled by Soviet tanks or West Berlin police (depending on who rioted against what) and fifteen years of power struggle between the East and the West. He or she has probably lost three or four friends or relatives during the war, and at least one of them was killed in Russia. If he is a male and he was ten years old or more during the war, he probably received at least some basic military training.

Needless to say, all of this means that Berliners have seen everything and survived a lot. They are calm, sturdy and hard-working, even though many of them appear a bit withdrawn or do not speak much about their past. In most cases, the reason for that is the Holocaust. For many of them the shock caused by revealing the truth about con-

05.06.1945 Berlin Declaration Four allied powers take direct control over occupied Germany, officially dissolving the remnants of the Nazi German government. The Allied Control Council takes full authority over Germany.

20.03.1948 Soviet Union withdraws their member of the Control Council after a dispute with Western powers which decide to unite their occupation zones and form the Federal Republic of Germany. Allied Control Council is shut down.

24.06.1948 11.05.1949 Berlin Blockade Russia cuts all road and railroad to the three Western occupation zones in Berlin in an attempt to thwart the city. A massive airlift of food and medicine to West Berlin begins. Berlin airports receive 20 US cargo planes per hour 24/7.

23.05.1949 Federal Republic of Germany is officially founded. It consists of three former occupation zones American, British and French with a capital in Bonn. Berlin officially becomes a free city under a rule of a local Senate.

07.10.1949 Pro-soviet German Democratic Republic is founded. Its government chooses Berlin as the capital.

30.08.1952 200 out of 277 roads from East to West Berlin are closed for traffic. The remaining 77 come under Soviet and East German surveillance. Workers in nationalized factories in East Berlin are fired if they are caught visiting West Berlin.

Throughout 1952 East and West Germany start building their first post-war military units.

16.06.1953 17.06.1953 Anti-communist riots in East Berlin. Construction workers go on strike and over 100 thousand protesters gather demanding resignation of the East German government. The demonstrators are massacred by Red Army and East German police units. About 2,000 East Berliners are killed or injured and over 5,000 arrested.

12.11.1955 Bundeswehr (West German army) is officially created. No Bundeswehr units station in West Berlin, which remains under sole protection of British, US and French garrisons.

01.03.1956 National People's Army (East German army) is officially established.

Throughout 1958 S-Bahn ceases to stop on stations in West Berlin. All East German government personnel are forbidden to use S-Bahn as this may let them cross the border too easily.

13.08.1961 Construction of the Berlin Wall begins. All traffic between East and West Berlin is cut.

27.10.1961 Standoff between Soviet and US tanks at Checkpoint Charlie. WWII is only an inch away.

essentially be complementary, U-Bahn is controlled by the West Berlin authorities while S-Bahn is a property of the East German railroad company. Originally both systems were available for East and West Berliners alike, but as time passes, the East German government is discouraging its citizens from using both systems. U-Bahn is deemed improper, because it is controlled by the West and can't officially be boarded by East German police or military unless they're off duty. This makes making document controls much more difficult, and Stasi can't arrest people in the U-Bahn train without a fear of a grave diplomatic incident. The S-Bahn is also considered inappropriate by the communist government, as it provides easy access to West Berlin. Document controls by East German custom and police officers are daily bread of all those who travel to work by S-Bahn. It is only a small surprise that the surface metro system is only rarely used by West Berliners who do not feel like being controlled and searched by East German police or Stasi.

Crossing the border

With tens of thousand people working in a different occupation zone than they live in, crossing the border is usually fairly easy, at least if one uses U-Bahn, S-Bahn or one's own feet. While there have always been several checkpoints, their aim was rather to control cargo transferred across the border than individuals.

However, as the difference between the life in East and West Berlin becomes more and more obvious, thousands of East Germans decide to flee west. The reactions of the SED are swift. First, starting in 1952, crossing the border is forbidden for every East German who can't prove he or she works in West Berlin. The network of almost permanent checkpoints is set up and no one can officially cross the border other than through them. The checkpoint's size varies depending on the traffic it has to accommodate and its exact location. Some of them may be staffed by less than a dozen soldiers, while others may have over forty or fifty people working there, Stasi undercover agents excluded. Usually, the Allied military sets up their own checkpoint on the other side of the border, but its functions are usually only decorative – their aim is to remind Soviets about NATO military presence and prevent them from chasing people onto West Berlin's territory.

As these checkpoints however prove to be ineffective (forged documents are relatively easy to get and sneaking past the border still quite safe), in 1961 East Germany decides to take more drastic steps. They close the whole border entirely, leaving only three checkpoints open, among them the famous Checkpoint Charlie. The whole border of West Berlin is closed, fortified and manned by East German military and border guard units who are ordered to shoot and kill anyone trying to cross the border.



FOR GM'S ONLY!

Playing in “Berlin '61” can be a wonderful experience. Nazi remnants, secret services fighting their own silent wars, common people trying to live under the communist rule, Kotothian gods trying to break free from their eternal prison, German occult societies vying for power and the search for the secret knowledge lost along with last Berlin cabalists murdered in Auschwitz's gas chambers... “Berlin '61” gives a Game Master a world of possibilities when it comes to creating an interesting adventure for all kinds of players.

THE MOOD

Berlin 1961 is a place perfect for all kinds of adventures. The city itself however, does a lot to make the mood more depressing, claustrophobic and in general somewhat darker than what can be felt in other cities. The looming threat of the Soviet invasion, being trapped inside the city borders without any normal way out and the troubled past of many of its inhabitants make Berlin very hard to be called “bright” or “happy.”

This city does not know the meaning “happy ending.” The best thing which may happen in a life is a tie or temporary ceasefire. Everyone there: civilians, military personnel and even intelligence operatives, are caught in the middle of a situation which is much bigger than they themselves. No one really knows what is going on, what everything is about and people oftentimes can hardly tell friends from enemies. Mistakes, failures and desperate attempts to save whatever can still be saved mark the everyday lives of almost all Berliners in 1961.

STORY IDEAS

***Behind the Wall:** PC's enter East Berlin for an evening meeting with a member of museum staff the day before the Wall is built. After a meeting which took the whole night, PC's try to get back to West Berlin only to find out that they are left stranded. As soon as they get back to the museum to get help, they find out that the only person who knew them was murdered a minute ago...

***Strange Sounds:** One of the tenants in a PC's house has started acting strange lately. Once talkative, now he barely says hello to anyone. He has dropped his work, but spends a lot of time in the other zones, searching through abandoned buildings. To make things worse, every night his neighbors hear some terribly annoying sounds of scratching from his apartment. The tenant certainly hides something... or someone.

***Feint within a Feint:** PC's are asked by an intelligence agency to infiltrate the OdeSSa network in order to find the only member of Ahnenerbe who knew the full ritual

necessary to conjure a Kotothian god. If this man is allowed to escape Berlin, the Nazis in Argentina will get their hand on an ultimate weapon they could use to take control over the world. The point is that those who have contacted PC's are not who they claim to be...

***Killer in the Fog:** Someone is killing people in Berlin during foggy nights. Bodies are found the following morning without a single drop of blood in them. The murders happen in East Berlin alone, but it is suspected that the murderer comes from the West, making regular police investigation very difficult. Volkspolizei needs help. For once, they are good guys.

***The Treasure Hunt:** The PC's while working for Neues Museum find a few hints about the location of the Jewish Museum Archives in their accounting books. Such a great discovery will help the Museum Island rebuild their exhibitions and get more funds from the government. The problem is that the PC's aren't the only ones who found some shady entries in their accounting books. And secret services do not like amateurs mingling in their business.

***Pandora's Box:** One of the PC's friends is a smuggler. One day he leaves the PC's a small locked box, and then disappears. His body is found two days later on the bank of the River Spree. And then, all of the sudden, everyone around begins to show interest in the PC's and their relationships with their deceased friend. Their flats are searched, they are arrested, interrogated and set free without any charges and they think they are followed. What is inside this box?

***The End of the World:** The word goes around to all the ex-Nazi groups: the birth of the Fourth Reich is close at hand. Major politicians from both West and East disappear for a day or two and then they return to their duties as if nothing happened. Soon after NATO and the Warsaw Pact forces begin “military field exercises.” At the same time all military units in Berlin are given “fire if fired upon” orders. Then someone shoots a US Army guard at checkpoint Alpha. The nearby APC opens fire to East German border guards. Is the WWII coming? And, most importantly, who's behind it?

THE STYLES

There are several styles you can use while creating “Berlin '61” adventures.

Lovecraft-style horror: Unspoken creatures or even the gods of Kototh themselves fighting and hiding among the ruins of Berlin, shaping the future of the city in their own, incomprehensible ways. The PC's are typical Berliners who got caught in the middle of the gods' plots.

Action/horror: Mad ex-Ahnenerbe scientists and their

creations are going to be set loose soon and the coming of the Fourth Reich is close at hand. PC's will probably stand in a way of the Nazis.

LeCarre-style thriller: Silent war of intelligence agencies where cunningness, ruthlessness and lack of morals are necessary to win. Players will probably take role of intelligence operatives and will try to best all their enemies.

Spy/horror: Secret services are looking for occultists the way they normally search for rocket and nuclear scientists. Both sides of the Cold War want their hands on German Wunderwaffe. The PC's will probably be Berliners trying to make sure it will not get into the wrong hands.

MAKE IT '61

Berlin '61 is not another “stock” setting, not another anonymous city where everything may happen. Berlin is a real city, with its specific problems, unique architecture and interesting one-of-a-kind history. Yet it can lose all those values if you let yourself and your players forget about them. If you do that, the adventures will inevitably lose their flavor.

Basically, there are five elements that make Berlin adventures unique and unlike those which may happen in any other city in the world. These are: heaps of rubble and ruined buildings, remains of former Prussian glory, Nazi remnants, the rift between East and West and living in tenement houses. If you want your adventures to feel as if they were really set in Berlin '61, make sure to include those elements to them.

Ruins: A third part of the city was destroyed by Allied air raids and the Battle of Berlin. While most of them were reconstructed, even in 1961 the heaps of rubble and empty ruined buildings are still a common sight. Empty window openings, flooded cellars and U-Bahn tunnels cut off during air raids and never re-opened... there are countless possibilities to show the scars left by the war.

Make sure that your players will often see such views and that some scenes will actually take place in ruined or burnt buildings. For example, they are wonderful locations for Ragnarök gatherings, black market gang hideouts and meeting places for intelligence operatives. It would be a terrible waste to set such scenes in some “stock” locations like flats or restaurants.

The Nazi past: It is extremely easy to fall into the “nice Americans, naughty Nazis” routine, especially with all those post-Nazi secret organizations trying to create the Fourth Reich. The point is however, that such perspective on Nazis is not necessarily true and adopting it will make your stories look like Bond-like action movies rather than intelligent horrors with Nazi undertones.

The point is that during the WWII about 12% of the adult population were members of the NSDAP, and most able-bodied males spent the war in trenches either as a part of Wehrmacht or Waffen-SS, making them at least partially responsible for the horror of WWII. Most people the PC's will meet are, or rather used to be, Nazi supporters or German ex-soldiers. What is even more important, many of those who went to war are now, technically speaking, war criminals. They weren't necessary evil; they just got their orders and carried them out - shooting hostages, beating Polish farmers senseless for not providing enough food or executing Russian POW's because there was nowhere to keep them. They are not proud of what they did and often struggle with their personal demons, trying to make up for the cruelties they did rather than to rebuild the Fourth Reich.

Make sure you introduce some such ex-Nazis to your story. They will help you avoid the “naughty Nazi” stereotype and make your players think a bit first instead of shooting anything that moves and speaks German.

Remains of Prussian glory: The history of Berlin goes much deeper than Hitler and the Nazis. The city was a capital of a world power before young Adolf was even born. While the shock of the WWI and WWII made most people forget about it, old monuments of Kaisers still remain. They come from times when Germans were proud of their civilization and military power, yet they were treated as a chance for the world, not a danger.

Their presence adds some perspective to Berlin's Nazi past. There were times when there were no Nazis, and there will be times when the NSDAP will be little more than a memory.

The best thing about such old monuments (Brandenburger Gate or Grunewald Turm) is that you can easily introduce them as useful orientation points or meeting places. It is much better to assign some appointment near Siegessäule than on some anonymous crossing. Such details make Berlin somehow feel different than other cities.

Difference between East and West Berlin: Pointing out the differences between the East and the West is essential in making your adventures look more real. Here are a few ideas about how to do it.

First, there is a matter of shops. In East Berlin they are often empty, with little else but the most needed products and badly tailored suits. Salespersons are often impolite and much more interested in minding their own business than with selling anything. The West is a lot richer and the shops are much better-equipped, not to mention superior

customer service and those East Berliners who can afford it, do most of their shopping in the West. Make sure that your PC's know that most East products are trash.

Another interesting “specialty” of living in the East is power shortages. Temporary blackouts are very common in the East during the peak period. Candles and matches can be found in every East Berlin flat, but having half of a large city hidden in the dark for hours is surely a ghastly feeling. You can easily use the power outs to introduce some uneasy atmosphere – PC's may expect something terrible to happen, but everyone around them will act as if it was just another power shortage.

Finally, you may use such “random encounters” as document controls, unexpected curfews and finally, East Berlin fugitive hunts by Stasi to spice up your adventures. Such situations are common enough in East Berlin to use them for a story background, or simple something that happens outside of the PC's flat's window.

Tenement houses: Old tenement houses add a lot to the '61 feeling. Do not treat them as if they were simple blocks of flats with a lot of people who don't know each other and don't care about their neighbors. A tenement house is a great place to get allies, learn about current news and improve one's social skills. Do not neglect it! Remember also, that such houses were inhabited by everyone regardless of their social standing or monthly income. East Berlin was too poor and West Berlin had no suburbs to create suburbs worth of that name. A freestanding house is a luxury virtually no one can afford.

Tenement houses are perfect settings for Agatha Christie-style detective stories. They are relatively closed, with everyone knowing a bit about all other tenants, making them perfect places for old-fashioned murder investigations. They may also do wonders if you want to painlessly introduce some friends of the PC's you need for the adventure, but you forgot to mention about during last five sessions: they may be simply the PC's tenement neighbors.

Most importantly, however, tenement houses add a bit exotic feeling to otherwise normal city life. There are only a few cities in the world where such small societies have ever existed and chances are your players have never thought about them before.

HORROR

Above all Berlin '61 is a horror setting, complete with government conspiracies, extra-dimensional invaders and mad scientists. The goal of the game is to provide a spooky environment and show the depravity and grotesqueness of the universe as the scene, scenario, adventure and campaign unfolds. To do this the GM must under-

stand what he or she has to do to achieve these goals.

First the character should be in the dark on most things. Players will have to look through the rules to make characters, and let them do so. Some will want to look at the world section and at some of the creatures and monsters that exist. Let them, to a certain extent. A little knowledge of some of the monsters can cause the player's to worry but be sure they don't let what they know influence their role playing.

However, keep them to the sections of the book they need to know. The Berlin '61 player's manual is available to provide the players with what they need to create initial characters. This includes character creation, skills, equipment and so forth. If this resource is not available to them, just be present when they make up characters and carefully observe.

Start the players off in their character's mundane lives. Be it office work, family life, friends and hobbies. Entice them to role play “a day in the life” and then slowly incorporate the macabre, unusual and supernatural into their lives. The first adventure should never result in the character's learning there is some vast secret theology running the universe and it is awake in Berlin. The first adventure doesn't even have to be about the supernatural. A clever GM once staged his first horror game during a workers riot where the character's had to survive the day, face arrest, find the man who started the riot and talk him down. It was only during the next adventure when the man was assassinated in his cell and the characters were called in for testimonies did they get drawn into their first conspiracy that eventually led them to the man's house, being kidnapped by his cult and by adventure five facing banishment to Yomi.

Keep the magic to a low level. A careful look at the magic rules will reveal that casting spells added to the life of adventure and confronting the supernatural will quickly drain a character of his or her essence leading the mutation and insanity. That is great and fun, but the longer the insanity takes to seep in the better. Drain the characters a bit by bit, not all in one night. Let them slowly feel their sanity draining from them.

While there are 30 supernatural creatures and monsters included in this book, it is best to leave the adventure to no more than one type of creature per game. Perhaps epic evil adventures may have more, but usually the force of one possessing Oni spirit or the presence of a tribe of Morlocks living in the S-bahn tunnels is more than enough for any group of heroes to deal with. And cultist magi can be quite a handful in themselves.

centration camps was too much to bear.

Holocaust and Berliners

During the war only a handful of Germans, mostly SS personnel, knew about the full extent of the holocaust, the German final solution to the Jewish issue. Most Berliners understood what their Fuhrer had done to the Jews only after the war from Allied-organized mandatory movie screenings where the scenes from concentration camps were showed to unsuspected audience. The effects of such shock therapy were quick and deep. While it healed most Berliners from Nazi ideology influence, the images they saw often haunts them at nights. Truth to be said, there is hardly anyone in Berlin who hasn't gained something on the anti-semitic actions of NSDAP. Even though no one knew about the scale, most of adult Berliners took some part in the Holocaust. They bought from penny shops and restaurants which were taken from Jews, occupied job posts freed for "true Aryans" or divorced with their Jewish spouses in order to save their own skins. While only a few people in Berlin are real anti-Semites, thousands decided to take the opportunity when it appeared. Now, they are left with the knowledge of what they really took part in.

Housing

Most Berliners, poor and rich alike, live in tenement houses. A single tenement house can be inhabited by a few dozen families. Unlike in many other cities, such tenement houses often become a miniature society. Families help each other in renovations, repairing canalization and other house works, as well as exchange food, clothes and, most importantly, gossips. Housekeepers and housewives alike may spend hours in their house laundry (only few washing machines survived the war) discussing politics, fashion and, most importantly, gossip about those neighbors who do not attend the meeting.

Entertainment

In the 1920s, Berlin was one of the major cultural centers of Europe. Berlin nightclubs, coffee shops, bookstores and theaters were home to vibrant and witty artistic bohemians. Berlin writers, painters and, most importantly, club singers and playwrights were valued and loved throughout the world. The Nazi's march to power and the war changed that. Bohemians ran away, were silenced or sent to the Nazi concentration camps. Their paintings and books were burnt; their coffee shops and theaters closed or turned to Nazi meeting places. Now Berlin has only little to offer: nightclubs reopened, but are only shadows of their former glory, and cinemas took the place of pre-war theaters. Only intellectual elites and university students remain interested in concerts, visiting the East Berlin opera (there is no opera house in the western part of the city) or modern paintings. Most Berliners feel comfortable with listening

to the radio, reading newspapers, going to a cinema and some occasional beer in a nearby beer-house as their main entertainments.

Traveling around the city

Occupation zones divide the city into four (and later two) parts, but the division has not prevented people from traveling to other zones. Western elites visit the Opera House in East Berlin, students and researchers from Free University of Berlin come to the Museum Island and over fifty thousand Berliner from East Berlin travel to the western zone to work. Until 1952 traveling between zones was free, after that time citizens from East Germany are able to enter West Berlin only after proving they work there. Despite that, crossing the border remains very easy both for East and West Germans until the construction of the Berlin Wall.

Whether they travel to work or to spend some time in a nightclub, most Berliners prefer either U-Bahn (underground) or S-Bahn (surface railroad network) to any other means of public transportation. While both transportation systems should



The following are some suggestions for game play enhancements to amplify the horror aspect of the game.

CUT AWAYS

Cut Aways are typed up or hand written stories that are a few paragraphs long. They usually take the players (not their characters) to some other part of the story, allowing them to read about what others are doing. Be they cultists, police investigating a crime, guards at a check point or maybe even monster hunters 100 years before. The cut away should tie into the current game or lead to future sub plots and adventures planned in advance.

Cut Aways should not give away the plot or any mystery but are used to amplify and add suspense and drama. An example would be a Cut Away to a cult digging in a basement and finding something. Does it reveal who the cult is, what they found, where they are or what they want. Cut Aways should be written in a dramatic short story style or standard script format.

SCRIPTS

Scripts are simple and easy ways to set a mood. A script is just what it sounds like, a written description and set of dialogue for the players and GM to read through at the appropriate moment (usually the start of the game). A script can provide background, motive, means, set up and personality to NPCs and for PCs. The problem lies in that some players may feel that you are role playing their character for them and making them take on a certain personality. So try to accommodate them by adjusting your words and ideas to match how you think they would react.

BLUE BOOKS

Blue Books are used in colleges all the time for essay exams and note taking. A blue book is a small book that each player should have. They can take notes in them and role play sub plots and between adventure actions through them. At the end of each session have players write things they want to do, actions they want to take, people they wish to talk to and so forth in their blue books. Before the next game session be sure to read their blue books and reply in the blue book accordingly. You can also include clues to their insanities, slowly introduce new plots and subplots, explore the character's sub consciousness and dreams by providing a player details on his day to day activities including his or her dreams, fears and physical condition. This is an excellent way to handle insanities and addictions as well as embarrassing love subplots you may not feel comfortable role playing out. It also gives each player a feeling that he or she has a special role in the campaign and information that he or she may only know that doesn't begin with "let's go in the other room." Blue book can also be done in notebooks, on printed paper or

even through email.

THE NEWS

GMs with free time and proper software or imagination should write up newsletters and newspapers for the local area. Most of the articles will have nothing to do with the campaign and samples can be found online from various newspaper archives of the 60s and 70s. Be sure to correct them for the proper date and location.

Some news stories will have to be original and be influenced by your adventures. In the past this style of game enhancement has added a realism flavor that their actions can affect the world and vice versa. You will be surprised at how fast the players begin to scour your "newspaper" for clues to past, current and future adventures. These "newspapers" can also work as a website or email.

HAND OUTS

Have plenty of hand outs of photos, crime scene information, files, envelopes, clues and other items the players may find during their investigations. A gruesome photo of a decomposing corpse or a "devil's tooth" will add realism to your story that the players will not soon forget. And never underestimate the realism it adds when players break into Stasi headquarters in order to steal their personal files and they find an actual real envelope that you hand to them filled with notes on them.

A good idea is to generate a few pre-rolled insanities and place them in white envelopes marked with an "I". This allows you to quickly hand out random insanities without slowing the game down and keeps you in suspense as well. This can also be done with clues and may be even encounters.

SHOW DON'T TELL

A clever GM shows his or her players what is going on, not tells them. A good example is background information. If the players are searching through a journal for information on what happened to a missing scientist during a battle in World War II make up some WWII era characters, write the adventure for it, put the characters in envelopes (much like insanities and clues) and hand them out when they begin to read the journal that tells what happened. Then play the adventure linked to the event. The background may not turn out 100% the way you envisioned or planned, but this way the players get a surprise, the GM doesn't know exactly what happened and gets entertained as well and everyone gets a chance to play a different setting or genre.

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Reward the players as well. They will be playing different characters during these "flashback" adventures and won't easily get skill improvement rolls for their "real" characters. Allow them the same skill improvement rolls their flash back equivalents would get. These adventures do not have to be just flashbacks. They can be flash forwards to the future, events taking place simultaneous as the current campaign, alternate dimensions, alternate time lines or whatever the GM thinks fits his or her campaign.

SHHHH IT'S A SECRET

It causes a lot of tensions and bookwork for the GM, but by keeping track of a character's Sanity, Hit Points and Power Points for them leaves the player in the dark. They don't know how healthy (physically, mentally or mystically) they are or how close to death they have become, except through the descriptions you give them.

This is a challenging aspect, but it definitely creates a sense of dread, unknown fear and suspense.

GMs are encouraged to use some, all, most or none of the rules ideas above as they see fit. You can mix and match them, use them one adventure then ditch them and so forth. Perhaps you can think of a few ideas of your own.

PUZZLES, RIDDLES & CODES

Purchasing a simple puzzle book or riddle book at your local book store can do wonders. Allowing players to use their own senses and problem solving skills to figure out clues and riddles will give the game a more "hands on" feel and add to the players' sense of involvement. This takes them to the position of being the actual investigators and adventurers instead of just a series of statistical equations on a character sheet used to mathematically gain results by rolling dice. The more the players feel that their characters are their "avatars" the more concerned they will grow for their continued well being, safety, success and

experience. The more they are fond of their characters the more they want to keep them alive.

Wanting your character to live goes a long way in creating tension, fear and the dread sense of horror.

CLIFFHANGERS

Don't be afraid to stop an adventure just when it is getting good. If the players have been digging all night in the cemetery, dodging CIA operatives trying to stop them from finding the Skull of Knarr and competing against the Rote Nazi for the final secret formula to awaken the corpse of the SS magi in the cemetery and are just about to open his coffin...do not hesitate to put them in a position of anticipation and then close your book and tell them when the next game session is.

Good cliffhangers leave the players with wanting more. If the characters are all in a airplane and it begins to crash and the game has been going on for a few hours, it may be the perfect time to take a break. Let the players stew in their juices until the next session. Will their characters survive? Who sabotaged the plane? Will they be able to escape the crash with the scroll intact?

Cliffhangers both add to the horror and pulp aspects of the game.

THE WORLD OF NON-PLAYER-CHARACTERS

The characters and their nemesis in the Kotothian cults or secret agencies of the world are not the only inhabitants of the universe. Most encounters will be against regular everyday folk. Later in the book there will be several basic encounter types, from monsters to East German border guards to butchers, mayors, police officers and store clerks. But the following is a general outline and rule set for making and using NPCs.

Normal People

The rules for character generation are for elite and exceptional individuals somehow connected by fate, destiny or whatever gods they believe in. They are better than the normals around them, or at least more diverse.

Normal humans only have 250 skill points to divide amongst 10 skills and they have 0 fate points and no hobby skills.

In simple combat a player character or important NPC has a 50% plus whatever damage he or she causes chance of incapacitating, subduing or overpowering a normal NPC on any hit.

Thugs, Minions, Mooks, Henchmen & Lackeys

Not every foe can be a gang lord, a high priest or a demon from another time-space continuum. Most foes fall into one of five categories. Each category has special rules associated with them.

Thugs: Thugs are typical “toughs” who roam the streets, act as cheap mercenaries and generally enjoy being unintelligent, belligerent brutes. Thugs are easily dispatched, have no true loyalty to their boss, their cause or themselves. When fighting thugs, characters in “pulp” always go first and those not in “pulp” act at normal strike rank rules. Thugs are dispatched by making a resistance roll of the attacker’s STR against the thug’s CON, success results in the thug being rendered unconscious and out of the fight. Thugs will be armed with mundane weapons. If using a weapon use its max damage in place of attacker’s STR. If the result is a fumble, the thug is killed. Thugs typically have 100 skill points divided amongst 5 skills.

Minions: Minions are specialty thugs and are the thugs who dress in costumes, uniforms and other attire. They are loyal, armed with variety of weapons (mundane or special)

And may or may not know magic. Minions have 0 fate points and can withstand two hits unlike the thug who can only withstand one. If they fumble they are considered to have taken two hits. Minions typically have 150 skill points divided amongst 7 skills.

Mooks: Mooks are either thugs or minions who have a full range of stats and abilities but are created as normal humans are. This means they have 200 skill points for 10 skills and 0 fate points. They use hit points and gear like normal characters. Mooks are usually named characters.

Henchmen: Henchmen are specialty thugs hired by gangsters, mob bosses, military men, government agencies and cults alike. They are mercenaries, bounty hunters, assassins, skilled specialists and other professional occupations. They operate identical to mooks but have 250 skill points for 10 skills.

Lackeys: Lackeys are built just like normal characters. These are the elite servants of a cult leader, a mob boss or other high ranking NPC. Lackeys calculate skill points and skills just like player characters. Lackeys have 1 fate point.



Key Locations of Berlin '61

Berlin is now a city of old history and fresh ruins. The city changes fast as more and more Berliners become interested in future rather than in painful and shameful past, but wiping the city's several hundred years of history is a hard thing to do. Old monuments praising the long-gone glory of Kaisers, half-empty museums which used to be second to the British Museum alone, and forgotten ruins of once-famous edifices tell more about Berliners than thousand words.

There are hundreds of important or historical places in Berlin. It is hard to find a tenement house that has never hosted a famous artist. Every street was a silent witness of SA-led attacks on Jewish shops. Every city square either hosted military parades of soldiers prepared to die for the Kaiser or was used by SA to burn piles of "immoral" books and works of art. The city has its history – long, glorious and painful at the same time. Foreigners do not know much about the city's history, but native Berliners know well what have happened in their neighborhood during the last two centuries.

Below there are descriptions of the most interesting locations in Berlin. The list is by no means complete – Berlin has hundreds important historical or not-so-historical places. Those listed below however, are known and important to all Berliners either because of their historic or symbolic value or because they make excellent orientation points making navigating through the city much easier.



Der Grunewaldturm – Grunewald Tower

Localization: Grunewald Forest

History: Built in 1898 according to the plans of Franz Schwechten, it was meant to commemorate the 100th birthday of Wilhelm I Hohenzollern. Opened on 5th June 1899, was originally named Kaiser-Wilhelm-Turm (Emperor Wilhelm Tower). After the WWI, its name was changed to Grunewaldturm.

Appearance: Red brick tower. It is 56-meter high, located on the 79-meter high Karlsberg hill in the south-western Berlin, near the Wannsee Lake. The tower's main hall is oval, with the marble statue of Wilhelm I Hohenzollern.

Used for: There's an observation deck on the top of the tower, as well as a restaurant. It is a common place for meetings between businessmen, smugglers and military officers.

Siegessäule – Column of Victory

Localization: Tiergarten

History: Siegessäule was unveiled on October 2nd, 1873. Surprisingly enough, the column survived both air bombing and battle of Berlin. In 1945 a bronze statue of Nike (Victory) by Friedrich Drake that was located on the top of the column was removed after a French request.

Appearance: The square stair base is a foundation for a rotunda which is the base of the column itself. The columns stays empty – a clear sign that German pride and military power is now gone. The column is encircled by a street circle. Pedestrians can get near the column only by using one of four underground tunnels built in 1941 according to plans by Albert Speer.

Used for: Siegessäule was intended to memorize the victories of Prussia over Denmark as well as over Austria and France in 1860s. Now however, most Berliners simply treat it as a useful orientation point with its symbolical meaning clear only for a few more educated Berliners.



Museumsinsel - Museum Island

Localization: Museum Island, one of the most important museum complexes in the world, is located in the city center, on the northern part of Spreeinsel on the river Spree. The museum complex includes Bodemuseum (Museum of Bode), Pergamonmuseum (Pergamon Museum), Neues Museum (New Museum), Alte Nationalgalerie (Old National Galerie) and the Altes Museum (Old Museum). The museums display one of the largest archaeological collections in the world as well as numerous works of art up to the 19th century.

History: The first museum was created in 1830s under the supervision of Wilhelm von Humboldt basing on the plans prepared by Karl Friedrich Schinkel. The museum was originally intended to take care of archaeological artifacts found by German scientist and treasure hunters in Greece, Turkey, Babylon, and, to the lesser extent, in Egypt. The name "Museum Island" became popular in 1870s as more and more museums were built on Spreeinsel. The last museum (Neues Museum) was finished in 1930. During the WWII all museums were destroyed or badly damaged. Their reconstruction started shortly after the WWII with the exception of Neues Museum whose ruins remained on the island for a few decades after the war.

Appearance: Most of the buildings are modelled on the Italian Renaissance palaces, making them look elegant and a bit flamboyant. The bombings however, have left visible scars on all buildings, making them look battered with lighter patches and shrapnel scars visible all over the walls. The slow reconstruction works however, are taking place right now, making the northern part of the island one big construction site with hundreds of workers and construction equipment everywhere. Many precious exhibits have been taken by the Russians or stolen by local thieves making museums look empty and desolate. Fortunately, many precious items displayed there were hidden by museum staff and university professors and are now brought back to the buildings. Many of them are put on an exhibition for the first time since they were found.

Used for: As many works of art have been stolen or taken away, the Museum Island's main reason of existence is gone for now and only few Berliners come here save for schoolchildren, construction workers and museum professionals. The people, who work there however, are one of the best sources of information concerning archaeological findings and artifacts. Museum staff is often approached and asked about ancient and not-so-ancient history of various artifacts and findings by cultists, intelligence operatives and foreign archaeologists alike. The island is located in the East Berlin, but many workers come to work from the West, making it also a prime place for mingling the intellectual elites of all occupation zones.

Berliner Dom – The Berlin Cathedral

Localization: Museumsinsel, in Karl-Liebknecht Straße
History: The cathedral was built between 1894 and 1905 according to plans by Julius Carl Raschdorff from Pszczyna on foundations of an older, smaller church. In 1944, the cathedral was seriously damaged during a allied air raid.

Appearance: As with many other buildings on Museuminsel, Berliner Dom is modeled to appear as an Italian Renaissance building. The entrance takes the form of a central porch guarded by statues of the saints appearing to watch closely those who enter the church. The inside of the cathedral is ruined; the remaining works of art left inside are now protected by a temporary roof.

Used for: This evangelical cathedral used to be a meeting point of all Evangelical Church clergymen and believers. Now however, it is another desolated place with reconstruction going on very slowly due to the lack of funds and manpower. This half-ruined building is, however, the only place where one can count on receiving help of the clergymen who may go at lengths to assist those who may be willing to donate funds for the reconstruction of the cathedral.



Rotes Rathaus – Red Town Hall

Localization: Rathausstraße in the city centre (East Berlin)

History: Rotes Rathaus was built in 1860s as another Berlin “renaissance” building. From the very beginning it served as a town hall for the Berlin municipality. Damaged during the WWII, it was quickly reconstructed and became the seat of the East Berlin's local government.

Appearance: The name of the building comes from the building's red brick elevation. At first sight, the building's tower looks very similar to this of Lyon's cathedral, surprising many newcomers who mistake the Rathaus for a church.

Used for: The seat of the local East Berlin government. There reconstruction plans are made and funds assigned for the projects. Real decisions however, are made elsewhere – in Moscow, during meeting of SED officials or in the Soviet embassy.



Reichstag

Localization: Platz der Republik, a few meters away from a border of the East Berlin.

History: Built in 1894 as a seat of German parliament. It was burnt down in 1933, marking the beginning of the Nazi era. Burning of Reichstag was an excuse for Hitler to achieve full power and end the democracy. The building was never fully reconstructed after the fire and was further damaged during air raids and battle of Berlin. It has never been rebuilt.

Appearance: At the first glance Reichstag resembles the Capitol. This 137-meter long and 103-meter building with four towers and a dome is now little more than a pile of rubble, making it very dangerous to go inside without a helmet. Essentially empty, it sometimes becomes a temporary shelter for the homeless and squatters.

Used for: Once a centre of power, Reichstag is now little more than a temporary shelter of squatters and Ragnarök members. However, from time to time it is also used by allied intelligence operatives as a temporary base for East Berlin operations. All Berliners who are right in their minds avoid Reichstag entirely.



Brandenburger Tor – Brandenburg Gate

Localization: Pariser Platz

History: Designed by the famous German architekt Carl Gotthard Langhans, the gate was built in the end of 18th century. It was topped by a quadriga driven by a goddess of victory. Its original name was The Gate of Peace and was not considered important by Berliners. It became a symbol of unified and strong Germany in the 19th century, when the quadriga was taken by Napoleon and taken back by Prussian army in 1814 to Berlin. Then the Gate became a symbol of German unity, spirit and military power. Damaged during the WWII, the gate was restored by both West and East Berlin governments and served as a checkpoint. The gate was closed in 1961 when the Berlin Wall was built.

Appearance: Brandenburger Tor was built in a classical style, imitating the Athenian Akropolis entrance gates. The quadriga remains on the top of the gate – a visible proof that Germany was not completely defeated.

Used for: A symbol of German might and power, as well as the division between East and West. Before 1961 the gate was used as one of the crossing points between East and West. Most Nazis consider Brandenburger Tor as a symbolic place where the new Nazi Empire should start at.



Berliner Mauer – Berlin Wall

Localization: The border of West Berlin.

History: As the division between East and West became obvious, more and more East Germans decided to choose political freedom and higher wages by running away to West Berlin. In 1961, Walter Ulbricht, the first secretary of SED, asked Nikita Khrushchev, who was the first secretary of CPSU, for permission to enforce a radical plan that would make such flights impossible. The plan, codenamed “The Chinese Wall” was put to life on Saturday, August 12th 1961. The next day, all checkpoints were closed and the 155-kilometre wall was built all around West Berlin. Only three checkpoints remained operational, among them the famous Checkpoint Charlie (the other two were Checkpoint Alpha and Checkpoint Bravo).

Appearance: Originally, the wall took a form of barbed wire entanglement guarded by East German military personnel and border guards. Between 1962 and 1975 the wall *per se* was built. First, it took a form of a low brick wall, only a few years later it was changed into a high concrete wall. In the city, German military cut off the buildings from the West by bricking up the windows in those buildings which were partially on the West side and shooting everyone who was trying to run away to the West.

Checkpoint Charlie

Localization: Friedrichstraße

History: Perhaps the best-known crossing point between East and West Berlin. The name is used only by Allied military and West Berliners, Soviets and East Germans using its official name Grenzübergang Friedrichstrasse. Checkpoint Charlie was originally one of over 80 similar crossing points, special only because it was intended to serve only for foreigners and members of allied military forces. After building the Berlin Wall, however, Checkpoint Charlie became only one of three crossing points which remained open, though heavily guarded by East German guards.

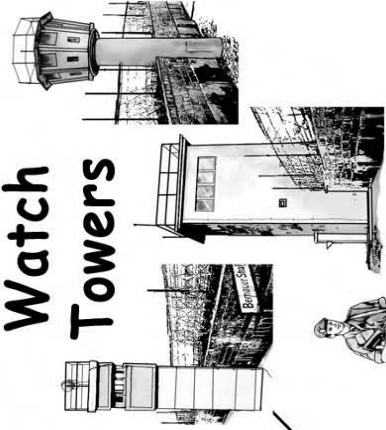
Appearance: Checkpoint Charlie's looks like a typical temporary military crossing and checkup point. The only building on the Western side is a small wooden shed for a single guard and a board where those going to East Berlin could read “You are now leaving the American Sector.” It looks as if it was only meant to stand there for a few months. East side looks very different. The details depends on the year, but such obstacles as poles and, later, watch-towers, zig-zag barriers and a multi-lane shed where cars and pedestrians were checked by East German custom officers and Stasi operatives, are a common sight. Eastern part of the checkpoint is manned by several guards and Stasi officers who do their best to prevent anyone from slipping unnoticed to West Berlin. However, Checkpoint Charlie few guards are not alone either. There is a US military outpost nearby and a number of armed US military and intelligence personnel and cars can always be seen in the proximity even though they try to be more discreet than their Eastern counterparts.

Used for: Checkpoint Charlie is one of the many crossing points between East and West Berlin. Its role changes drastically after the Wall is built, when it becomes the most promising place to breach the Iron Curtain and flee to the West. Situations like shooting people by East Germans and then letting them bleed to death only a meter or two from the border were quite common. US soldiers could only watch it helplessly, as they could not enter East Germany under any circumstances or they risked that the WWII would start right there and then.



West Berlin

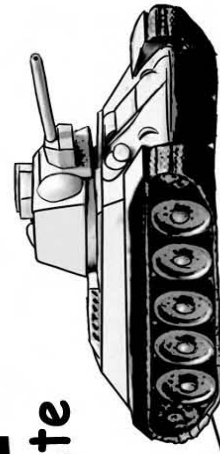
Watch Towers



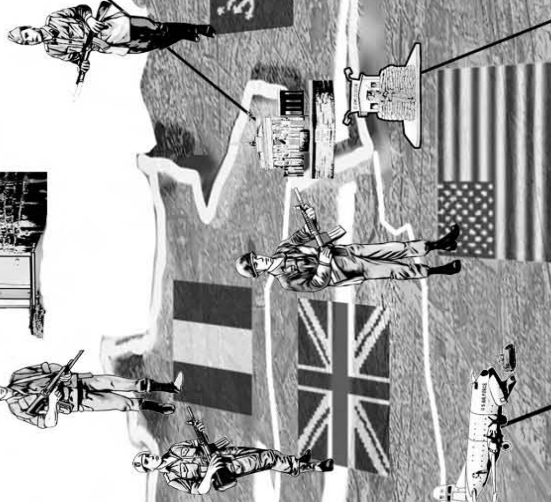
East Berlin



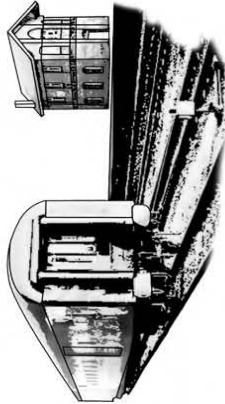
Brendenburg Gate



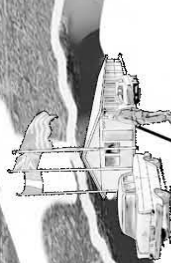
Russian Tank



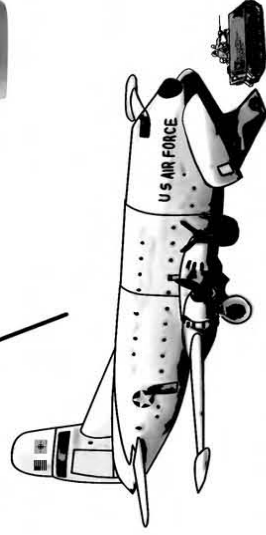
S-Bahn Train Station



Havel River



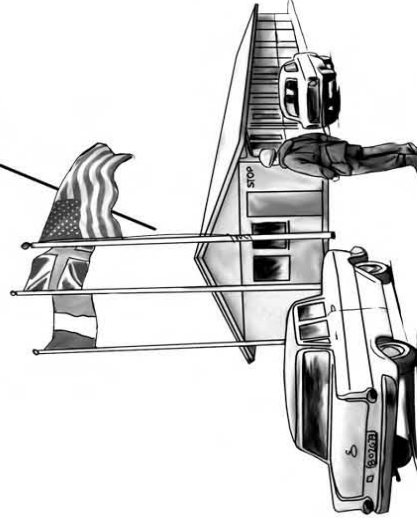
Spree River



US Berlin airfield at Tempelhof



Checkpoint Charlie

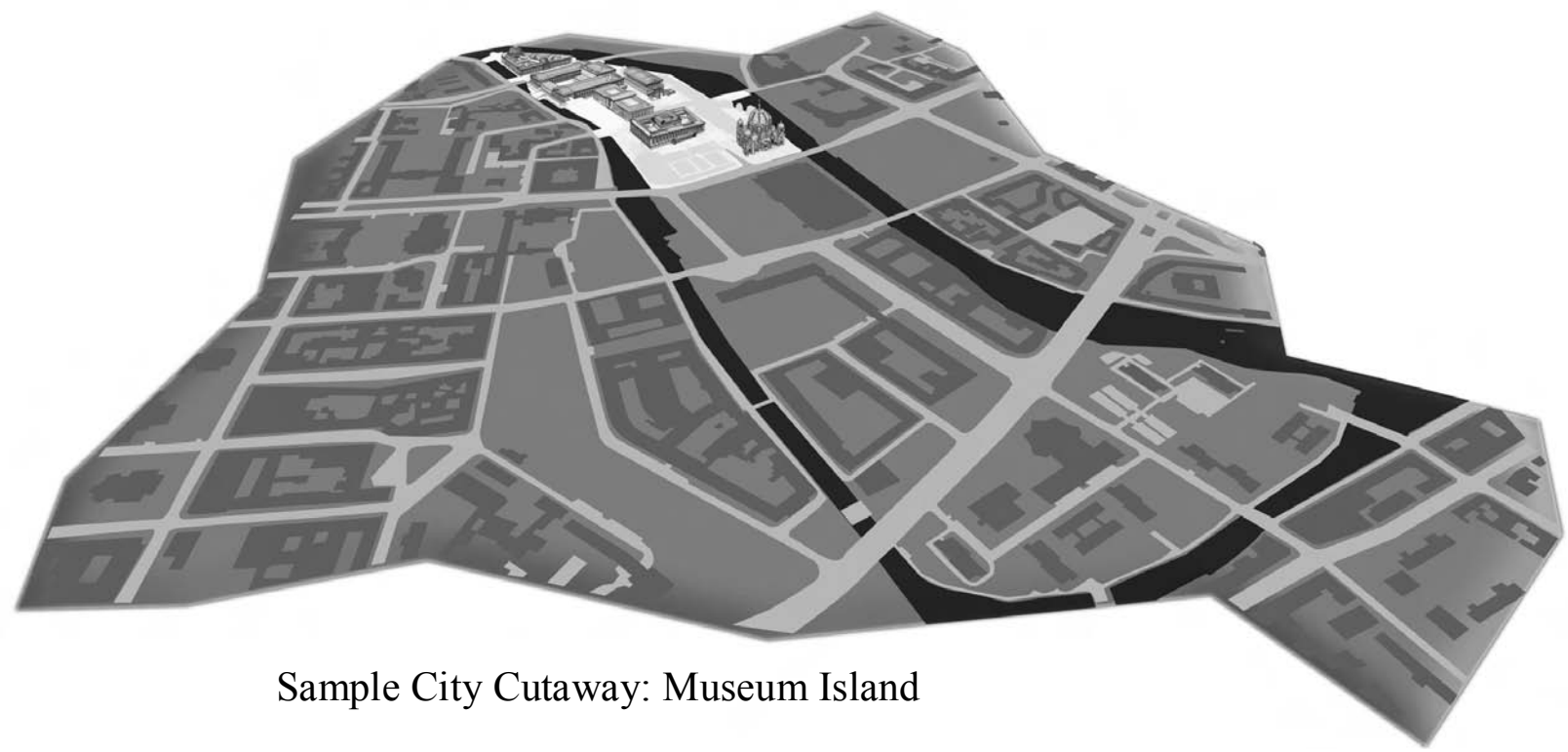


Checkpoint Bravo

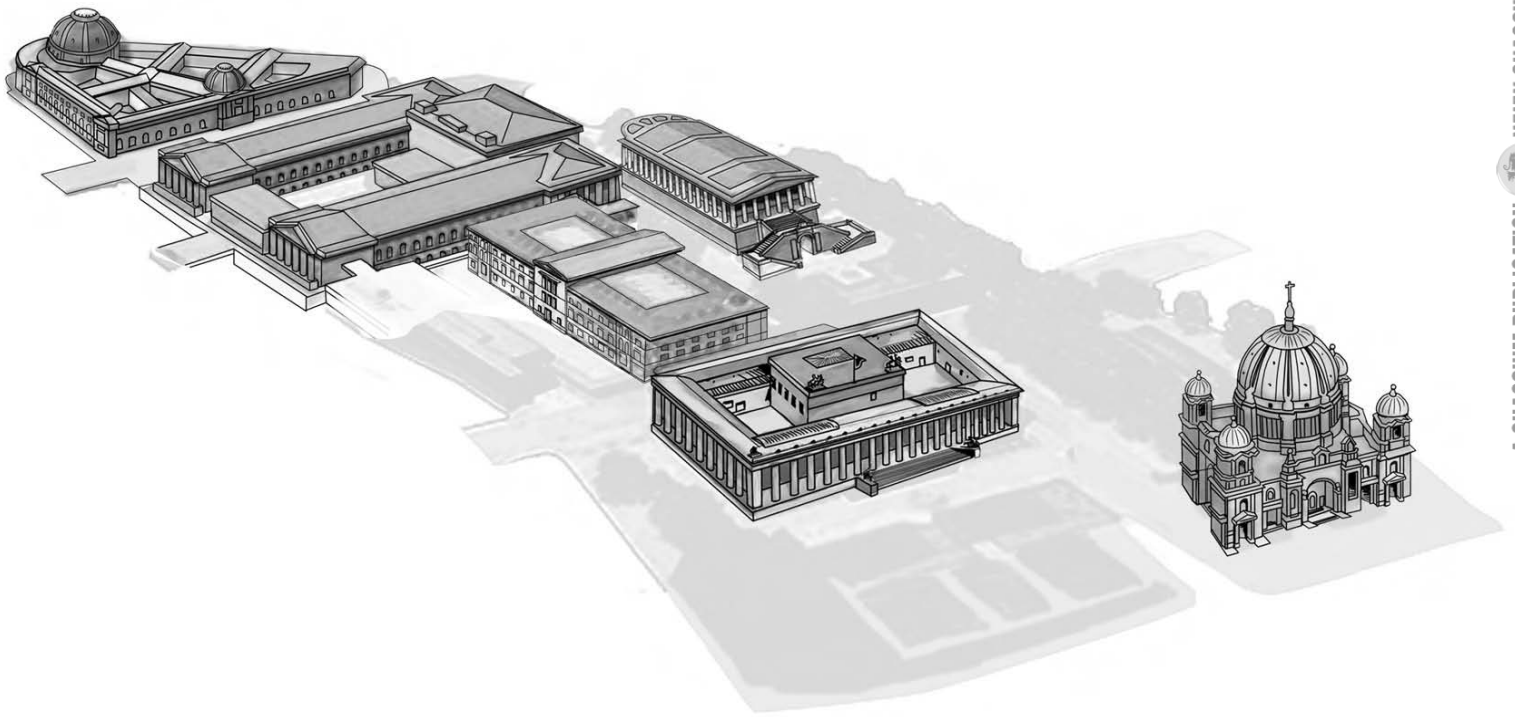
1961 Berlin

- 1 Berlin Wall
- 2 Brandenburg Gate
- 3 Checkpoint Charlie
- 4 Museum Island
Bode, Pergamon,
National, Neues,
Altes Museum and
Berliner Dom
- 5 Bauhaus Museum
- 6 Kongresshalle
- 7 Reichstag
- 8 Berliner
Gruselkabinett





Sample City Cutaway: Museum Island



Sample City Detail: Museum Island

ORGANIZATIONS

AHNENERBE INSTITUT

Created in 1935 by Heinrich Himmler Forschungs- und Lehrgemeinschaft das Ahnenerbe (Research and Teaching Community of the Ancestral Heritage) was originally meant to be a society of historians trying to find out (and make up) stories about the glorious past of the Nordic Races. Soon however, their researches brought up unexpected results. During long studies and archaeological excavations performed all around the world, Ahnenerbe members found out about the existence of ancient magic and Kothothian gods that they considered as the true gods of the Nordic race. It was them who promised Hitler his Wunderwaffe – the power of several Elder Signs they possessed was thought to be enough to turn the tide. However, the ritual during which Ahnenerbe Institut magicians tried to set one of the Kothothian Gods free by breaking several runes ended in a disaster. Many leading Nazi occultists were killed or went insane after facing Tark and his minions brought in the bodies of concentration camp slaves. Tark's conjuration did not save the Third Reich, he vanished soon after being summoned, but broke Ahnenerbe Institut and gave birth to the Ragnarök movement instead.



With the organization in disarray thanks to Tark and advancing Soviet tanks, those Ahnenerbe members still alive divided the remaining runes among themselves and either hid in hope of creating a true Wunderwaffe or attempted to flee to safety in Argentina. Especially those less involved in Ahnenerbe dark practices have stayed in Berlin, trying to forget about the terror and magic they invoked.

Members: All Ahnenerbe Institut members are present or former scientists and researchers – many German mathematicians, historian and archaeologists were to some extent involved in the Institut's dark practices. The failure of Tark's conjuration caused a visible tension between the members. This caused many of them to pursue their researches on Wunderwaffe independently, fearing that other members they distrusted as potential Russian spies or competitors willing to steal the limited resources and Elder Signs they have in their possession.

Goals: Once, their goal was to ensure the rule of Aryans by finding true proof that the Nordic race was truly chosen by gods to rule the world. Now however, Ahnenerbe members are living for their revenge, working hard to create a magical Wunderwaffe that would unite Germany and make them true saviors of the Nordic races.

Ideals: Bringing back the Nordic race where it belongs – as the true rulers of the world.

Methods: Ahnenerbe Institut is now a loose group of middle-aged and elderly scientists with vast knowledge about magic, but with no other skills or resources to support them. They rely on their knowledge and the little magic they still have in their possession. They do not resort to violence and if they do, their attempts are hopelessly amateurish.

Influence and resources: There is little left from the vast resources Ahnenerbe Institut could call for in times when its patron was Heinrich Himmler. Now all that is left is the information inside the researchers' heads and in a few scattered notebooks and scrolls in their possession.

About other organizations:

Ragnarök: They exaggerate a bit, but many of them are our former members and can be used for our goals.

Argentinean Tourists: They managed to run away, and now they are back. Perhaps they have brought the runes and scrolls they stole from us too?

OdeSSa: They helped us, we helped them. They gave up hope far too early, but they are useful allies.

All other organizations: They are a nuisance. When we succeed and bring the true magic back to our world, they will be helpless. For now, they are of little importance.

“ARGENTINIAN TOURISTS”

They aren't really a formal organization, but a group of individuals with similar life stories – Nazi war-criminals, former Ahnenerbe Institut members and high-ranking SS and Wehrmacht officers who tried to reach safety with treasures they stole during the years of the war. Right after the end of WWII, many of them successfully fled to Argentina and started new lives under false identities. After a few years, however, they slowly started to infiltrate Germany again. Most of them try to get the rest of treasures they couldn't smuggle out when they were leaving Germany in 1945, or to get back in touch with their families, but some of them have also other, darker plans.

Members: War-criminals, SS officers and mad concentration camp scientists form a backbone of “Argentinean Tourists.” While they often help each other in times of need, they are essentially working independently all the time.

Goals: Get back what they left in Germany and flee to safety again. Only some of them are actually willing to stay in Germany longer than necessary. All Argentinean Tourists try to avoid the attention of Allied intelligence agencies and military – many of them have warrants of arrest issued for the war crimes.

Ideals: Unlike those Germans who stayed in the country,

most Argentinean Tourists care only about themselves and, sometimes for their families.

Methods: Argentinean Tourists use any methods they have in their arsenal. They try to keep a low profile however, and use violence only if they are 100% sure that it will not cause an unwanted attention.

Influence and resources: Most of the Tourists have access to moderate financial resources. Many of them also know people from Gehlen Organization, but will try to avoid them unless they have no other choice – they know that CIA may easily learn about them if the Tourists contact their former friends.

About other organizations:

Ahnernerbe: They still try to bring the Third Reich back. Wake up! The war is over!

Gehlen Organization/BND: There is only a thin line between a friend and an enemy. BND stays right upon it.

GRU: Professionals who are trying to catch us. Dangerous!

KGB: Half-amateurs who are trying to catch us. Pitiful!

OdeSSa: Many of us live only because of OdeSSa. They are our trusted friends, perhaps the only ones.

Ragnarok: Hitler was mad. It seems that his madness was passed over to the new generation.

SIS: They do not really care about catching ex-Nazi any longer unless you're from Ahnernerbe. Good for us.

STASI: Traitors. They hate us because we made it to the West and they don't. Guess they weren't Übermenschen after all.

BROTHERHOOD OF THE CLOTH

The Brotherhood of the Cloth is a sacred monastic order of reclusive monster hunters. They specialize in weapons, magic and tactics to defeat evil and the chaos that comes with it. Many of them are aware that the tactics and spells they use will eventually lead them down the evil road of insanity, mutation and damnation as well, but are willing to accept that sacrifice in order to help save mankind.

Though more concerned with the lands of Israel than Germany, the sheer number of Jewish and Christian artifacts and relics in Europe, have brought these crusaders back to Berlin for what they feel is the beginning of the final battle against Koth and his Dark Master.

The Brotherhood is currently divided into two factions. One side views itself as protectors of all humanity while the other faction is only biding its time to fight the true evil that will one day reawaken on earth and care not about anyone else or the days leading up to the last battle. Some even desire the last battle to happen sooner rather than later and will do what they can to help make the end days come.

Members: Individuals involved in the Brotherhood of the Cloth seek to prevent Koth and his kin from entering the mortal plane. They also dedicate themselves to eradicating other cults and followers of the exiled gods. To this end they also seek to keep their war and the great enemy a secret kept away from the rest of the world and do not hesitate to execute, assassinate or otherwise remove those who may know too much about the truth. Usually they are older men with a great interest in history and religion. Many are pious individuals of the Catholic Church, others are just savage hunters reveling in the kill.

Goals: Defeat evil, win honor and fulfill their destinies.

Ideals: The Brotherhood holds the idea of truth and chivalry very high, but each member has his or her own view of what that means. They live up to their code of death combat against the foe that is the Dark Herald.

Methods: The Brotherhood is very direct and straightforward. They are warriors bent on destroying the foes in combat, be that with explosives, guns or in close quarters all depends on the situation, the foe and the brother in question. They are not above setting up player characters to take the fall for their actions or to bait a trap.

Influence and resources: The Brotherhood has deep pockets and many resources and contacts. Many of the members are not aware of where their funds come from nor their orders.

About other organizations:

The Brotherhood sees all other agencies as either rivals or foes. They are all to be removed when necessary or used as needed. They have no problem making allies and betraying them, after all the only truly faithful are themselves.

CIA

The newcomer in the world of intelligence organizations, CIA is commonly thought to be too inexperienced and naïve to become a real power. The vast resources however, as well as true dedication of CIA operatives to defend their country and break the chain of Soviet victories slowly change that opinion.

Members: Agents of CIA are graduates of the best US universities. Many of them were members of elite “secret societies” and have strong ties to the upper echelons of Washington and Pentagon power mongers. Most operatives are dedicated and strongly believe in democracy and ideals of the free world.

Goals: The main goal of CIA is stopping Soviets from gaining any advantage over the US war machine. Because of that CIA does its best to find and persuade notable German scientists to immigrate to the US. Of course, stopping Russian infiltration attempts as well as building a network

of informers on the east side of the city are also among the prime objectives.

Ideals: Democracy, political freedoms and hatred to the cruelties brought by the soviet version of communism drive the majority of CIA operatives. The war is going on – silent, but still a war and CIA is on the front line.

Methods: CIA is known to use any means necessary to get an upper hand. While they prefer silent methods, CIA agents are known to use poisons, hidden blades and other assassination weapons to finish off those who stand in their way. Their network of informers however, is very fresh and often unreliable, making them rely a lot on Gehlen organization when operating outside the West.

Influence and resources: CIA operatives have access to all resources under control of the US government, but they are strictly forbidden to use the help of regular US military personnel. Their budgets are, however, virtually unlimited and they can ask for help of other fellow organizations such as SIS and Gehlen Organization. If necessary, CIA is also able to get help from US universities as well as from several major German scientists who now live in the US and work for the government. If there is one thing CIA is best at, it is in knowing Nazi secrets.



About other organizations:

Ahernerbe: Poor philosophers. How could they think that it was Germany which was a chosen country and Germans the race of masters? All of us were made equal.

Argentinean Tourists: They have slipped past through our nets once. We won't make the same mistake again.

Gehlen Organization/BND: Our best friends. We created them and let them grow. The price we pay for that is high every day, but it is worth it. The information we got from them is priceless. The war is now over and Hitler is dead. Let them shield petty Nazi criminals as long as they give us what we need to guard the free world.

GRU: Small organization of little importance. They are good, but their numbers are few.

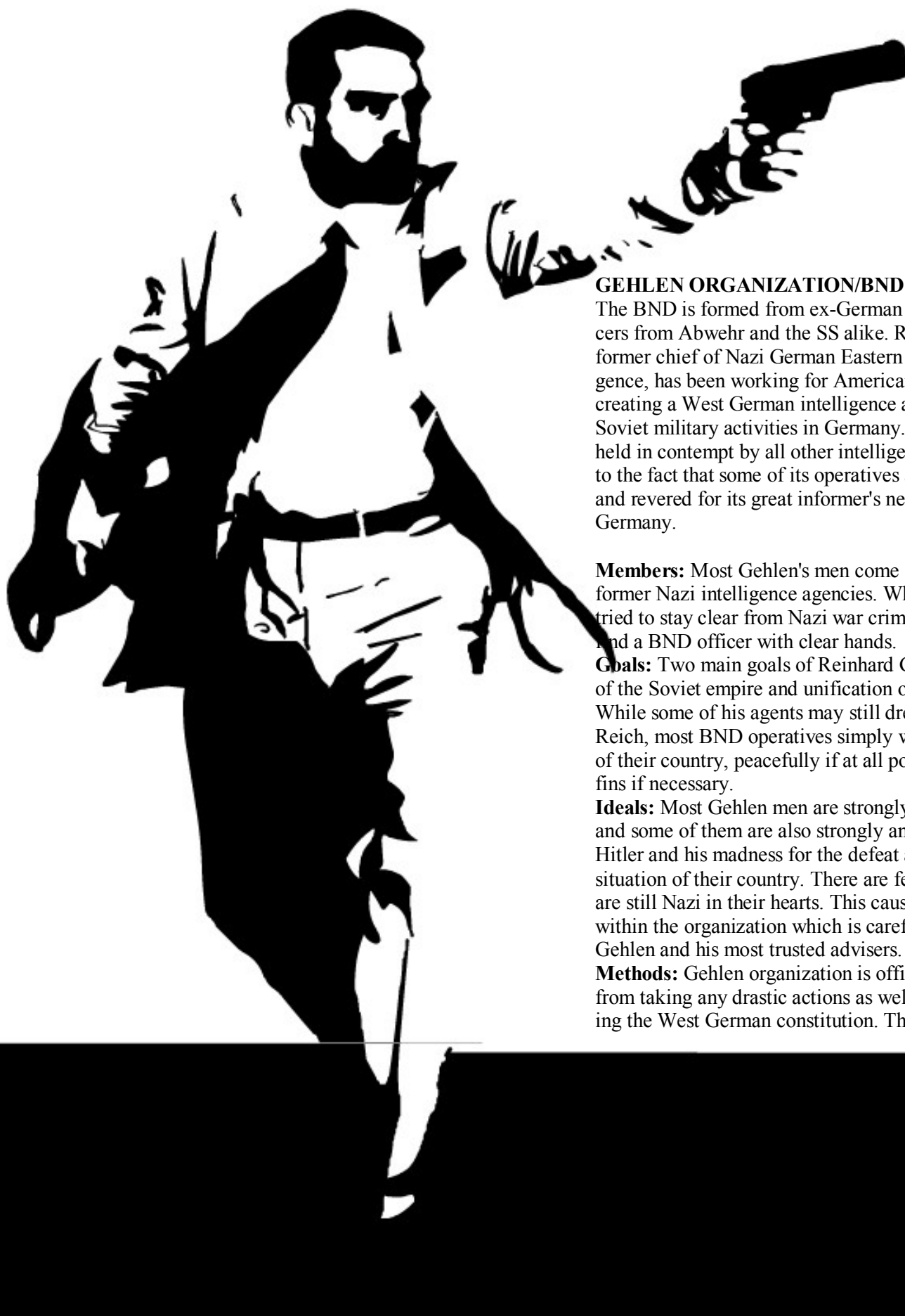
KGB: Aggressive and straightforward, but extremely dangerous. Their anti-democratic agenda and inspiring communist groups all around the world make them our prime enemies.

OdeSSa: We know they are somewhere there. We just can't pinpoint anyone unless we call SIS. They have some agents planted there. It's a bit frustrating.

Ragnarok: Idiots who decided to live in their mad dreams, not in reality.

SIS: Our older brothers. Too bad they cling to their old traditions and fail to see that the world is changing. Soon there will be no place for their elegant plans and quadruple agents. One day they will understand that it was we who were right about the means.

STASI: We have Gehlen. KGB has STASI. What else can we add?



GEHLEN ORGANIZATION/BND

The BND is formed from ex-German intelligence officers from Abwehr and the SS alike. Reinhard Gehlen, a former chief of Nazi German Eastern Front intelligence, has been working for Americans since 1945, creating a West German intelligence agency aimed at Soviet military activities in Germany. Gehlen's men are held in contempt by all other intelligence agencies due to the fact that some of its operatives are former Nazis and revered for its great informer's network across East Germany.

Members: Most Gehlen's men come from one of many former Nazi intelligence agencies. While most of them tried to stay clear from Nazi war crimes, it is hard to find a BND officer with clear hands.

Goals: Two main goals of Reinhard Gehlen are the fall of the Soviet empire and unification of Germany. While some of his agents may still dream of the IV Reich, most BND operatives simply want Russians out of their country, peacefully if at all possible but in coffins if necessary.

Ideals: Most Gehlen men are strongly anti-communist and some of them are also strongly anti-Nazi, blaming Hitler and his madness for the defeat and the current situation of their country. There are few however, who are still Nazi in their hearts. This causes some tension within the organization which is carefully concealed by Gehlen and his most trusted advisers.

Methods: Gehlen organization is officially prohibited from taking any drastic actions as well as from breaking the West German constitution. Their American



masters also discourage violence out of fear of being accused of supporting some Nazi guerilla. As the result, Gehlen organization serves mainly as an intelligence gathering service, feeding CIA with important information and hoping they would take an action where necessary.

Influence and resources: The resources of Gehlen Organization are limited. They have only what CIA and later Federal Republic of Germany's (West Germany) government see fit to give them. They can, however, count on full support of Bundeswehr – but it was created only in 1955 and most of the time is short of equipment and person

About other organizations:

Ahnernerbe: They promised us the ultimate weapon. We believed them, they failed us, and millions of Germans died because of their empty promises. Magic is for fools.

Argentinean Tourists: They are responsible for our country's failure, yet they lacked the courage to stay and stand trial. Cowards!

CIA: The biggest mistake of Hitler was to wage war against the US. They hate Soviets as much as we do. Too bad CIA is too cautious.

GRU: Dangerous bastards. We fought and outwitted them during the war. Now we meet again.

KGB: Russian Gestapo. They are as stupid and cruel as our old secret police were. We know their methods all too well – they so predictable!

OdeSSa: Petty smugglers. They have no honor left.

Ragnarok: Some people have seen too much during the war. Apocalypse won't do anything good – to anyone. Providing that they can really make it happen.

SIS: Honorable enemies. They bested us, but only by inches. We're glad to have them on our side.

STASI: Traitors. Germans working hand in hand with the greatest enemy of Germany? It's unthinkable!

GRU

This small, but fiercely independent Soviet military intelligence organization is among the most feared intelligence agencies in Europe. GRU agents gained experience during the WWII, sneaking behind the enemy lines, disrupting supply lanes, and even performing a successful espionage operation in Berlin itself. Much less well known than its “big brother” the KGB, the GRU values secrecy more than fear and effectiveness more than brute strength.

Members: GRU operatives are usually recruited from regular military units or universities. They are relatively well-educated, but often show up signs of military training which GRU try to overcome during a rigorous training. Also, GRU controls Spetsnaz – elite commando units used for secret assassinations and kidnappings of those GRU consider worthy to be killed or taken away to Russia.

Goals: To ensure the safety of Soviet occupational forces, learn about Allied military secrets and pave the way the Red Army to a glorious victory over NATO. As most GRU officers fought during the WWII, they will work hard to ensure that Germany remains weak and divided.

Ideals: Though heavily influenced by communism, most GRU officers actually care more about the Red Army and their own unit than about abstract ideals of equal society. GRU knows they are elite and respect professionalism more than ideological purity.

Methods: GRU is practical – the organization supports the use of violence when necessary and encourages more subtle means where possible. All that matters is the final outcome of an operation – a GRU operative can break all and any rules and get away with it provided he will achieve some success.

Influence and resources: As all GRU operatives are Soviet military officers, GRU can count on the full support of the Red Army as well as all other elements of the Soviet power structure save for KGB, which will do its best to keep GRU away from them. Since KGB infiltrated GRU in 1919, those two Soviet intelligence organizations remain in a state of a silent war, even more heated than the conflict between CIA and FBI in the USA.

About other organizations:

Ahnernerbe: They used to be powerful. Better to steal their secrets and then finish them off before they rise to power again.

Argentinean Tourists: We wonder why they have come here. We try to keep an eye on them and intercept anything they find.

CIA: A bunch of naïve Americans. We almost pity them – they have so much to learn...

Gehlen Organization/BND: Crude, but effective tool of CIA. If we could break them, we would effectively blind CIA and SIS.

KGB: Amateurs and coward. They hid behind the Red Army backs while we fought the war.

OdeSSa: The channels OdeSSa uses to smuggle people to the West may also be used to insert our agents throughout the world. It is only a question of finding the right person to blackmail.

Ragnarok: They are too brutal and straightforward to pose any real threat. When the time comes, we will deal with them appropriately.

SIS: Professionals. They also fought against Germans and bested them – just as we did. They seem to be soft, but this only makes them more dangerous

STASI: KGB pets that care more about uniting Germany than anything else. They have their uses, but should be closely watched and eliminated from the game when the time comes.

KGB/MGB

The KGB/MGB is the Soviet secret police, intelligence and counterintelligence organization. Their position in the Soviet Union is so strong that KGB is practically a state within a state. Born from the infamous CheKa secret police, KGB is feared and revered by every Russian and respected by most other intelligence agencies.

Members: KGB recruits their operatives and spies everywhere. While some KGB officers are little more than thugs or bureaucrats most of them are at least fairly competent and very experienced. As the organization does not permit failures, most of KGB operatives can make a mistake only once before being removed and sent to Moscow for interrogation.

Goals: KGB has been created to make sure that all who live under the Soviet rule will support the official Party line. Soon after its creation however, KGB was also put in charge of intelligence. Basically, KGB is responsible for all kinds of covert operations aimed against the West and democracy as well as for stopping all infiltration attempts of Soviet power structures. German scientists are only moderately interesting for KGB which concentrates on spying and counterintelligence rather than on acquisition of ex-Nazi scientists.

Ideals: Officially, all KGB operatives are active party members and strong supporters of communism. In practice however, their main goal is to assure that Russia remains the most powerful country in the world.

MOSSAD

The Israeli's secret service, the most mysterious intelligence organization in the world. Officially, Mossad (in Hebrew the word means simply “the Institute”) does not even exist. Even most secret services have no idea about its existence or operations.

Story factors: Mossad is the single secret service that is interested in justice and punishment of former Nazi war criminals and mad scientist rather than in capturing them in hope of gaining a source of information. Use them as master investigators and assassins preying on former Nazis. They may be hidden allies or enemies of any non-Nazi organization. Most Jews left in Berlin have probably been contacted by Mossad, though it is unlikely that they even know about it.

Members: Many Mossad agents are former concentration camp prisoners who survived the years of humiliation and watching millions of their compatriots killed in gas chambers and burnt in huge crematories. They may come from all backgrounds, they have gone through a rigorous training and they are ready to do anything to pay the Nazi back and secure the future of their nation.

Goals: Nazis persecuted us and killed millions of our brethren. Now the time has come to give back them some of the terror we felt during Shoah.

Ideals: Mossad operatives are patriots enraged by the near-extinction of their nation. Their icons are those few Jews who took arms and fought for their lives instead of letting SS imprison them in the concentration camps. They are taught to remain active and fight regardless of the odds.

Methods: All methods are good to complete the task and Mossad does not care how many bullets are used to kill a target. However, they also believe that revenge is often best served cold. If possible, they will try to kidnap their target and transfer them to Israel for a trial. If not, they sometimes try to scare their prey and let him live his last hours in fear rather than assassinating him right away.

Influence and resources: Israel can't provide their agents too much, but Mossad operatives can always count on the help of all Jews around the world. Even though Mossad does not officially exist, it does not take a genius to know who a young Israeli diplomat asking questions about a known war criminal really is.

About other organizations:

Ahnenerbe: Madmen who tried to steal the knowledge of Cabala. They failed – one does not meddle with the magic unless prepared to pay the price.

Argentinean Tourists: We were worried that we will have to go to Argentina to find them.

CIA: Friends and allies, but better if they know nothing about our actions. They care much more about their country's position than about the justice.

Gehlen Organization/BND: Why CIA lets them shelter war criminals? We leave them alone. For now.

GRU: We are not convinced that they are truly our enemies. However, one thing we know for sure is that they are not our friends.

KGB: They arm Arabs against us and pretend they have

nothing to do with it. They are our enemies even though they hunt for Nazis just like we.

OdeSSa: Those who help killers are just as guilty as the killer itself.

Ragnarok: Poor souls. Putting them to sleep may be the best thing both for them and for the world.

Rittern von Walpurgis/Thule Gesellschaft: There used to be Thule Society, but I thought they were dissolved long time ago. Why do you ask?

Rote Nazi: Who?

SIS: Our only real allies in the secret service world. If only they knew about us, of course.

STASI: KGB puppets.

ODESSA

Founded right after the end of WWII, Organization der ehemaligen SS-Angehörigen (Organization of Former SS Members) did its best to protect ex-SS members from prosecution by Allied tribunals. Using its influence among diplomats and vast financial resources of SS, OdeSSa managed to create several safe routes from occupied Germany to South America, Middle East and Switzerland, allowing thousands of SS war criminals to escape justice.

Members: All members of the OdeSSa network are former SS-mann. Often well-mannered and educated, they are known for their feral brutality and lack of moral restraints when their fellow SS-mann or their own lives are at stake. The death of Hitler and the following hub for SS members caused OdeSSa network to stick even closer together, making it very hard to infiltrate.

Goals: Keep all SS members safe. Make sure that they will not be pursued by anyone. Help build the IV Reich, but only if a real opportunity presents itself.

Ideals: Most members of OdeSSa believe in a twisted form of friendship and camaraderie that supposedly exists between all SS-mann. They are also Nazi to the bone – they strongly support the belief of the Aryan race's superiority, and in the necessity of wiping out the Jews once and for all. Needless to say, most OdeSSa members are also vicious anti-communists, blaming the Soviet Union for the fall of III Reich.

Methods: OdeSSa methods are similar to those of rats – they prefer hiding and fleeing, but will fight to death if cornered. They try to stay clear of other organizations' conflicts, concentrating on the safety of their own members.

Influence and resources: OdeSSa, while not as powerful and intelligence agencies, have an access to a surprising amount of resources. Financial side of the organization is supported by hidden SS treasures and political influence is gained through ex-Nazis now in power who were either blackmailed or convinced to help OdeSSa smuggle people out of Germany. While not interested in magic and other

supernatural activities, many people saved by OdeSSa were former Ahnenerbe collaborators or victims. While their knowledge is often limited and they have no access to Elder Signs, they often know enough to defend themselves if attacked by supernatural beings.

About other factions:

Ahnernerbe: They dwell in books and libraries when it was the time of steel. They failed our Fuhrer when our friends were dying on the battlefields waiting for their Wunderwaffe to bring the final victory. We do not like them, but we and them are all that is left from the Third Reich.

Argentinean Tourists: We helped them to run away and now they are trying to get back. Are they crazy?

CIA: Resourceful and ambitious. We're glad that they are so busy with the Russians.

Gehlen Organization/BND: They serve those who betrayed our Fuhrer. Good that we have planted a few people among their ranks.

GRU: Deadly and vicious. They are too concentrated on the NATO though. This lets us smuggle out many true Nordic scientists away from their reach.

KGB: Communist brutes.

Ragnarok: They lost hope. We pity them.

SIS: We are sure they know about us. Too often the people we tried to smuggle out disappeared only to show up some time later in London. There is someone among us who spies for the British. The question is: who?

STASI: Traitors with no honor. How dare they call themselves Germans!

OFFICE NINE

Created at the end of World War Two Office Nine was set up to study and research the scientific endeavors and projects Nazi scientists were working on during the war. As a side project Office Nine received several of the files and research notes concerning the Sixth Testament and have set up several departments in house to study and research the tome.

Office Nine recruits its members from the various military and law enforcement agencies in Berlin to control, investigate and find elements of Nazi Science and Sorcery. They often also eliminate rivals and cultists who are involved in the various plots and studies of the book. This leads them to perform breaking and entering, snatch and grabs and assassinations amongst the civilians and rival organizations they suspect as knowing too much or searching too deeply into the Kotothian mysteries.

The upper ranks of Office Nine answer to British and American Intelligence agencies, such as the CIA, but also have extensive contacts with the other side especially the

Stasi. Office Nine is not above working with the Soviets and their lackeys in order to prevent the wrong mythos texts and knowledge from finding its way into the hands of heretics and cultists. However, the heads of Office Nine tend to understand less about the situation than the actual field agents and conscripted recruits working the streets and dark alleys of the city of Berlin.

Members: Most members of Office Nine work for either the British or America military or intelligence community, others are recruited off the street as they become involved in cult activity and mythos events. Those who research Kototh and the Sixth Testament too deeply will undoubtedly receive a visit from Office Nine. Be it an assassin or a recruiter really depends on those researching the subject.

Goals: To recover all Nazi Science, be they weapons, medicine or insane inventions. As a side effect Office Nine also fights against the supernatural elements Hitler accidentally released to Berlin in the 1940s.

Ideals: Rather optimistic outlook on the world. Most agents, despite knowing that the truth they were raised to believe is a big lie would still fight and die for their personal truths. This means most are unrelenting in their crusade to rid the world of dangerous mad science and sorcery. Others are only looking for a means of power and wealth.

Methods: Office Nine is a secretive agency that relies on infiltration, careful investigation and when the time calls for it direct intervention, interrogation and intimidations. They are not about making problems disappear and seem to take many of their “official solutions” from their Eastern counterparts.

Influence and resources: Office Nine operatives can occasionally call upon their parent agencies for resources, back up and research aid, but usually they are left in the cold with minor financial and political support so the governments of England, the United States and West Germany have complete deniability on any actions they take. They are heavily involved in the black market which helps the local cells get the paperwork and equipment they need.

About other organizations:

Ahnernerbe: They have many secrets we will unravel. The truth and justice will not be denied.

Gehlen Organization/BND: Upstarts. Can’t really trust them, but at times we have to.

GRU: You see, that’s how you do it. Complete fear.

KGB: There is a fine line between spies and mobsters. Apparently the KGB never got that notice!

OdeSSa: OdeSSa has committed many crimes and we are left with their mess. Fortunately, everyone is after them.

Ragnarok: Never understood the concept of doomsday cults. Why end the world and ruin it for everyone? There’s a bridge, have fun.

SIS: These guys get pretty scary, fortunately I know more than they do, I have a bigger gun, and I’m a better shot.

STASI: We look at them as our rivals. But truth be told, these guys are inspiring in the fear the cause, the surveillance they do. With their files we could find every cultist in the city. Over the weekend. And a beer.

RAGNARÖK

Members of Ragnarok have felt the touch of Kotothian gods and twisted magic of the Elder Signs. Some of them are experimenters from the Ahnenerbe Institut who have gone too far, some were Ahnenerbe researches which have gone mad, others are former victims of those experiments or simply homeless, destitute Berliners with nothing to lose but their lives. They have only one thing in common: they want the end of this world – now.

Members: Ragnarök counts about 200 creatures living in and under the whole Berlin. Their origins and backgrounds may vary, but they are all under the influence of Kotothian magic. They are often terribly disfigured; some of them can barely pass as humans.

Goals: The goal of Ragnarök is the destruction of this world by breaking the Elder Signs and letting the Things From Beyond into our world. Some members of Ragnarök share Ahnenerbe belief that Kotothian gods are really two beings from the Nordic pantheon: Fenrir and Loki.

Ideals: For the better educated members of Ragnarök, the destruction will be also the beginning of a new, better world. However, most others do not care. They have suffered so much, they have lost everything and they want others to suffer just as much.

Methods: All means are good to capture Elder Signs. They favor magic and brute strength to subtle intrigues. They will not keep from mass murders, attempts of mind control or trying to start the WWII if only they feel that will bring them closer to their goals.

Influence and resources: Ragnarök has only little resources to use, mostly achieved through thefts and robberies. Their only strong point is their occulting knowledge, and the books and artifacts they stole from Ahnenerbe Institut and SS during the Stunde Null. They often hide them in the ruined buildings or in forgotten underground stations.

About other organizations:

Ahnernerbe: They have the knowledge, but lack the strength to do what is right.

All other factions: They’re of little importance. We let them play in their little games... until the time is right.

RITTERN VON WALPURGIS

Rittern von Walpurgis started as a small society of Nordic occult researchers from southern Germany called the Thule Gesellschaft. Initially stout supporters of Hitler, they soon severed their ties to him while remaining strongly pro-Nazi. Persecuted by Himmler who was one of Ahnenerbe members and feared any magician competition, the organization was seemingly destroyed. What it really did was going underground.

Story factors: Use this organization as an ultimate enemy, elusive and patient. It may also play a role of a “false ally”, helping PC's get rid of some other Nazi organization. While most other post-Nazi organizations are relatively well-known, the Rittern remain well hidden, preferring puppets, other organizations and magic to work for them instead of taking any personal involvement in the course of action.

Members: All Rittern are pure Aryans. Most of them are former Prussian junkers, Gestapo officers and SD (SS military intelligence) operatives. Most of them are skilled sorcerers, with their apprenticeship done well before the WWII among the ranks of Thule Gesellschaft (the Thule Society). Currently there are only 44 Rittern – a magic number considered lucky by the Rittern. 32 of them are members of the Outer Circle and serve only as pawns for the 12 most powerful sorcerers who form the Inner Circle of the organization.

Goals: Ruling the world from behind the new Fuhrer of the Fourth Reich.

Ideals: Nordic Race is too powerful to let the lesser people take advantage of them for long. Soon, the Fourth Reich will rise. Rittern however, recognizes the failures of Nazi system and weakness of most of Nazis. Their plans include elimination of all former Nazis and creating a whole new group of the Fourth Reich supporters, untouched by the Third Reich ruler's deficiencies.

Methods: Rittern von Walpurgis care a lot about the secrecy of their operations. They use their vast experience in secret operations to keep themselves hidden from the eyes of all other organizations. Even those Rittern operations which were compromised didn't lead to the organization itself – most of the times it was rogue Ahnenerbe members, Soviets or CIA who took the blame. Though they do not restrain from using magic when necessary and their plans for world domination include Kotothian gods, they remain extremely cautious while doing it. The failure of Ahnenerbe, though it was borne from their overconfidence and poor preparation, is enough warning for the Inner Circle to keep their spells relatively inconspicuous and to avoid the most powerful rituals until the time is right.

Influence and resources: Rittern have a vast network of informers, often convinced that they help someone else: KGB, the US military or the Gehlen Organization rather

than the Rittern. Many leading politicians both from East and West are their unsuspecting puppets. If given enough time, the Rittern are able to get their hands on almost anything they might need.

About other organizations:

Ahnenerbe: They should return to their Institute and theoretical researches where their place was from the very beginning. Their work should be used to create the Fourth Reich, not to heal their harmed egos.

Argentinean Tourists: Interesting. We will certainly recruit some of them to serve our cause if only they didn't have any strong ties with the old Nazi failures.

CIA: Those who are Aryans should be tricked to work for us. Those who don't must disappear.

Gehlen Organization/BND: If they only knew what we have done to their leaders...

GRU: They have compromised a few of our plots. Good they blamed CIA instead of us.

KGB: Some day all KGB members will be put near some wall and shot. This is about all they deserve.

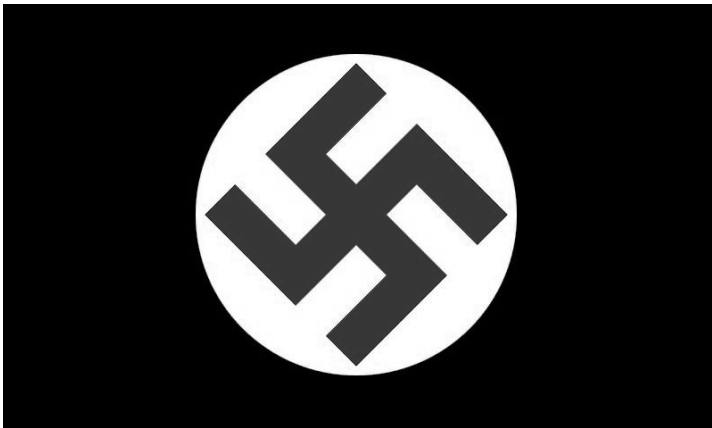
OdeSSa: They try to run away from their own weakness and mistakes instead of facing them. They have some uses for now, but their members will be dead the day we will no longer need them. Otherwise they might spread the weaknesses of the Third Reich into our future creation.

Ragnarök: It seems that there is only a short way from being an Übermensch do Üntermensch. Ragnarök has gone mad and poses a threat to our plans.

Rote Nazi: While they seem to have similar goals to ours, there can be only one power behind the Fuhrer. We will do our best to make the Rittern behind the throne. Rote Nazi will either be subdued or it will perish.

SIS: British aristocrats. We will let them live on their island and will take care of them once we'll be done with everyone else.

STASI: Their large network of informers is very tempting. However, our successes in gaining influence among Stasi operatives are very limited. There is some power behind the scenes that hinders our operations there, but we still don't know who they are.



ROTE NAZI

After his December 16th 1916 murder the Kotothian sorcerer known to history as Grigori Rasputin fled to Germany where he hid amongst the occult societies and guild forming in the days of World War One. He and his followers eventually became integral to the formation of the cult of Skarra and its role in Nazi Germany. After Rasputin's ascension (or more likely sorcerous mishap that sucked him into Yomi) members of his circle began a slow infiltration into Soviet Russia. Unlike Rasputin, most of his circle were indeed true Nazis and used the powers he taught them, primarily the spells of clone and simulacrum, to escape the defeat of Germany in 1945 and hide in the Soviet Union as their military training had prepared them to do.

In the early 1950s many members of this circle returned to East Germany as part the Soviet occupation force. Using clones and simulacrums created from the sorceries the circle, now calling itself Der Rote Nazis (The Red Nazis) seek to return Germany to its former glory of Nazism through the use of mystically animated, created and cloned soldiers. Dedicated to the chaos promised to Kototh and the secrets taught to them from cultists of both Duetre-Al-Asib and Tark, the Rote Nazis have heavily infiltrated the Stasi and other agencies with their infiltration trained agents, their simulacrums and their clones.

Story factors: Rote Nazi can be used as an ultimate, highly magical enemy. They often act pretending to be East secret service operatives, often letting those organizations take the blame for their actions. This is an excellent opening for a short detective campaign in which East German players try to find out why Eastern intelligence agencies are at each other's throats.

Members: The true membership of the Rote Nazis is extremely small, perhaps a dozen or so mystics. However, these mystics know the highly powerful spells of Clone and Simulacrum and have a vast network of Soviet and Stasi infiltrators that work for them that have no idea who they actually work for. In addition, a number of ex-

Wehrmacht NVA officers actively support them and the growing ranks of neo-Nazis in Germany provide them an ever refilling source of thugs, scapegoats or agents. It is not uncommon for the Rote Nazis to have a Sand Dwarf working with them.

Goals: The Reunification of Germany under the Nazi banner to include the destruction of the Soviet Union. Few in the organization actually know Kototh's bargain to destroy the earth, but those that do are also slowly working toward World War Three, which most members actually believe will provide the best chance for Europe to unite under one common banner. A Nazi banner!

Ideals: Rote Nazis are strongly anti-communist, but instead of believing in the coming of some Fuhrer, they try to form an oligarchy of the most powerful Nordic sorcerers.

Methods: The primary method of conversion for the Rote Nazis is to get genetic samples of a target, clone them with either the Clone spell of the Simulacrum spell and then replace the one the replacement is ready.

Influence and resources: With such strong ties to the KGB and Stasi the Rote Nazi can actually pull in a number of resources, financial, government and military alike. Through their connections with the neo-Nazi movements they have strong connections with the black markets and street crime organizations.

STASI

Created in 1950, Staatssicherheitsdienst (State Security Service) is an East German intelligence organization created and supported by several KGB advisers. Known for their extreme effectiveness, wide network of informers and the best European department for supernatural investigations, Stasi is still held in contempt by most other intelligence organizations. Accused of treason and distrusted even by their masters, Stasi works hard to prove itself for KGB and entangle all Germany in a net of informers, spies and double agents,



hoping to help reunite Germany as a truly communist country.

Members: Stasi officer backgrounds are very different. Some of them are old German communists who made it through Hitler's persecutions. Some are former Nazi officers and some are young party activists, trained in KGB facilities.

Goals: The main goal of Stasi is to bring down the West

German government, giving a possibility for the East Germans to take control over the whole country. They also do their best to keep East Germans in a state of submission to the communists. While they spy practically on everyone excluding Russians, most of their operations are aimed against their arch-enemy Reinhard Gehlen or East German democratic opposition.

Ideals: Many of them believe that it is Germany which is a cradle of communism, not Russia. Uniting Germany under the German communist rule would open the way to a true, well-organized communist revolution that would eventually engulf the whole world.

Methods: Stasi is all but not methodical. They rely on a vast network of informers and spies (there is at least one Stasi informer in every East Berlin tenement house) and use their excellent signal intelligence units to gather all necessary information before they move in. They have little reservations when it comes to violence, but they prefer to surround their enemies with a large number of informers and simply watch all his moves over to taking him out.

Influence and resources: Stasi's resources are second only to the Allied intelligence agencies. Besides the usual abilities such as access to large quantities of money and armament, it is rumored that Stasi has a top-secret department led by adepts of sorcery and specialized in pursuing the knowledge lost during the WWII. Some major Ahnenerbe members are thought to be caught by Stasi and tortured until they gave away the secret of Kotothian Gods to Stasi.

About other organizations:

Ahnernerbe: Keepers of secrets. Others may think they are broken and not important. We know better.

Argentinean Tourists: They are coming back right into our hands.

CIA: Puppets of the international capital.

Gehlen Organization/BND: The only real threat we face. They don't see that it is the communism that will be the future of Germany.

GRU: The harder we try to do our job, the more they hate us. Are they communists at all?

KGB: They think they made us. They have no idea that we are already much better than they will ever be.

OdeSSa: Nazis on the run. We will catch them and bring to People's justice!

Ragnarok: Much more dangerous than they appear. Our people inside them tell us that they are much closer to achieve their goal than anyone could suspect.

SIS/MI6: They fail to see their own limitations. Their pride and elegance will be their doom.

MILITARIES

US ARMY

The US Army Berlin Military Post, later known as the US Army Berlin Brigade, is the main Allied military force in West Berlin. The garrison's strength varies depending on the current political situation, but the US Forces in West Berlin usually consists of some three thousand military and police personnel. Their mission is supported by a British garrison of an equal size and a little smaller French unit from the 11th Armored Reconnaissance Troop (later renamed to the 11th Regiment de Chasseurs a Cheval).

Members: US Army Berlin Military Post is manned in a similar manner as other US Army bases. Most US soldiers are volunteers. The reasons for enlisting vary from helping protect their country from Soviets to willing to get a job with a steady paycheck to seeing the world.

Goals: First, help Germans rebuild the city. Second, combat crime, especially black market gangs - this task is later taken over by the West Berlin police. Third, find any Nazi war criminal and bring them to the justice. Fourth, maintain a military presence in West Berlin, deter aggression, counter wide-spread civil disturbance and defend the city against a possible Russian takeover.

Ideals: Essentially, US Army personnel are bound to help Germans living in the city rather than rule or persecute them. Despite the recent end of WWII, most Americans perceive Germans as allies rather than enemies.

Methods: US Army is bound by the international agreements and no one – not a person – can break those set rules. All troopers in Berlin know the agreements to the letter and they are encouraged to exercise the laws they are given by the international agreements to the fullest. However, they may not bend or break them. As the result, US soldiers only look helplessly and watch a man being shot by East German border guards and let him die on their eyes only because he lies two meters from the borderline. The same men would receive full shelter and best medical assistance if only he got an inch across the border.

Resources: US Army is the best-equipped organization in West Berlin and one of the most influential. If necessary, it can get anything needed to complete its tasks short of nuclear-grade weapons. The most spectacular show of US abilities was effectively breaking the Berlin blockade using US military transport planes to feed and heat over million civilians for almost a year. This makes also any reasonable requests of US Army personnel quickly fulfilled by German authorities.

BUNDESWEHR

Officially created in 1955, Bundeswehr is West German military trying hard to sever any ties between it and its infamous predecessor: Wehrmacht. Contrary to Soviet and East German propaganda, Bundeswehr is one of few West German institutions actually free of Nazi influence. There are no Bundeswehr units in Berlin and no Berliners are drafted, but there are usually at least few dozen off-duty soldiers visiting their families in Berlin every weekend.

Members: Bundeswehr privates are young draftees from West Germany. Most of them are too young to be in Hitlerjugend or in any Nazi-related organization. Their officers however, have usually at least some combat experience they gained in Wehrmacht during the WWII. None of them however, was a member of NSDAP and those officers known to have strong ties with the Nazi regime haven't become a part of Bundeswehr.

Goals: First, defend Germany against possible Soviet aggression. Second, defend the West German constitution. Third, help unify Germany if there is a real chance for that.

Ideals: Bundeswehr privates and NCOs are usually interested mostly in ending their service alive and getting back to their families. Their officers however, work hard to gain back their honor they lost serving for years as Nazi pawns and will sacrifice everything only to do it.

Methods: Bundeswehr is very careful not to break any laws, regulations, or international treaties. They try not to meddle in politics or any other social activities beside those directly related to the military. The shadow of war crimes Wehrmacht did in their time looms over Bundeswehr officers all the time, making them twice as careful when dealing with politicians.

Influence and resources: While not as vast as those of the US Army, Bundeswehr is a quite capable fighting force all by itself. Of course, since Bundeswehr does not have any garrison in Berlin, there are very little resources a Bundeswehr soldier could call upon there. In those rare situations when he may need some help in West Berlin, he should rely upon Allied Berlin Garrisons and the West Berlin police rather than on the support of his own military.

RED ARMY

The Red Army is the largest fighting force in the world. While the WWII and the Stalin purges caused the Red Army millions of lives, it finally got the upper hand and made its way to Berlin. Once poorly equipped and poorly led, the Red Army is now the most battle-hardened and experienced military organization in the world. It is also the only organization in the Soviet Union which is at least partially sheltered from the influences of KGB, though not the Party. There is a permanent Soviet garrison in Berlin

which serves as barracks for some 15,000 Soviet military personnel.

Members: The Red Army soldiers are draftees from all the Soviet Union who have to serve in the military for three years. No able-bodied man over 18 can avoid it unless he is a son of a senior party member or enters KGB instead. Their knowledge of the outside world is very limited and they draw it mostly from personal experience or their political officer's talks which, of course, tell them exactly what the Party wished them to believe.

Goals: While most Soviet high-ranking officers know that their ultimate goal is to start and win the WWII, most lower-level officers, NCOs and privates honestly believe that their only goal is to defend their Rodina (Motherland) against Western aggression. They and their families were exposed to the onslaught prepared by Hitler and performed by Wehrmacht and SS, and all of them are strong supporters of keeping Germany weak and divided, so they would never pose a threat to the world again.



Ideals: While some of Red Army soldiers are true communists or GRU agents, most of them are just simple townsfolk and farmers who just want to get back home. However, they will not willingly betray their country or comrades – they know the price their families and friends back in the country will pay for their treason.

Methods: The Red Army is known for its disregard to their soldiers' lives. After the bloodbath of the WWII, no one cares about the losses as long as the operation ends in success. This also means that the Red Army does not believe in limited conflicts or keeping weapons tight. If called to quell riots, Soviets are known to use tanks and machine guns rather than tear gas.

Influence and resources: The Red Army influence in Berlin are vast, basically all East German authorities are at their bidding. The only exception is KGB, which is reluctant to help their greatest opponents in the internal Soviet power struggle and help only if directly ordered to by their superiors.

NATIONALE VOLKSARMEE (NVA, National People's Army)

Nationale Volksarmee is the Soviet-dependant East German military. Officially, Nationale Volksarmee was founded in 1956, shortly after Bundeswehr in order to cope with the “reborn Nazi threat” of the West German imperialism. Soviets were initially reluctant and worried about creating any German military units, fearing that it would soon lead to the birth of the Fourth Reich, but founding Bundeswehr left them little choice. Most NVA soldiers however, are used as border guards rather than shock troops.

Members: Nationale Volksarmee, unlike most other Soviet bloc armies, relies on volunteers rather than on conscripts. While this keeps their number low, it also means that most privates and NCO's truly believe in the communist ideals and the positive role of Soviets in the reconstruction of Germany. The officers however, are quite a different story – many of them are disillusioned Wehrmacht POW's who were given a choice: return to East Germany and serve as NVA officers or remain in GULAG. They do not like Soviets and many of them secretly wishes them ill, but they also know how powerful the Soviet Union is, and feel that all resistance is useless.

Goals: Officially, Nationale Volksarmee exists to defend East Germany from the West Germany's invasion and to protect the achievements of socialism against any outside aggression. The truth is, however, that the main role of NVA is keeping East Germans from escaping to the West. About 30% of NVA personnel serve in the border guard (Grenztruppen). In Berlin, they man East German checkpoints, patrol the border in order to prevent escapes and

run document controls near the border.

Ideals: Privates believe in the bright future communism will bring and in the inevitable fall of Western societies which they treat as inferior and declining. Their officers however, serve Soviets out of fear rather than loyalty. Many of them have spent years in the Soviet GULAG, an experience not unlike to being a prisoner in a German concentration camp. They believe in nothing but the law of the stronger. And in 1961, the Soviet Union is the strongest power in the world.

Methods: NVA relies on unquestioningly following the commands of their superiors and extensive written instructions. Complete obedience is the single most important trait in every soldier. While most of NVA personnel do believe they are doing something good, this does not stop them from shooting and killing their own country's citizens for trying to flee to the West in hope of better life.

Influence and resources: NVA lacks resources and its influence is minimal for an organization of this size. Most of their equipment is second-hand Soviet rifles and gear, with only a few tanks and airplanes. As for the influence, in Berlin NVA may count only on the support of Stasi and occasionally the Red Army. There are few people who willingly share their information with NVA – and those who do it are usually Stasi spies, too. Others hate and fear them.





PLICATION



Chapter Three

Mythos



KOTOTH AND THE MYTHOS

There are many lesser servants of the star spawned evils of the universe. Great Cthulhu himself is a servant of a greater power, and even that power serves a more powerful master. In turn, Great Cthulhu is served by his followers, the deep ones and the Star Spawn of Cthulhu.

Amongst the ranks of followers exists a powerful demon known in ancient tongues as Kototh, the Word of Chaos, The Watcher, Bleeder of Death. Like many of the elder things of the universe, Kototh is caught in an eternal slumber awaiting revival in the days that Great Cthulhu will awake and dominate the worlds of man and much more.

Kototh, unlike many of the other slumbering beasts of chaos and evil, is aware of his slumber and his dreams and psychic powers are great enough to breach the barriers barring him from the mortal realms. From his sleeping husk he reaches out through his blessed artifacts and the poems of his sorcerous alchemy and equations. It is in his writings that the secrets of his birth, slumber and the awakening of the dark ones are hidden, and his most infamous writing is the Sixth Testament, an arcane and twisted translation of the Necronomicon that predates most known copies. The Sixth Testament is altered beyond the boundaries of the “normal” variants of the Necronomicon and is infused and crossed with many other pantheons and religious concepts, symbolisms and parables, including modern day Christianity, Norse myth and savage jungle religions and Voo Doo cults.

It is through these cults, practices and copies of his work that Kototh reaches the minds and souls of mankind and reshapes them to be his avatars on earth to achieve his ultimate goal, the awakening of his master Great Cthulhu.

THE KOTOTHIAN PANTHEON

“We shall see that at which dogs howl in the dark, and that at which cats prick up their ears after midnight.”

-H.P. Lovecraft

JOHANN FLASHED BACK TO THE PRESENT. That which played with his mind, continued to do so. He felt as if he had lived many lifetimes, feeling as if he could see beyond the beginning of time. The flood of images he was receiving, images of death, destruction, and utter madness, was terrible, and was filling the cells of his nervous system to the point of breaking.

And then it was over. Everything!

He ceased to be. The thing, which he assumed was the Dark God, had finally enveloped him in its loving embrace. As the tendrils penetrated his flesh, they tore his humanity from him, and within moments, all that was once Johann, was something else.

He was something that lurks the shadows, and hunts in the name of its divine master.

THE KOTOTHIAN PANTHEON

The following sections deal with the Kotothian Pantheon and Kotothian Gods as detailed in the Sixth Testament.

Time and space are as fluid as water in some corners of the cosmos. Both time and space neither or always exist, conflict, constrain and mate as a gruesome growing chaos. But as with all forces there are few, but yet powerful, laws of universal existence. Everything is a reaction, a cause, a means of change.

And that is how the universe forms, ebbs, flows and dissolves. Created by the absence of existence and intangible by the fullness of its bosom, the universe coexists with nothing, everything and others all at once. Created for reasons unknown and unknowable, life and space and time are tools of those known as the nodens, the pateons, elders, gods, angels, beasts, daemons and many other names from many other myths, religions, beliefs and cultures. They are the creator of the human mind and dream and yet created by human thought. Birthed by its own children. The law of the universe is chaos, and chaos is an unbreakable law. For even beyond the power of chaos names and signs, chaos angels and gods there are even more powerful primordial powers. The intelligences, the thoughts and the souls of the living and yet the dead universes of eternity. These so called high gods create to destroy, destroy to create.

They exist in a state of continually maddening games of creation, control and time. No one quite understands why they are, how they are, where they are or even what their goals are. Not even those that were their chief servants, titans capable of bearing the pain and heat of the heart of living stars. Mythic giants of such power that their very touch was as deadly as atomic warfare, the breath of their nostrils like hurricanes, their sight like the freezing cold touch of the vacuum of space. Even their blood was trans-dimensional power itself. But these lesser gods who served the creators, the nodens and more, were often dismissed, destroyed and left abandoned on mere whims.

Of these exiled titans, the one known in the human tongue as Kototh, the dark one, the unexisting, was banished into

eternal slumber as the vanguard of Great Cthulhu with his horde of followers to a place where time and space were fixed and flowed more by order than by chaos. But to a place where chaos still dictated day to day existence. For the first time ever these exiled gods knew rain, fear, cold and pain. They knew loneliness and they knew the loss of power. Waking into an eternal sleep, Kototh and his followers were driven mad with weakness and isolation. The beings of the dimensions they now roamed could not even face them without being driven mad.

Though it will take eternity, the members of the Kotothian Pantheon seek to usher in the age of R'lyeh through their elaborate cults, rituals and followers. But long ago, after their fall, the slumbering chaos servants found the secrets of magic and how to channel their limited power through it to the mortals who are in their service.

Seeping through the cosmos in forms of mutation inducing chaos energies, the Kotothian gods find followers and bless them with power and knowledge, creating chaos and discord in the process to incite mankind to war. To scour the globe for the means, riddles, spells and artifacts to awake their sleeping lord Cthulhu. Each Kotothian god competing to free themselves from the mortal prisons they are entombed in, the tomb of the human mind, heart and soul, in order to be the first to awaken their sovereign. As they set the world ablaze they also wage war against themselves.

Through these magics the exiled gods could interact with the mortals of this new plane. Though more often than not those mortals chosen for such contact were slowly driven mad and few mortals could handle the spells Kototh and his followers needed them to learn in order to help them escape their waking slumber. For eons Kototh and his kind, banished to earth, have tried to regain their immortal power in order to destroy their lord's prison and return him to his throne and rejoice.

THE KOTOTHIAN GODS

The Kotothian gods are those servants of Cthulhu who have a direct tie with the Sixth Testament, the sacred words of entropy scribed by Kototh and countless retranslated and combined with other magical and occult works until it inherited its current incarnation and name. These so called gods numberless as they represent so many different impossibilities that there are an infinite number of possible varieties. But there are several key Kotothians, primarily Kototh himself and his dread chaos brothers. Each Kotothian god is limited in power and influence while bound to the sleeping curse that dread Cthulhu abides in, but through dreams, incantation, possession and communion

they can influence those who perceive the mortal realms, dreamscapes and alien landscapes differently.

Most of these touched mortals are incredibly insane or soon will be. Some are special, touched by the balance of law and order. These law-touched include shamans of primitive tribes, especially those in the dark corners of Africa, the steppes of Asia, the outback of Australia and the deserts of the middle east.

When a mortal encounters the essence of a Kotothian god he or she is changed forever. Those who delve too deeply on Kotothian god influences and magics may eventually be consumed by madness, death or a fate worse than death.

There are six key Kotothian gods of the Kotothian Pantheon. Kototh himself: the unnamed, the prince of exile, the lord of un-existence, the black tongued, the many dead and the thief of light. He is the king of the Kaozl and the Earth Folk. He is the patron of many cults, including the Rote Nazis and the Sons of the Dagger. His domain of control is fear, betrayal, corruption, insanity, earth and love. All realms he manipulates and abuses through his writings, poems, spells and dreams in order to serve his dread lord.

In the ancient Sumeria world he was Nergal, in Babylon he was called Tiamat and in Egypt he was known as Apep. It was his priests who authored many of the funerary rites for the Egyptians, enabling some to overcome death, life and afterlife alike. The ultimate corruption of the mortal realm is undeath, the state of neither death nor life. He is the chief rogue Kotothian god, hunting many of his fellow deities and their followers, ensuring that it will be he and his cult that awakens his slumbering lord. Though he is the name by which the pantheon is known, he is not considered by many of the other gods (or at least their followers) as a true god, because there are times he rage revels in the exile and his hatred for his former freedom is almost as great as that for his imprisonment. Many scholars of the occult and mythos believe he is actually and incarnation of Great Cthulhu himself, especially with the similarities in names.

The next most commonly known Kotothian god is Sarn, lord of words. Known as the prince of truth, the great speaker, he who controls and the true word he is revered as a creator god, betrayed by his creation and imprisoned in another god's creation. His followers crave to release him (and him alone) from his waking slumber so Sarn can recreate his perfect existence, one that is so alien to human thought that those followers who have glimpsed it in their dreams have gone delirious with insanity. Though driven insane by these visions, they often become obsessed with

it, not realizing that their role in Sarn's perfect creation is non-existence or that of soulless wraith hounds. Sarn rules over the thought of the mind, the words of language, communication, fire, stars, suns and travel. He is also the patron of torture and the creator of human lycanthropy and vampirism. To the Incas he was known as Pacha Kamaq, and in Egypt he was called Ptah.

For some odd reason the third most revered (or reviled) Kotothian god may not even be a true member of their species, though he is definitely counted amongst their number by mortal followers. Tark may or may not have been Sarn's first human follower, but now he is revered as a grand spider god. He is patron of the color red, breeding, mutation, child bearing, fertility, pain, night, torture, dreams and stench. Tark is said to be the one Kotothian god who is not truly in a state of wakened slumber, but instead is bonded from mortal soul to mortal soul. In truth, if there can be any where these gods are concerned, he is nothing more than a myth, a creation of man and a real one at that. So powerful is his myth that he is true, as true as the light of the sun. Kototh hates Tark more than anything else, or so say Tark's cultists. He is known by many different names. In ancient India he was known as Yama, in ancient Greece he was called Archons while in South America he was referred to as Hobnil the red son of Bacabs and among the Native Americans he was revered as Sint Holo and Nah-Too-Si. He is served by those known as the Red Brothers, members of the Rote Nazi (despite their loyalty to Kototh) and the ghost like Sta-au, as well as many breeds of mutated, damned and dire spiders.

Duetre-Al-Asib, or the demon in dust, is a rarely recognized deity but perhaps the most powerful of the fallen servants of Cthulhu other than his brother god Kototh. He dwells legendarily under the dunes of the great desert, though he appears in the myths and legends of many desert dwellers by the same name. These include tribes of nomads in the Gobi, the Sahara and even the Mojave. Many occultist researches think it is odd that even across these great distances and time, that cultures who have never met or even heard of each other share a deity that is almost 100% identical in history, legend, description and myth. It is Duetre-Al-Asib, father of the scorpion, king of sand, prince of wind, harbinger of thirst, the deceiver, the profane, who is reportedly responsible for the large portions of the original manuscripts that would become the Sixth Testament, the most comprehensive tome on magic, mythology and all things Kotothian. Though it is more commonly believed the tome is written by a series of his priests, some insist (mainly his priests) that Duetre-Al-Asib himself wrote this book. Though present in most desert cultures list of gods and myths, he is a rarely heard, written about or spoken of god. His followers believe he

hears his name when it is said, and one day it will awaken him from his wakened slumber and he will regain all his power and on that day he will devour the world, first the flesh of his followers and then with sand and fire he will consume the cosmos while his faithful are safe in his belly. Odd accounts, considering these gods are all servants of the Great Cthulhu.

Duetre-Al-Asib is also revered by members of the Rote Nazis who see him as the father of their simulacrums and clones.

A former god of law and order, Chronos was betrayed by his fellow high gods and condemned to guard the magic and keep these gods at bay in the mortal dimensions. Defeated by the five Kotothian gods, Chronos, former god of time, water and guardians, was broken and shattered by Kototh and Sarn who began to consume his flesh and then splintered his body throughout the mortal cosmos. His pain, the betrayal and the crippled flesh he was left with drove Chronos to the brink of insanity, or whatever insanity a true god knows. Stripped of power and left in the awakened slumber like the five other gods, Chronos became a Kotothian god himself. With the remains of his true god powers he bred his daughters and hid away from the other five, indulging himself in his incestuous ceremonies, rites and escapades. Fragments of his body are uncovered from time to time and through these artifacts he has gained followers, cults and legends. His legends, those of a dead god reincarnating oneself to save his own or others, are found in many major myths and religions, from Christ and Lazarus, to Osiris, Adonis and even Prometheus.

Chronos is the patron of time, honesty, rebuking, retribution, incest, imprisonment and hatred. He prefers to channel his powers through women, the androgynous or those who involve themselves in immoral and incestuous affairs.

The last major Kotothian god is Hecate, mistress of the hunt also known as Illuwater the maiden of pain. She is the goddess of mating, hunting, blood, feasting, stealing and cats. She is also patron to murder, assassination, torture, bondage, curses, Cannibalism, infanticide, fratricide, marriage and self mutilation.

Her servants are great beasts, cats and wolves alike. Her followers dwell in the woods, living savage and untamed lives dressed in furs and living on the raw flesh and blood of the hunt. She and her cults have a strained relationship with Sarn and his followers and some branches of both cults believe an offspring of the two can and will create the gate that will lead to the awakening of Mighty Cthulhu. Others believe their offspring will spell the certain doom of all life and creation as a whole. Kototh's

cults and his priests fear the binding of Hecate and Sarn will spell the defeat of Kototh as the most powerful Kotothian god and therefore they are relentless in their pursuits to destroy any and all temples, shrines and idols dedicated to her.

Hecate is the mother of monsters, also called Napi in Native American mythos, the Norns in Norse, the Old Crone of Celtic mythos and also the Master of the Hunt in the same pantheon. In Egypt she was revered as Bast while the Japanese called her Amaterasu. It is her daughter and lover Iza-Nami that guards and rules over the beasts of Yomi. Hecate's chief mate and champion is the lesser exiled wolf god known as Marduk, or Fenris. She is served by the dreaded morlocks and wolves and cats alike.

THE LESSER EXILED GODS

While there are many upon many gods, the ones mentioned above are the key gods of the Sixth Testament. The following is a brief listing and description of even lesser gods who serve the Kotothian Pantheon. Game Masters should feel free to create their own campaign specific Kotothian deity to base their adventures around.

Iza-Nami: Guardian of Yomi, Daughter of Hecate.

Marduk: God of wolves, lover of Hecate.

Udriel: Guardian of Elder Signs, some say he is actually a god of law sent to guard his sisters.

The Fates: Odriel, Edriel, Adriel and Ydriel. They are the goddesses of fate and destiny.

The Blue One: God of fire, betrayer of Sarn, patron of Tark before Tark's ascension to godhood.

Dragonveldt: God of undead, necromancy, hatred and rats.

Quzlcoatl: Snake god of South America.

Yuca-Han: African blood god.

Skarra: A neutral god, as far as the Kotothians go, seeks unity. The keeper of the exiled balance.

Sor-Gotok: Greater priest of the Kotothians, revered almost as a god. His name is taken by the current head of any Kotothian cult.

Jörmungandr: The great serpent, sent by Kototh in some legends to devour the mortals. In other accounts he is sent by the high gods to keep an eye on the Kotothian gods and

to devour Kototh on the last day of days.

Donar: Son of Kototh, he is the hammerer commonly confused with Thor.

Rana: The spirit god, his sole duty is to consume the souls of mortals who dedicate their lives and faith to the Kotothian gods. Rana did not exist before the Kotothian deities became exiled to the mortal realms but is an evolution of the mortal realms to try to keep the invading deities in check.

THE KOTOTHIAN GODS AND NAZI GERMANY

In his quest for world domination, Hitler often turned to the strange and macabre forces of the world for power. Astrologers, mad scientists and researchers all searched for new technologies, prophecies and artifacts to give the Nazis an advantage in the war. In 1941 a Nazi research team in the Middle East uncovered an ancient temple and found a preserved copy of the Sixth Testament, a copy that dated back to the fifth century B.C.

The occultists who served under Hitler's Ahnenerbe Institut studied the text and made many translations and copies for further research and study. Soon Hitler's occultists were able to commune with powers that humanity was never meant to control, see or understand and as the war began to fall into the hands of the victorious allies Hitler unleashed as much mayhem and unbridled sorcerous power as he can, hurling all manner of supernatural and otherworldly energies at his enemies.

In the end the failing war effort and the words of the Sixth Testament drove Hitler mad and he took his own life. In his madness he attempted to destroy what he could of the Sixth Testament, and partial manuscripts eventually fell into both Russian and American hands. But the damage had already been done, as the eye of Kototh was opened and his influential dreams and communions seeped into the world and found followers in post war Germany open to new powers and new lords.

OFFICE NINE AND THE SIXTH TESTAMENT

After the discovery of the pages from the Sixth Testament, the pages were collected and hidden in a special file given to a new faction of the OSS, known now as Office Nine. Office Nine was responsible for the research and investigation into Nazi science and secret projects. Inheriting these pages changed Office Nine's function, they now operate partly to prevent the Soviets from getting any information on these pages and the book in general.

However, the Soviets have long known of the pages and the book, especially since the Rote Nazi are a faction of Nazism that originated in the heart of the Motherland while the war was still raging. Office Nine knows little of what the Soviets know and this tension has caused an escalated sub cold war in Berlin; as both sides maneuver to capture cultists, recover pages of the book and prevent the general public from knowing of this secret super natural threat. They keep it so secret in fact that many of their superiors are clueless on these happenings.

It must be understood that Office Nine is not the protagonist or heroes of this setting as they are just another government branch that seeks to find knowledge to gain an upper hand on their enemy in the east. Players who learn too much or see too much will be threatened by Office Nine as much as by Rote Nazi and other evils.

THE SIXTH TESTAMENT

As mentioned before, The Sixth Testament is not a new book, it is a variation of the Necronomicon transcribed by ancient priests. Many of the extra chapters, songs and theories in the Sixth Testament predate the writings of the Necronomicon but nevertheless it is still not as potent a book as the true Necronomicon. While it is not as powerful as the other evil text, the Sixth Testament is not to be taken lightly. Where the Necronomicon is often vague and conflicting, the additional heretical material added to the Sixth Testament allows the reader to draw a more conclusive understanding of the universe, therefore the sanity loss for the book is less if the reader passes his or her sanity test, but greater if he or she fails it.

The Sixth Testament offers a selection of non Mythos spells and magic, enabling its students to tamper with energies and forces not directly tied to any specific mythos god or creature. However, it does have a wide variety of Mythos knowledge and spellcraft included. Mostly variations of communion and summon/bind spells designed to fit the more Kotothian style creatures that apply to dread Kototh and his twisted chaos brothers.

The Sixth Testament also holds the key to the awakening of the great old ones. Though this is not just a simple spell or ritual, the use of the knowledge, while not a true immediate threat, is more than capable of beginning the process that will align the stars properly to awaken great Cthulhu, and that is truly its greatest threat. Fortunately Hitler was unaware of these aspects of the tome and was more interested in the bastardized rituals over death and destiny. Added to the near destruction of the book and the scattering of pages into the hands of many factions, the threat of the book is great diminished. However, there are those who still seek to gather the pages and reassemble the book for dark purposes.

The known factions that have pages of the book include: Office Nine, Rote Nazi, GRU and Brotherhood of the Cloth. It is also believed that may historians and cultists may have a page or a fragment. Rumors persist that one other copy of the book may exist, in full, in the library of the Vatican and another hidden deep below Berlin, hidden by Jewish Cultists at the start of the war.

Like the Necronomicon, there are many other versions of the book in different states of authenticity, reliability and accuracy. These books increase the general occult skill but offer very little in the way of the Cthulhu Mythos and magic. Still cultists and agents will kill to take these books into their personal possession.

Languages: The Sixth Testament is written in a mixture of languages, primarily Hebrew, Latin and Greek. Some of the added sections are written in French and German with a few English passages. A character will need to have access to a translator or be able to translate at least 3 of these languages and have the Linguistics to understand the book fully. First average the three known languages skills and then take that total and average it with Linguistics and use that % for the translation skill roll. This is in addition to any library use or other research style skill rolls the GM will require.

Time: It takes about a day per page to read and understand the Sixth Testament. A 50% copy would take at least 3 months while a full copy would take over a year to fully understand. Though a character could try to read and comprehend an individual section in a week or so and a specific passage/page/spell in an evening.

Bonuses: Successful understanding and research of the book adds +8% to Occult (+10% if roll is a critical success). Successful understanding adds +12% to Cthulhu Mythos (+14% on a critical success). Failure will add 1D6% to Occult and +1% to Cthulhu Mythos. Fumble reduces Occult by 1D6% as the information the character has gleaned is contradictory to what he or she thought they already knew.

Sanity Loss: 1D8 on Successful Sanity Check (1D6 if Critical), 4D6 on failure (4D6+3 on Fumble).

MYTHOS AND MAGIC

Berlin '61 isn't your standard Call of Cthulhu setting. Other magics, beyond the normal ritual intense insanity inducing magic, are used on a regular basis. To make this process simple assume that unless cultists have a true Cthulhu source (Necronomicon, other artifact and so forth) they will have more general sorcery than Cthulhu Mythos Magic. If the Game Master and players have the BRP rules available, allow sorcerers (including PC ones) access to sorcery spells listed in chapter 4 of that book. However, even more mundane magic causes insanity. Each spell known reduces the caster's Sanity by 1 and increases his or her Cthulhu Mythos skill by one. Starting characters may learn spells as a normal skill with GM approval. See the sorcery skill for more information.

Other possibilities include psychic powers. If a GM allows psychic powers they cost 3 skill points per 2% placed in them. An initial fee of 5 Skill points must be paid for each Psychic power the character has. If characters wish to learn spells of psychic powers at a later date they will have to work with their GM for permission, and any such gain costs the character 1 Fate Point permanently.

If you do not have access to the BRP rules, or similar BRP system rules, substitute Cthulhu Mythos spells as you see appropriate.

The following is a brief summary of various Sorcery (Magic) spells and Psychic Powers. For more detailed versions of these see Chapter 4 of the Basic Roleplaying Rule Book.

Magic Spell Summary Following are the magic spells presented in this section. Each spell's cost per level in MP is given in parentheses, and each spell's effect lasts for the duration of the spell. Knowing a spell costs 1 San, but using the spell over and over again has no further affect on San.

Range is always assumed to be equal to the caster's POW and functions the same as range increments used by weapons.

BLAST (3): Ranged, does 1D6 points of magical damage per level.

CHANGE (1): Transforms 3 SIZ points of an item or being per level.

CONTROL (1): Allows control over a target's mind, requires a resistance roll.

DARK (1): Fills an area with darkness.

DIMINISH (1): Reduces one of the target's characteristics by 1 per level.

DISPEL (1): Eliminates existing spell effects, may banish supernatural beings.

DULL (1): Reduces a weapon's attack chance and damage.

ENHANCE (1): Increases one of the target's characteristics by 1 per level.

FLAME (3): Ranged, does 1D6 points of fire damage per level.

FROST (3): Ranged, does 1D6 points of frost damage per level.

HEAL (3): Heals 1D6 points of damage per level.

ILLUSION (1): Creates 3 SIZ points of an illusion per level.

INVISIBILITY (1): Each level makes 3 SIZ points of an object or person invisible.

LIFT (1): Lifts 3 SIZ points of an object or person per level.

LIGHT (1): Fills an area with light.

LIGHTNING (3): Ranged, does 1D6 points of lightning damage per level.

PERCEPTION (1): Allows your character to detect one thing within range.

PROTECTION (1): Adds 1 point of armor value per level against physical attacks.

RESISTANCE (1): Reduces damage from heat and/or cold by 1 point per level.

SEAL (1): Joins two inanimate objects together.

SHARPEN (1): Increases a weapon's attack chance and damage.

SPEAK TO MIND (1): Allows communication between your character and a target.

UNSEAL (1): Separates two connected objects.

VISION (1): Allows your character to see what is happening elsewhere, or in the past.

WALL (1): Creates a barrier to protect your character.

WARD (1): Defines an area protected by Blast.

Psychic Abilities Summary

Each psychic ability costs a minimum of 1 power point to use, with additional power points spent for longer duration. Range is usually a multiple of POW.

ASTRAL PROJECTION: Leave physical body and travel in psychic form.

AURA DETECTION: Perceive the aura emanated by a living being.

CLAIRVOYANCE: Project awareness into another place.

DANGER SENSE: Detect danger from other characters or situations.

DEAD CALM: Resist mental shock or delay the effects of sanity loss.

DIVINATION: Ask a higher power for guidance and insight.

EIDETIC MEMORY: Perfect and total recall of previous experiences.

EMOTION CONTROL: Affect the emotional state of a target or targets.

EMPATHY: Detect the inner feelings of a target or targets.

INTUITION: Detect a certain person or class of item.

MIND BLAST: A psychic attack against a target. Does 1D6 damage to targets POW.

MIND CONTROL: Controlling the physical body and will of a target.

MIND SHIELD: A protection against psychic interference and attacks.

PSYCHOMETRY: 'Read' past emotions associated with an object or place.

PYROKINESIS: Heat an area, object, or target to extreme temperatures.

SENSITIVITY: Detect psychic emanations or supernatural beings in an area.

TELEKINESIS: Manipulate and move objects mentally.

TELEPATHY: Read minds or speak mentally with a target.

Non-Mythos Magic and Psychic Powers and Sanity

On any use of a Psychic Power or Non Mythos Spell that results in a fumble the character suffers 1D6 San Loss.



KOTOTHIAN MYTHOS MONSTERS

The Features

Many of these new creatures share common traits and abilities, instead of listing them every time they are referred to in the following descriptions, they are listed below.

Aura of Chaos: The creature can be detected by other creatures with this trait using a POW vs. POW resistance roll. Also, certain spells or mad science inventions may also detect the creature.

Burrower: Burrowing through the earth the creature can move at its normal rate of movement.

Chaotic Trait: The creature has a number of random traits rolled on the table found in the BRP rule book. If the BRP rule book is unavailable simply assign the creature one or two unique abilities, skills or enhanced characteristics.

Dark Vision: The creature can see perfectly fine in absolute darkness.

Disease Immunity: The creature is immune to all diseases

Drain Blood: The creature causes damage by draining its victim's blood. Victim only gets his AP from armor on the first round of damage.

Fire Breathing: The creature can attack a target at a range value equal to its POW. The attack is in cone form with the end of the cone being the width of the creature's POW. Damage is 1D4 per point of POW expended on the attack. The fire breathing creature must check his or her CON against the amount of POW used or suffer 1D6 HP damage with no AP.

Gaze: Whether magically or naturally this species can attack using a special eye to eye contact. The effect varies from creature to creature, but generally the attack is avoided if the victim knows what is going on and passes a DEX vs. POW resistance roll. If they fail then the attack proceeds as described.

Hive Mind: Alone these creatures have a bestial intelligence, every time their number doubles add 1 to their INT and +3% to all knowledge and intelligence or perception based skills.

Life Sense: By a supernatural sense the creature can detect living creatures a number of yards away equal to its

POW, no matter the visual conditions or other factors that may hide the target.

Natural Swimmer: By natural skill, mutations or special techniques or equipment the creature gains +20% to swim.

Natural Weapons: Natural attacks from this beast are considered to be made as if by weapons and the creature is not treated as if it is unarmed.

Night Vision: The creature can see in the dark as if it were day but still can not see in absolute darkness.

Poison: The creature transmits poison with its natural attacks.

Poison Immunity: Poisons never harm this creature.

Possess, Complete: The creature can naturally use the Mind Transfer (Call of Cthulhu page 239) spell.

Possess, Subtle: The creature can naturally use the Mind Exchange (Call of Cthulhu page 239) spell.

Radar: By using sonic waves the creature is able to "see" its surroundings.

Regeneration: Every round the creature recovers a number of Hit Points equal to the value listed.

Trample: Using sheer size the creature can attack its victims. Use the creature's SIZ+SIZ to calculate damage bonus instead of SIZ+STR and the attack roll is resolved using SIZ vs. SIZ on the Resistance Roll table. The attack is slow and comes at ½ normal DEX.

Wall Crawling: The critter can traverse walls and ceilings as a spider. They can move on walls at normal speed and upside down at ¾ its normal speed.

Vampiric Feed: The monster attacks a character's characteristics instead of hit points. Damage inflicted reduces the characteristic accordingly.



The Creatures

Anunnaki

The Anunnaki are an extraterrestrial race of serpentine humanoids brought to the earth time-space continuum by the old ones. They are loyal to their deities largely out of fear and the lust for power. Early in their colonization attempts over the earth they helped create what would go on to be the Sumerian, Babylonian and Egyptian cultures. Using advanced science, sorcery and symbiotic living technology the Anunnaki created a race of humanoid-animal hybrids to act as their enforcers and dominated over early man.

After centuries of dominating the humans the Anunnaki were eventually subdued by a curse cast upon them by one of their deities to punish them for their eventual betrayal. Slowly the Anunnaki began to turn to stone, a process accelerated by the use of magic (more accurately the expenditure of Magic Points). The Anunnaki who remained loyal to their black deities had to adapt and became shape shifters, losing much of their power. Many other Anunnaki gave up their sorceries and retreated away from the world, hiding in deserts and swamps. Those magi too obsessed with

power found alternative routes to surviving, many bonding with human souls or creating rituals that would allow their human supporters to summon them when needed and converting them from stone to flesh for short durations of time.

A few Anunnaki managed to escape their curse by stepping into the flux of time and space itself.

Thus there are four breeds of Anunnaki. Shifters are those that learned to change shape in order to adapt. Shifters hide among humans, often killing and replacing wealthy and powerful individuals. Magi, frozen sorcerers stuck in the form of stone but occasionally escaping long enough to seek atonement for their curse. Fallen, which are those Anunnaki who forbade their powers and fled to the jungles, deserts and swamps. And finally there are the True Forms, the Anunnaki who escaped the wrath of the gods by stepping through the time stream.

Characteristics

	TRUE	MAGI	FALLEN	SHIFTERS
STR	4D6 (12)	3D6 (9)	3D6+4 (13)	3D6 (9)
CON	4D6 (12)	3D6 (9)	3D6 (9)	3D6 (9)
DEX	3D6 (9)	2D6 (7)	3D6 (9)	3D6 (9)
SIZ	4D6 (12)	3D6+2 (11)	3D6 (9)	3D6 (9)
INT	3D6+6 (15)	3D6+4 (13)	2D6 (7)	3D6 (9)
POW	3D6+6 (15)	4D6 (12)	2D6 (7)	4D6 (12)
APP	2D6+2 (9)	2D6+1 (8)	2D6 (7)	4D6 (12)
HP	12	10	9	9

Weapons

Type	Weapon skill	Damage
True: Unarmed	50%	1D6
Bite	30%	1D4 (Poison POT 10, additional 1D6)
Magi: Unarmed	40%	1D6
Bite	25%	1D4 (Poison POT 9, additional 1D4)
Fallen: Unarmed	50%	1D6
Bite	30%	1D4 (Poison POT 10, additional 1D8)
Weapon	60%	weapon
Shifter: Unarmed	50%	1D6
Bite	30%	1D4
Weapon	40%	weapon

Shifters can shape change into humans. To detect a shifter an investigator must first be suspicious of the shifter's activities and then make a resistance roll using his or her INT against the shifter's POW. If the shifter has made a disguise check or a successful persuade/fast talk skill check then he or she treats his or her POW at +3 for the purpose of the resistance roll.

Sanity Loss: 1D3/1D6
Special Rules

Movement: True4 Magi3 Fallen5 Shifters 4

Features: Aura of Chaos, Chaotic Trait (1), Dark Vision.

Skills: All: Climb 45%, Dodge 30%, Jump 40%. True and Magi: Astronomy 50%, Enchanting 40%, History 70%, Listen 70%, Occult 75%, Sorcery 75%, Knowledge (Forbidden Lore) 25%. Fallen: Hide 35%, Intimidate 35%, Listen 35%, Sneak 50%, Spot Hidden 40%, Grapple 40%, Throw 30%. Shifters: Bargain 50%, Conceal 45%, Debate 25%, Disguise 55%, Fast Talk 68%, Hide 50%, Persuade 35%, Spot Hidden 43%, Track 40%.

Typical Armor: Natural Hide (True: 3 AP Magi: 1AP Fallen: 2AP Shifters: 1AP)

Fallen often wear 1AP leather armor as well.

Magic: True Anunnaki know 1D4+3 Sorcery spells, while a Magi Anunnaki knows 1D6 spells.

Daughter of Chronos

Few are those who have seen the image of Chronos and lived long enough to describe him. Yet throughout the ages Chronos has sought out his brides from the ranks of humans. These young women (and on occasion you men) are whisked away to unknown and timeless dimensions where there souls are wrecked and forever changed. What results is a shell of a being possessed by a corrupted and evil soul on a quest to bear children in the name of Chronos. Some of these children are functionally normal humans, while others are monsters and mutants beyond description.

Daughters of Chronos practice magic in his name and when on the earthly planes seek out mates to fawn over them and

father the children of Chronos. It is not uncommon for these creatures to take up positions of authority or motherhood in groups that are disorganized, lost or otherwise ostracized from normal civilization. From here they create devout cultists, assassins and thugs who aid in their quest for Chronos.

Daughters of Chronos appear in various guises, from beautiful maidens to weathered and crippled old hags. The more attractive Daughters prefer seduction and charm, while the older and more haggard ones prefer spells of control, destruction and summoning.

Characteristics

- STR 4D6 (14)
- CON 5D6 (17-18)
- DEX 3D6 (9-10)
- SIZ 2D6+7 (14)
- INT 3D6+4 (13-14)
- POW 4D6+6 (20)
- APP 5D6 (17-18)
- HP 16-17

Weapons

Type	Weapon skill	Damage
Unarmed	30%	1D3
Weapon	25%	by weapon

Sanity Loss: 1D3/1D6
Special Rules

Movement: 4

Features: Aura of Chaos, Dark Vision, Life Sense.

Skills: Astronomy 55%, Diagnose Disease 75%, Dodge 50%, History 64%, Intimidate 63%, Occult 90%, Persuade 71%, Physics 40%, Sorcery 76%, Treat Disease 55% and Treat Poison 90%.

Typical Armor: None

Magic: All Daughters of Chronos know 1D6+1 spells.

Desert Dwarf

Desert Dwarves are an alien servitor species of strange rock like humanoids. They served for a time as workers, smiths, warriors and slaves for the demon prince Duetre-Al-Asib when he walked the earth. They survive in strange culture of hierarchy where the heaviest desert dwarf acts as the clan's leader. They often serve as guardians and keepers of ancient tombs and in the past have been imprisoned in motionless states where they watch and guard their treasures or the treasures of powerful sorcerers. In the modern era they are found in underground lairs, exotic museum collections and buried amongst the rubble of war torn Europe. Usually they are brought to Europe from the deserts of Africa by over zealous war commanders and relic hunters alike.

Those who are not imprisoned as stone guardians hide deep in the sands of North Africa looking to reclaim the secrets of Duetre-Al-Asib and other sorcerers they once served. On occasion they wander by themselves seeking new masters

or revenge against previous masters. Such is their memory and anger that they often hunt the descendents of those that wronged them. Desert dwarves are blind and see only by strange radar based on earth vibrations. Though rare, some Desert dwarves have Elder Signs imbedded in them and may or may not know how to use them.

Desert Dwarves have a shared hive mind. When encountered roll INT one time and all Desert Dwarves share this value. Add +1 to this value every time the number of desert dwarves present doubles. Desert dwarves can also burrow through rock, earth and other substances of a similar nature at three times their normal speed and are considered to have hide and sneak at 75% when doing so.

The appearance of Desert dwarves varies from the earth environment they dwell in. And variants can exist in a single clan.

Characteristics

- STR 6D6 (21)
- CON 6D6 (21)
- DEX 1D6 (3)
- SIZ 4D6+7 (21)
- INT 1D6 (3)
- POW 2D6 (7)
- APP 2D6-1 (6)
- HP 21

Weapons

Type	Weapon skill	Damage
Unarmed	30%	1D6+DB

Sanity Loss: 1D4/1D4+1

Special Rules

Movement: 2 (6)

Features: Burrower, Hive Mind, Earth Sense, Radar, Natural Weapons.

Skills: None.

Typical Armor: Rocky skin, 8AP.

Magic: None.

Earth Folk

During the crusades a band of knights hunted and destroyed a secret cult of Kototh operating out of Outremer (the holy land as called by the French crusaders). Though many of the knights perished, those who survived were cursed by the chief priest of the cult. The curse condemned them to eternally wander the deserts and desecrated grounds of Christendom seeking solace in the blood of those who have undeniable faith.

For centuries these abominations of both man and the Christian God have secretly hunted and eaten the faithful in the name of Kototh, hoping to find solace to their hunger and a means to remove the curse. They are fierce and vicious blaming others for their misfortune and curse. Many of them have returned to their native homes in Europe, corrupting their family blood lines and lands so that their taint may safely dwell in their old homes.

During the great wars in Europe that followed the so called Earth Folk were able to find their meals and stay hidden, and prowl the desecrated and war ruined cities of the world seeking their next prey. They have no overall goal other than to gain freedom from their hunger and curse. Therefore they often hunt cultists, occultists, scientists, sorcerers, clergymen and researchers who may or may not know anything at all about their curse.

In reality they are front line warriors for the chaos Kototh craves, through them he is able to hunt for those who hold Elder Signs and those that know magic to assist in either the continual imprisonment of the old ones or their release. He uses them to destroy his enemies, gather his allies, hide his secrets and hinder the cults and followers of other old ones.

Earth folk can sense their enemies and surroundings by contact with the earth and they can turn into clouds of living sand and dust, similar to a spirit. When in this form they are treated as a spirit being, but do not have the ability to possess others. They can also contort and stretch their bodies and create walls and clouds of dust.

Their most feared ability is one that enables them to engulf their targets in a swirling cloud of half physical and half spiritual dust and sand, strangling both the body and spirit of their victim.

Earth Folk are fond of loose clothing and long flowing capes and cloaks. In the days of Berlin '61 they are usually wearing long coats, whether military or civilian they care not, as long as it is long, flowing and easily conforms to their shifting bodies.

Characteristics

- STR 4D6 (14)
- CON 3D6 (9-10)
- DEX 4D6 (14)
- SIZ 5D6+7 (24) See below
- INT 3D6 (9-10)
- POW 3D6 (9-10)
- APP 3D6 (9-10)
- HP 17 (See below)

Weapons

Type	Weapon skill	Damage
Unarmed	50%	1D3+DB
Grapple	55%	1+DB
Dust/Sand Strangle	65%	Special

Sanity Loss: 1D4/1D4+1

Special Rules

Once per day Earth Folk can cause a dust cloud that lasts for 1D6 rounds. This dust is treated as darkness and nullifies any ability to see in the dark.

If an Earth Folk catches a victim in a grapple the next turn the Earth Folk can begin to strangle/suffocate them. Doing so works exactly the same as it does for drowning as on page 57 of Call of Cthulhu, substituting STR for DEX. To escape

the character must make a STR against the Earth Folk's POW Resistance Roll but on any round they try to escape they are considered to automatically fail their checks to resist drowning.

Earth Folk can change their size and be no smaller than 12 and no larger than the total SIZ generated using the 5D6+7. They can use this to reduce their height but increase their reach, or to aid in grappling. Each 1 SIZ reduction taken increases their grapple by +2% but reduces their hit points correspondingly.

Movement: 4

Features: Earth Sense, Regenerate (2).

Skills: Variable, Earth Folk have 100 points to divide amongst their skills.

Typical Armor: In human form they have AP 2, as cloud of dust they are immune to physical attacks, as partial human and sand they have AP 5.

Magic: None

Eye Spider

Eye spiders exist in another dimension and occasionally escape to the earth time-space continuum where they seek to breed with humans in order to propagate their species. Eye spiders possess powerful venom that can attack in one of three ways: as a deadly poison, as a hypnotic drug and as sedative that causes paralysis. Eye spiders are semi intelligent, have limited spell casting abilities and can speak basic guttural languages, making them capable of learning and speaking earth tongues.

When an eye spider first arrives on earth it usually comes from a dimensional rift or through some sort of physical propulsion from the other side of the universe, such as in a comet or meteor. They arrive in batches of 1D6 spiders. They seek out cold, wet and dark places to create their hive and begin to spin their web. Their web is not sticky like a normal spider's web but instead is strong and made of metallic like fibers that enables the eye spider to channel its electrical discharge at victims in contact with the web. In combat they tend to bite their foes or hit them with their massive and powerful front legs. Once they subdue a target they use one of their three poisons to kill (and eat) their prey, create a mind controlled victim to seek out other victims and protect their lair or to use as a host for their offspring.

By their very nature eye spiders have no natural magical energy and therefore are immune to any attack or spell or special ability that drains POW or MP or uses POW as an opposition attribute. Those eye spiders that use spells must

first drain their target of MP or POW using their venomous bite. A successful bite drains 1D6 MP or 1D4 POW if the target has no MP. These MP or POW must be used the very next round or they are lost.

Eye spiders plant their eggs in the brains of their victims and when they hatch in 1D6 weeks the victim dies immediately. Their hypnotized slaves have 3D6 for every stat (characters and other prominent PCs and NPCs retain their normal stats) but gain +1D6 strength and lose all skills other than basic physical activities (such as jump, swim, dodge, drive, Fist and so forth). Any individual who has an Elder Sign is immune to the poison of a eye spider and may not be a host for their eggs.

The eventual goal of any eye spider is to infest their eggs into every living creature possible, consume the rest and then convert the planet they are invading into a hive world so they can spread to other planets and dimensions. Each planet or dimension that falls to these creatures increases the strength and power of the exiled god Tark and his cultist often attempt to summon these creatures and offer themselves up as initial hosts and food for their master's pets.

If an eye spider is able to speak the human language of the area it often employs sorcerers and other occultists in its schemes to take over the minds of the immediate area, usually without full intent and purpose of their plan being shared.

Characteristics

- STR 5D6 (17-18)
- CON 5D6 (17-18)
- DEX 4D6 (14)
- SIZ 4D6+7 (21)
- INT 2D6+4 (11)
- POW See Below
- APP 1D6 (3)
- HP 19-20

Weapons

Type	Weapon skill	Damage
Bite	55%	1D6 plus poison
Leg bash	70%	1D3+DB
Web	35%	STR 25 Grapple

Sanity Loss: 1D6/1D8

Special Rules

The eye spider can use one of four special bite attacks, three poisons and one POW/MP drain. Each takes affect the round after a successful bite attack. The first is a POT 14 poison that inflicts 1D4 HP damage per round or until the victim succeeds in a resistance roll. The target gets one test per round. The second is a POT 15 paralytic that stuns the victim for 1D6 rounds. The third is a POT 15 mind control that uses the victim's POW as the opposition attribute. Success renders the victim under the control of the eye spider for 1D6 hours. The fourth bite effect drains either 1D6 MP or 1D4 power as described above.

As a full action an eye spider can bind them in a web that has a STR of 25. On a stunned, paralyzed or otherwise motionless victim the attempt is automatically successful.

Once per day an eye spider can discharge a 3D6 electrical shock to all those in contact with it. This hits automatically (though luck or dodge may avoid it). Anyone in contact with the spider's web will take damage as well.

Movement: 6

Features: Dark Vision, Disease Immunity, Natural Weapons, Poison Immunity, Trample, Wall Crawling.

Skills: Anthropology 95%, Conceal 30%, Dodge 30%, Hide 16%, Jump 92%, Knowledge (Forbidden Lore) 22%, Occult 35%, Sneak 53%, Sorcery (Phantom) 90%, Sorcery (Other) 53%, Survival 55%, Track 81%.

Typical Armor: Exo-skeletal provides an AP of 4.

Magic: None

Formless Maw

The formless maw isn't really a single entity but an amalgam of hundreds of souls stuck in ectoplasmic liquid. A formless maw is created when members of a dedicated and zealous sect all perish at the same or approximate time, often from group suicide or persecution. These souls, by design or accident, stay on the earthly domain in order to seek revenge or power and may absorb more souls, whether from the willing or unwilling, to gain more power.

A formless maw appears to be a blackish blue ichor formed from thousands of mouths, eyes and tentacle like limbs. They ooze along the ground leaving behind an acidic trail that eats thin material, such as grass and paper, and emit a powerful odor similar to that of a rotting carcass. They attack by either "spitting" black liquid at a target, lashing out with one of their many tentacles, biting nearby targets or oozing over a foe (a trample attack). They can compress and bend themselves to flow through tiny gaps, narrow channels and other tight places. Due to its blackish blue color a formless maw is almost invisible in darkness, but it makes many dripping and splashing noises (+10% listen checks to hear a formless maw) and as already mentioned its odor is a dead give away. Swallowing the ichor of a formless maw is a POT 20 poison that inflicts 3D6 CON damage. Those engulfed by a formless maw that has a SIZ greater than their own risk drowning as normal, but failure on any drowning tests (using CON not DEX) results in accidental consumption of the ichor.

Formless maws created as a result of intentional cult sui-

cide are usually on the prowl for enemies of their cult or gods, or otherwise set up as guardians of locations or items. Those created by massacre, persecution and/or accident seek to find and destroy their persecutors and those near them, often unable to tell the exact difference. Some formless maws take years or even centuries to return for revenge while others may return within minutes. Their enemies may have changed over the years, but in essence they will follow their vengeance as best as possible.

Formless maws are immune to edged, slashing or piercing attacks and take minimal damage from blunt attacks. They are however vulnerable to attacks that move them around, such as wind or attempts to divide the creature up into different sections such as in jars or sealed containers. Only fire or cold can permanently kill a formless maw.

If a formless maw devours a foe by either delivering a killing blow with a bite or by engulfing or by their "ooze" trample, then that formless maw may add 1 to its POW, CON, STR and SIZ. If two formless maws of similar origin (including cult and deity) encounter each other and opt to merge, then the "new" formless maw uses the highest POW, CON, STR and SIZ and adds ½ of the lower POW, CON, STR and SIZ to these attributes accordingly.

Occasionally a formless maw may take on a humanoid shape, when doing such the maw loses its basic bite and tentacle attacks but instead may make attacks using its fists. These humanoid maws are also faster and make less noise (no bonus to listen checks).

Characteristics

STR 5D6 (17-18)
 CON 5D6+7 (24-25)
 DEX 1D6 (3)
 SIZ 5D6+7 (24-25)
 INT 1D6 (3)
 POW 2D6 (7)
 APP 1D6 (3)
 HP 24-25

Weapons

Type	Weapon skill	Damage
Bite	55%	1D6
Tentacle	33%	1D4
Spit	45% (20 feet)	1D6
Fist	63%	1D6+DB

Sanity Loss: 0/1D4

Special Rules

On any given round a formless maw can either make 1D6 bite attacks at adjacent targets or 1D4 tentacle attacks against targets up to 5 feet away. They may spit up to 1D3 ichor attacks at targets of no more than 20 feet (7 yards) distance. If in humanoid form the only attacks they can make are 1D2 fist attacks.

A maw can use all its attack options in one round, but no more than 1 attack per target. If in humanoid form both attacks by fist can be against a single foe.

If a tentacle, bite or fist attack hits by more than 20% then the formless maw can begin to drag its victim closer to them to either use its trample or ichor drowning attacks.

Formless maws takes double damage from cold attacks and triple damage against fire based attacks.

If divided into sections by some means then the formless maw will split into smaller maws of equal mass (SIZ, CON, STR and POW being reduced proportionately).

Formless maws are usually of Kototh cults, but on occasion other deviations are found. These deviations cannot take the humanoid form.

In humanoid form the maw has its DEX doubled, gains an AP of 6 against all attacks (including fire and cold) and can not be divided. They also do not regenerate while in the shape nor can they use trample or drowning attacks and can not merge with other maws or use Wall Crawling.

Movement: 2/4 in humanoid shape

Features: Radar, Natural Weapons, Regeneration (1D4), Trample, Wall Crawling.

Skills: Climb 33%, Grapple 65%, Hide 94%, Sneak 22%, Track 99%

Typical Armor: None, but immune to edged weapons.

Magic: None.

Gnome

Kotothian Gnome's are not the cute mischief makers of popular faerie tales, myths and legends instead they are malicious bargainers who feed off negative emotions, especially guilt, greed and fear. Though often disguised by a phantasm or illusion as cute and bearded dwarf like creatures, the true form of a Kotothian Gnome is a mishapenend, gelatinous and barely solid liquid mass in rough humanoid shape. Some have wings, some don't, all are disturbing and nauseating to behold, often causing those who perceive their true form to vomit.

A Kotothian Gnome's preferred method of attack or seduction is to pose as a beneficial spirit or sprite to some needy individual and to promise them their fondest wishes in exchange for some gift or boon, a boon that is often a trick that leads to the loss of the victim's soul or other personal attachment. They usually target those who are affected by some strong emotion, such as love, hate or greed. Politicians and romantics are often victims.

A Kotothian Gnome will use its illusion and phantom magic as a first line defense and then resort to its flight,

intangibility or invisibility powers as a second strategy. As a last resort the Gnomes will use their dimensional shifting powers to return to their home plane which is somewhere in the native Kotothian realms. Once they dimensional shift they lose all control over their victims and cannot return to the earth until they are resummoned. Every time they use their flight, intangibility or invisibility powers they lose 1 POW which in turn reduces their control over their souls of their victims by 1 (see the magnitude and POW of phantom/Illusion abilities below).

Each time a gnome grants a requested wish, the victim loses 1D6 power and is automatically affected by a phantom/illusion spell (page 98 BRP) as if it were cast at POW 20 for all senses and with POW 30. Only the victim sees (or smells, hears and so forth) this illusion and he or she will believe it is 100% real unless he or she overcomes the POW 30 effects. When a victim is reduced to half his or her starting POW he or she is affected by a Dominate spell (CoC page 232). Gnomes also feed of this wish granting power, recovering an equal amount of HP and MP as the amount of POW it has drained.

Gnomes often protect themselves with 1D6 imps. Imps are identical to Gnomes but have no powers, spells or other special abilities and only have 1D6 for POW and INT. The Gnome shares a Hive Mind with the imps and knows everything they see and know, but it is not a mutual benefit and the imps are not completely aware of what the others know and see.

On occasion more than one Gnome may work together, but they inevitably will betray each other. Usually only one will be found in a particular location or event. Gnomes often use a human soul as their base of operation, using their Possession (Convert) ability to hide in plain sight. However, they cannot use their illusions or gifts against a

Characteristics

STR 2D6 (7)
 CON 2D6 (7)
 DEX 5D6 (17-18)
 SIZ 1D6+4 (7-8)
 INT 3D6+3 (11-13)
 POW 5D6+5 (22-23)
 APP 4D6+1 (15)
 HP 7

Weapons

Type	Weapon skill	Damage
Unarmed	35%	1D4+DB

Sanity Loss: 0/1D3

Special Rules

Illusionary Wish: See above description.

Invisibility: Renders the gnome completely unseen by normal vision. All attacks at the gnome are made using the vision (invisibility rules) from Call of Cthulhu (page 60).

Intangibility: In this form the Gnome cannot be harmed by any physical attack and it may pass through solid objects at a rate of 1D6" per round.

Flight: Gnomes can fly at a rate of 6 per round.

Movement: 3

Features: Hive Mind (Imps), Aura of Chaos, Night Vision, Possess (Subtle), Wall Crawling

Skills: Bargain 73%, Debate 41%, Dodge 65%, Fast Talk 63%, Hide 71%, Influence 37%, Knowledge (Forbidden Lore) 20%, Listen 52%, Occult 77%, Oratory 31%, Persuade 49%, Sneak 52%, Sorcery (Illusion/Phantom) 100%, Spot Hidden 41%.

Typical Armor: None

Magic: Illusion/Phantom as described above.

Morlock

The Morlock are a race of subterranean humanoids closely related to unevolved cave men. Also known as morlocks, Morlocks are short and muscular beings with sightless eyes and thick grey body fur which enables them to blend in well with the shadows. Dwelling below the surface the Morlocks are a cannibalistic species of savages who on occasion expand to the surface world to consume human flesh. While mortal and native to the earth dimension, the Morlocks do occasionally produce mutants and shaman who have special abilities and powers above and beyond the norm.

While not a common encounter, many of the underground structures of Europe and other war torn ruins have become safe houses for hunting parties of morlocks who seek out meat to feed their tribes. It is not uncommon however, for a single lone and rogue morlock to stalk the night streets of a city looking for prey and nothing is below their standards for food, as long as it is meat of some sort. They are dangerous predatory creatures that hunt by smell and hearing alone, unable to see any thing in the light or dark. Their sense of smell is far superior to that of even the best hound dog.

Characteristics

STR 4D6+1 (15)
 CON 4D6+3 (17)
 DEX 3D6 (9-10)
 SIZ 1D4+7 (9-10)
 INT 2D4 (5)
 POW 2D6 (7)
 APP 2D6-1 (6)
 HP 13-14

Weapons

Type	Weapon skill	Damage
Unarmed	57%	1D3+DB
Bite	33%	1D3+Infection
Weapon	50%	by weapon + DB

Sanity Loss: 0/1

Special Rules

Movement: 4

Features: Chaos Feature (1D4-2), Radar.

Skills: Conceal 81%, Climb 54%, Dodge 36%, Hide 55%, Listen 95%, Sneak 73%, Track 41%.

Typical Armor: Matted fur provides 1AP against melee attacks and 2AP against unarmed (fist, kick, Grapple) damage.

Magic: Usually one morlock per "tribe" is a so called shaman with the Sorcery skill rated at POW+INT+3D10% for each of its spells. A typical shaman has 1D4+1 spells.

Morlocks use primitive weapons in combat or they rely on their brute natural strength to bludgeon or strangle their victims. If engaged in close combat they are fond of grappling and biting, and will gang up on solitary victims if at all possible. Using their excellent stealth and silence combined with their natural ability to blend in with the darkness, Morlocks wait in ambush and while barbaric and capable of great berserker rages they show remarkable restraint and patience when hunting and ambushing.

Much like sharks, the scent of blood drives a morlock mad with hunger and rage. Therefore a Morlock's base % to strike an opponent in combat is increased by +1% for every combat round a foe takes any form of damage, up to a maximum of +10%.

Solitary rogue Morlocks usually have multiple mutations and gain a +1 to their AP, STR, DEX, CON and +1D6 size. Rogue Morlocks are commonly known as sasquatches, skunk apes, missing links or yeti. Otherwise Morlocks are encountered in packs of 2D6 in number.

It is not uncommon for Morlocks to be accompanied by 1D4 Wolf Children.

Kaozl

Deep beneath the earth's crust live a society of lizard like creatures known as the Kaozl. Believed to be in some way linked to the Anunnaki, these lizard men thrive in cult clans that worship their divine priests and the savage Kototh. Each sub tribe of Kaozl varies enough to make them distinct, but they have enough commonalities to be considered one general race of beasts. They rarely come to the surface world as they fear humans and are quite small and weak they are however fast, agile and quite fierce in combat. Their brutality to what they consider lesser beings is the stuff of legends. Many a wayward child or foolish hobo has met their end by exploring to far into sinkholes, caves and dark ruins.

It is not uncommon for them to take slaves and other hostages back to their lairs, though they usually only last long enough to become a main course ingredient or spell component. The Kaozl prefers to team up against their victims and lure them into elaborate traps that often leave them crippled, but alive. They prefer live flesh and warm blood and enjoy the screaming cries of anguish as they consume the flesh of their prey. Afterwards they usually decorate their bodies in the blood and bones of their fallen victims.

Being a primitive species the Kaozl have an innate fear of science and technology and must pass a resistance roll with their POW against a potency of 5 to approach modern age technology. If that technology is relatively loud or dangerous to potency is 13. A failed check results in the Kaozl cowering from the object in question. A fumble on a test results in either losing 2D6 POW (50% chance) or fleeing in fear for 2D6 minutes (50% chance).

Kaozl are short, reptilian humanoids with cowardly and sadistic tendencies. A Kaozl has scaly skin that ranges from dark rusty brown to a rusty black color. It has glowing red eyes. Its tail is non-prehensile. Kaozl wear ragged clothing, favoring red and orange. A Kaozl is 2 to 2-1/2 feet tall and weighs 35 to 45 pounds. Kaozl speak with a voice that sounds like that of a yapping dog.

Kaozl like to attack with overwhelming odds—at least two to one—or trickery; should the odds fall below this threshold, they usually flee. However, they attack gnomes on sight if their numbers are equal. They begin a fight by slinging stones or other ranged attacks, closing only when they can see that their foes have been weakened. Whenever they can, Kaozl set up ambushes near trapped areas

Characteristics

- STR 2D6 (7)
- CON 3D6 (9-10)
- DEX 4D6 (14)
- SIZ 1D6+4 (7)
- INT 2D6+1(8)
- POW 2D6 (7)
- APP 2D6 (7)
- HP 8-10

Weapons

Type	Weapon skill	Damage
Unarmed	25%	1D2
Weapon	40%	by weapon

Sanity Loss: 0/1

Special Rules

Kaozl are blinded in bright light, reducing all % bases by ½ and reducing DEX values by ½ as well.

Movement: 5

Features: Dark Vision, Natural Swimmer

Skills: Climb 63%, Grapple 35%, Hide 54%, Jump 34%, Sneak 42%, Track 39%

Typical Armor: None.

Magic: They will know 1D4 appropriate spells.

Sand Slave

When the German Afrika Corps was defeated in North Africa during World War Two, a segment of the 90th Light Division was broken off from the main force and forced to take refuge deep in the desert. It was here that these soldiers made a pact with the deadly sand god Duetre-Al-Asib and they became host for his ever increasing evil. Under this pact they were hidden away from the allies and survived the war, but they were horribly altered by their encounter with the demon god. Their souls sold to him, their bodies twisted into mockeries of their once human pride, these soldiers became the most recent batch of Duetre-Al-Asib's sand slaves.

Sand slaves were once human but are now an evil mixture of flesh and dust, living as revenge driven machines guided by their dark lord's deadly desires. A sand slave is similar to a simulacrum, but instead of imitating another being they themselves become the monster. Though magical and de-

monic in nature, a sand slave has no true special powers other than enhanced strength and endurance, they are however tutored in the evil sciences of Duetre-Al-Asib's technology and are masters of creating new weapons or war.

Under the guidance of their dark god the sand slaves seek to destroy their enemies and those who are their descendants, this has forced many of them to return to their homes in Europe where their minds and souls class with their thirst for revenge and their desire for the peace of their human selves.

Sand slaves are usually encountered either stealing items for their research, in the process of hunting down former enemies still in Europe or attempting to recover technology they may have lost. They can pass for human for short periods of time, but when under heightened stress their demonic nature comes out.

Characteristics

STR 3D6 (10-11)
 CON 20 (20)
 DEX 2D6+3 (10)
 SIZ 2D6+8 (15)
 INT 4D6 (14)
 POW 3D6+15 (25-26)
 APP 2D6+2 (9)
 HP 18

Weapons

Type	Weapon skill	Damage
Melee Weapon	50%	weapon+DB
Ranged Weapon	55%	weapon+DB
Science Weapon	45%	Special

Sanity Loss: 0/1D3

Special Rules

Mad Science Devices: Each Sand Slave has 10D10 development points worth of mad science gadgets. They also all have modified their standard weapons from WWII. This provides them with rifles equal to the AK-47 but that does +2 damage or the Luger that inflicts +1 damage. Both of these guns ignore the first 2 points of AP an opponent has.

They also wear gas masks that have a Gas Mask AP of 5 and a CON modifier of 5.

Fire/Water: Sand Slaves are part sand and part flesh, held together by a savage curse, pure willpower, rage and bandages. They take double damage from fire and water based attacks.

Movement: 4

Features: Disease Immunity, Poison Immunity.

Skills: Chemistry 33%, Demolitions 40%, Espionage 25%, Mad Science 75%, Mechanical Repair 70%, Military 55%, Spot Hidden 45%, Survival 89%, Zoology 31%.

Typical Armor: Modified WWII trench coats and flak armor added to their sand based skin and leather bandages gives a sand slave a AP of 6.

Magic: None

Simulacrum

A simulacrum is a created creature that takes on a life like form of a predetermined individual. Made from clay, sand, mud or other malleable material, the simulacrum is almost indistinguishable from its human counterpart. Some simulacrum are so advanced that they possess all of a mimicked individual's abilities and skills, others are barely able to function as the individual they are sent to replace.

There are two basic styles of simulacrums, animates and free minds. Animates possess no skill and only possess the original creature's basic abilities, physical abilities and attributes, though CON and STR may be higher and POW will always be much, much lower. Free minds are simulacrums that possess near 100% of a mimicked individual's memories and skills and can think and act on their own.

Characteristics

STR 3D6+4 (14-15)
 CON 20
 DEX 3D6 (10-11)
 SIZ 2D6+6 (13)
 INT 3D6 (10-11)
 POW N/A
 APP 3D6 (10-11)
 HP 17

Weapons

Type	Weapon skill	Damage
Unarmed	70%	1D4+DB
Weapon	45%	by weapon

Sanity Loss: 0/1 or 0/1D4 once the simulacrum is revealed.

Special Rules

Magic Immunity: Simulacrums have no soul and are therefore immune to any spell that does not have a direct physical effect from an outside force, such as fire, energy, force and so forth.

Characteristics: A simulacrum's attributes are usually identical to the human they are mimicking but with +4 to their STR and a CON of 20 and POW of N/A. The above die rolls are for random non-specific simulacrums.

Movement: 4

Features: Dark Vision

Skills: Animate: 100 points to divide amongst the skills the mimicked individual possess at a skill % no higher than the originals. Free Mind: Skills are identical to the mimicked individual's skills.

Typical Armor: None, unless worn.

Magic: None.

Cults and sorcerers, as well as the occasional god, use simulacrums from time to time to replace enemies, infiltrate rival organizations and to perform deeds and crimes they want to distance themselves from. Though not an uncommon spell or ritual to know, not very many can accurately use this spell and far more mutated and malformed simulacrums are created than useful ones. These malformed creatures are treated as basic zombies. The only known cult/organization that excels at the use of simulacrum is the Rote Nazi.

A simulacrum does not feel pain, does not bleed and is invulnerable to the basic Fist, kick and Grapple damage human characters can inflict. However, they suffer double

Sta-au

The Sta-au are earth bound possessive spirits that are created by the death of extremely evil and greedy men who escape justice while alive. A Sta-au seeks to regain its earthly possessions by taking over the mind and body of a human host. They care little for the wellbeing of their host body and often jump from body to body to accomplish their deeds.

The first Sta-au were cursed by the man mage Tark in the early days of the Native American tribes of North America and they are more common in the Americas then they are in Europe. They have a great fear of Elder signs and being damned to limbo. To that affect anyone presenting an Elder sign against a Sta-au can cause a Sta-au to flee if it fails a resistance roll using its POW against the Elder sign bearer's POW. The Sta-au will flee for 1D6 rounds.

A person possessed by a Sta-au retains all of their normal memories and skills but do not retain any of their own spell casting abilities (if any). However, any individual who is purged of the Sta-au will automatically be inflicted with multiple personality disorders (see page 132 of Call of Cthulhu under Dissociative Disorders) and one chaos feature (as rolled on page 349 of BRP) regardless of the actual amount of essence lost in the process.

Usually a Sta-au is bound to the earth for one goal or objective, be it to kill a rival, reclaim a treasure, save a loved one or other ambition. However the actual purpose is to create chaos, murder and create general harm. The Sta-au's goal may seem good or even honorable, but the methods it chooses will always be violent, angry, aggressive and destructive, leaving its host body destroyed.

Characteristics

- STR As Host
- CON As Host
- DEX As Host
- SIZ As Host
- INT 20
- POW 25
- APP 15
- HP As Host

Weapons

Type	Weapon skill	Damage
As Host	As Host	As Host

Sanity Loss: 0; However being possessed by a Sta-au has the equivalent Sanity Loss of 1D6/1D10.

Special Rules

Body: The Sta-au is a possessing spirit and had no normal physical form. In addition the Sta-au has no regard for the welfare of its host body and will not feel any pain or discomfort it suffers. Therefore the physical body being used can be pushed beyond its normal means. A Sta-au possessed body can function with no penalties and at 100% effectiveness until the body is actual dead (at -2 HP). It can not be rendered unconscious or otherwise incapacitated.

Movement: As Host

Features: Life Sense, Possess (Subtle), Possess (Complete).

Skills: As Host. All Sta-au have Sorcery at 52%. The Sta-au will also have 100 skill points to put in the skills it would have possessed when it was living.

Typical Armor: None.

Magic: A Sta-au knows 1D6 spells.

Vampire of Sarn

These vampires are actually Vampires of Sarn. They came into existence millions of years ago when early Babylonian priests were gifted and or cursed by their dark god and transformed into his agents of evil.

These Vampires have the ability to shape shift into mist at will. Spending an entire round the vampire (and every non-living item on his or her person) transforms into a thin, greyish fog filling the same area in SIZ as they normally did. The vampire is immune to all types of physical damage when in mist form and cannot take any action except to move. In this form they move at their normal rate and are still restricted by their other drawbacks (Holy Items, Sunlight, and so forth).

Most vampires can also transform into a bat or wolf. This takes an entire round to achieve and costs one Magic Point. When doing so the creature recovers 1D6 HP and gains all the characteristics of the appropriate creature, retaining his or her vampire powers and INT and POW.

No two vampires go out the same way. When they die the

Characteristics

STR	3D6+12	(22-23)
CON	3D6+12	(22-23)
DEX	3D6+3	(13-14)
SIZ	2D6+6	(13)
INT	2D6+6	(13)
POW	4D6	(14)
APP	3D6	(10-11)
HP	18	

Weapons

Type	Weapon skill	Damage
Bite	60%	1D6

Sanity Loss: 0/1D4

Special Rules

Feeding: If a vampire successfully bites a victim the next round he or she may initiate feeding on his or her victim. This works identical to wrestling combat but drains the victim of 1D6 STR per round in addition to the 1D6 HP for bite damage. For purposes of feeding a vampire is considered to have the Grapple skill at 74%.

Movement: 5

Features: Drain Blood, Gaze (Charm Human, Active, POT 15 against target's POW), Life Sense, Night Vision, Vampiric Feed

Skills: Climb 75%, Dodge 60%, Hide 80%, Jump 75%, Listen 75%, Spot Hidden 75%, Sneak 80%, Survival 65%, Track 60%

Typical Armor: None.

Magic: A vampire knows 1D6 spells.

GM should come up with different and unique variations on their deaths. Some melt, some explode, some turn to dust.

Natural sunlight inflicts 1D6 HP damage per round on a vampire and imposes a -15% on all rolls.

When confronted by a holy item wielded by a character with true faith the vampire will recoil and flee. To determine if the character's faith is high enough make a POW vs. POW Resistance Roll for the character, using his POW against the Vampire's. A character with any professional, knowledge, craft or other skills that relate to his or her religion may add 1 to his or her POW per fraction of 25% in those skills for this test. Furthermore, they may call upon their faith to gain more power but doing so is considered to be confronting their faith. A character may add +1 to his or her POW but for each +1 he or she takes they suffer a loss of 1D3 sanity.

Vampires may also take damage from fire and acid and silver weapons as normal.

Werewolf of Sarn

Sarn also employs half-men and half-beast hybrids that are known commonly as Werewolves of Sarn. Though initially of his creation, not all werewolves of Sarn pay homage or their origin to him. These Werewolves can change form at will, an act that requires two rounds to complete. They automatically change shape on nights of a full moon.

Sarn Werewolves do not transmit their lycanthropy by bite.

Werewolves of Sarn are immune to non magical attacks

other than those that are made by fire, acid, silver or gold.

Werewolves of Sarn still have biological functions and need to breathe, therefore they can be affected by asphyxiation, poison, drowning and other such attacks.

Characteristics listed below are done in two sets. The first is for their normal human mode where they are not invulnerable to normal attacks and the second number for their lupine mode where all special abilities are in effect.

Characteristics

STR	3D6 (x2)	(11) (22)
CON	3D6 (x2)	(11) (22)
DEX	3D6	(11)
SIZ	2D6+6 (x1.5)	(13) (19)
INT	2D6+6 (x0.5)	(13) (6)
POW	3D6	(11)
APP	3D6	(11)
HP	12 (21)	

HUMAN FORM

Weapons

Type	Weapon skill	Damage
Any Melee	35%	As weapon
Any Missile	25%	As weapon

Sanity Loss: None. But the value is 1/1D4 to witness a transformation.

Special Rules

Movement: 4

Features: Night Vision

Skills: Climb 40%, Hide 30%, Jump 40%, Knowledge (all) 30%, Sneak 25%, Swim 40%.

Typical Armor: None.

Magic: None

LUPINE FORM

Weapons

Type	Weapon skill	Damage
Bite	55%	1D8+DB
Claw	60%	1D6+DB

Sanity Loss: Unless the victim has seen the werewolf transform, the Sanity Loss is 1/1D3.

Special Rules

Movement: 6

Features: Night Vision

Skills: Climb 80%, Dodge 55%, Hide 60%, Jump 80%, Sneak 55%, Survival 40%, Track 50%

Typical Armour: Hide (AP 1)

Magic: None.



Vormund

Guardian spirits of good, innocence and purity do exist. Everything isn't just dark and evil. High gods, gods of law and protective spirits roam the cosmos as well. On occasions a positive energy spirit is bound to a being, place or object to be a protector, guardian and guide for those in need. These benign spirits are often known as Vormund.

Cults of the gods of law often bind a Vormund to one of their champions to aid him or her in their fight against evil and chaos. Though the bond is temporary, the Vormund has a profound effect on the individual in question, often curing them of debilitating injuries, life threatening diseases and insanities while temporarily granting them super human strength and supernatural spell like powers. However, the cost of sharing a soul with a Vormund does have its price after the separation.

A soul that has once been bonded with a Vormund will always lose 1 additional Sanity point every time it casts a spell or uses any magical ability from item, book or item

Characteristics

STR As Host +6
 CON As Host +6
 DEX As Host +3
 SIZ As Host
 INT 22
 POW 25
 APP 20
 HP As Host +3

Weapons

Type	Weapon skill	Damage
Unarmed	80%	1D8+DB
Melee Weapon	75%	by weapon+DB

Sanity Loss: None. Seeing a Vormund restores 1D4 Sanity, being possessed by a Vormund restores 2D10.

Special Rules

Body: The Vormund is a possessing spirit and had no normal physical form. In addition the Vormund has no regard for the welfare of its host body and will not feel any pain or discomfort it suffers. Therefore the physical body being used can be pushed beyond its normal means. A Vormund possessed body can function with no penalties and at 100% effectiveness until the body is actually dead (at -2 HP). It can not be rendered unconscious or otherwise incapacitated.

Movement: As Host +1

Features: Fire Breath (3D6), Dark Vision, Natural Weapons, Gaze (POT 15 fear, POW to oppose), Possess (Subtle), Possess (Complete), Wall Crawling.

Skills: As host. A Vormund also has Sorcery 78%, Occult at 95% and Knowledge (Forbidden Lore) at 55% and 100 points of other skills to be determined by the GM.

Typical Armor: A Vormund supercharges the body it is hosted in, giving it an AP of 5.

Magic: A Vormund knows 1D6+1 spells.

that is not bound to law. A second bonding will permanently leave the host blind.

When a active Vormund possesses a human body it often acts much like a Sta-au in its remorseless quest for justice, but may or may not be more attentive to its host body's needs for survival and safety. The major difference is that a Vormund can only be bound on a willing subject, but that subject is often unaware of this willingness. In addition it is more the likely that the Vormund was summoned by a good aligned spell caster of law magic.

The possessing spirit can only be held in a host body for 1D6 hours. After this time elapses, the host body loses 1D2 from its STR per hour until it is reduced to 0 and it dies. This reduction does not affect the actual STR attribute while the Vormund is still in the body, but will be present once it leaves. The loss is permanent.

Wolf Child

A wolf child is created in one of two means, either from a female wolf who gives birth to a humanoid pup or when a pack of semi-intelligent of evil inspired wolves (or in some parts of the world dingoes or coyotes) steal and raise a human child. A wolf child is indoctrinated in the world by the spirit of Hecate who uses these primitive feral children to sneak into remote villages, isolated homes or ruined cities to kill and steal children, often taking them to a den mother of some sort that is usually a cult witch of Hecate. There the parents may have to bargain for the life of their child, often committing heinous crimes in the process.

Some wolf children grow up and blend in perfectly with human society, while others always remain the savage and dirty feral beasts they were raised as. Wolf children are often illiterate and unable to communicate, but they know what they are doing and have little to no fear of humans. If

confronted with the truth of their family (if that wolf child was born from humans that is) the wolf child must pass a POW Resistance Roll against a POT equal to the APP of the character trying to convince him or her of who he or she really is. Failure will demoralize the wolf child as per the spell, while a fumble will render the wolf child catatonic, robbing him or her of their powers and rendering them to normal humans. They may be returned to normal but they still will be quite insane.

When encountering a wolf child, there is a 50% of a human cult witch of Hecate being present nearby. If there is a cult witch there is then also a 20% of a cult of Hecate being nearby. While they have no real control over the child, they certainly have a protracted interest in keeping him or her safe from adventurers and investigators.

Characteristics

- STR 1D6+12 (15-16)
- CON 1D6+12 (15-16)
- DEX 1D6+12 (15-16)
- SIZ 2D6+6 (13)
- INT 2D6+2 (9)
- POW 4D6 (14)
- APP 2D6 (7)
- HP 14-15

Weapons

Type	Weapon skill	Damage
Fist	60%	1D4+DB
Grapple	70%	As skill

Sanity Loss: None

Special Rules

Wolf Empathy: A wolf child has a unique control and charm over all wolves allowing them to read their minds and transmit thoughts to them telepathically. A wolf is 71% likely to follow a wolf child's command, this is reduced to 60% if it involves combat, and 45% if that combat is likely to result in their death. Wolves will never harm a wolf child and if near a wolf child will most likely (83%) defend the wolf child if the child is attacked.

Pack: Each wolf child has 1D4+2 wolves in its pack that have the stats of normal wolves and are subject to all the rules under wolf empathy but at +16% better chance of success.

Movement: 5

Features: Night Vision

Skills: Climb 90%, Hide 90%, Intimidate 55%, Jump 90%, Listen 66%, Sneak 85%, Spot Hidden 55%, Survival 90%, Track 90%.

Typical Armor: None

Magic: None

Wraith Hound

A Wraith Hound is the harbinger of doom and bonds with a victim hours, days or even months before he or she dies. fate still awaiting them.

The hound symbolizes a violent and painful death, usually one that causes many other deaths in the process. Once a victim is tagged with a Wraith Hound he or she knows he or she is doomed. The hound will not attack the character or victim in question, but will defend itself if it is in turn attacked, first by turning intangible and then by using its bite attack, however it will not kill its victim as that is a

The only way to escape the impending death is to discover what will cause it, prevent that from occurring and exorcising the Wraith Hound all on the same night. If either part fails a new death will appear for the victim's future.

Characteristics

STR 24
CON 24
DEX 15
SIZ 18
INT 12
POW 25
APP 8
HP 16

Weapons

Type	Weapon skill	Damage
Bite	97%	See below

Sanity Loss: 1/1D6. However, the loss is doubled if the victim passes an Occult skill roll and realizes what the hound really is.

Intangibility: At will a Wraith Hound can disperse into the ether and become a ghost like phantom. While in this form the Wraith Hound can fly at a movement of 10 and can pass through solid objects with less the 10 HP and 5 AP.

Track: A Wraith Hound can track anything anywhere with 99% accuracy, despite the amount of time that may have passed, weather conditions, or any other situation that may modify the chance normally.

Bite: A Wraith Hound's bite causes the target to suffer paralysis for 3D6 rounds. Anyone hit by the bite can resist the paralysis effect by make a CON Resistance Roll against a POT of 3D6+1.

Movement: 6

Features: Dark Vision, Natural Weapons, Life Sense, Regeneration (1D6), Trample, Wall Crawling.

Skills: Climb 70%, Hide 80%, Intimidate 95%, Jump 77%, Listen 95%, Sneak 80%, Spot Hidden 77%, Survival 80%, Track 99%.

Typical Armor: 8 points of AP.

Magic: None.





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STUDIO CHAOSUM

Chapter Four

Rules



FATE POINTS

Human beings are not a part of the initial cosmic theme. They are an offshoot of cosmic supernatural events. Created in some religions by an all powerful deity to balance a cosmos in chaos, humans are bound by fate, but only in their spiritual or soul forms. While in their mortal shells humans are immune to the strain and imprisonment of predestination and can exercise free will. This has caused much qualm between the lowly mortals and the divine (or even demonic) species that exist as “higher” beings and/or servants/slaves of the true, high and exiled gods. Most servant species despise humanity as ignorant usurpers at best or as unworthy betrayers of their lord’s true gifts at worst. Even the angelic creatures of good aligned powers and intelligences treat humans and other mortal creatures as inferior children best left to their own ways and fallacies.

That being the case, humans are the only creatures in the grand cosmos on earth, or anywhere else in the universal time-space domains and planes, who have control over their fate to a certain degree. All human’s (and therefore all player characters in Berlin ’61 begins the game with Fate Points. Fate Points are used to help the player character survive a chaotic universe that feels no sympathy for the humans that dwell amidst its chaotic eternal wars of salvation, damnation and conquest. Every starting character receives two (2) Fate Points. A character can never have more Fate Points then his or her Current Sanity divided by 10.

Using Fate Points

Fate points provide characters with the means to affect game play in significant ways. A character always has a limited amount of fate points, and while the character replenishes this supply with every adventure he or she completes, the character must use them wisely. A character can spend 1 fate point to do one of these things:

- Alter any single roll by +/-20 points.
- Take a single skill improvement roll at the end of an adventure.
- A character who suffers damage may spend a fate point and reduce that damage by 1D20 hit points.
- A Fate Point may be spent to alter the storyline of the current scenario in some minor way. This may only be done with the approval of the Games Master and allows a character to become truly lucky for a short period of time.
- Recover hit points immediately (takes a full combat round). A character with a serious wound level immediately returns to his or her hit point minimum to be in minor wound category. A character at Major wound level goes to 1 HP. A character at minor wound level

goes immediately to his or her max HP-1. When used to recover hit points the character immediately becomes no longer fatigued as well.

Immediately seize the initiative and doubles his or her strike rank.

Take an additional action in the round with no penalty. Gain an immediate 1D6 MP to assist in casting a spell.

Ignore a single Sanity loss situation (other then encountering an Exiled God directly or casting spells).

Reduce the length of sanity by half.

As long as the character has a least 1 fate point he or she is still considered “pulped”. (see below)

Gaining Additional Fate Points

In an average story, each character should receive one Fate Point. This can be modified if the character performed particularly poorly or heroically, giving a range of between zero and three Fate Points awarded. A character should never gain more Fate Points then one more then the number of Fate Points he or she spent during an adventure.

Gaining additional Fate Points is not mandatory, and should be rewarded based on defeating or facing dire consequences, extraordinary challenges and occasions of the unusual sort. The reason why most normal humans have 0 Fate Points is due to the fact that by the time an average human reaches adulthood he or she has used up his or her Fate Points on mundane events and haven’t done anything extraordinary in their lives.

BRP and Fate Points

Those GMs and Players using the Newer BRP rules can, if they so desire, use these Fate Point rules alongside those presented in the BRP rule books or may use one or the other system, however they feel the most comfortable.

PULP ADVENTURERS

One of the basic premises in Berlin ’61 is that the game emulates a bit of the pulp action genre. This is not to say that the game is based on combat, actions, super heroics and daring do above and beyond the ordinary. Instead the intent is to allow the heroes to survive the decrepit world of shadows where conspiracies, agents and cultists lurk around every corner trying to unleash ultimate evil or bury the truth and everyone who knows of it. In this spirit Berlin ’61 attempts to have a pulp light feeling, system and adventures.

Characters should not have a basic fear of not being able to confront villains who are armed or trained for combat. Sure the rules do not guarantee a hero will win every confrontation, but unlike the standard role playing game of the horror genre, Berlin ’61 characters have an extra edge. These are pulp heroes, stuck in a horror and noir world.

The concept is simple and these characters are fated or destined to get involved with these horrors and terrors as well as the conspiracies that drive them. For whatever reason, the gods, elders, fates, time, space or whomever has noted these key heroes as extraordinary in their connections with fate. The average human has only 0 fate points, largely due to gluttonous and selfish expenditures of the 2 fate points granted all mortals. The average person has not done anything extraordinary or above and beyond their normal day to day expectations to earn extra fate points. Our heroes are different.

Our heroes are the ones who stop to help people, such as stranded motorists or injured individuals they pass by. It is not uncommon for our heroes to give money to charities, be it a large organization or a bum on the street. Our heroes are the ones who answer the call for help from dark alleys, across the street or right next door. While our heroes may not necessarily be brave, noble, good or even wholesome, they are exceptional in they choose to get involved where others just turn their backs.

Anyone can use and regain or earn additional fate points. It is assumed that the average human has used his or two initial fate points by the age of 18, wasting them on getting girls, cheating on tests, finding a good job, getting out of trouble or other baser and more selfish needs. And they never achieve anything to regain them. Our heroes are assumed to have used their fate points in the past but have done things to regain those spent, and currently have 2 fate points.

Fate points are the key to how “pulpy” a character can be. As long as he or she has 1 or more fate points the character is considered to be in “pulp” and gains the following bonuses.

All characters in “pulp” are considered to have 1AP that can stack with armor, magic and other AP bonuses.

Characters that are in “pulp” are given more lenience with what they can or cannot attempt. GMs should give them special consideration when they come up with a plan or tactic and consider if that kind of action would be logical in a pulp setting.

Pulp characters rendered unconscious can make a CON resistance roll against a POT equal to the total hit point damage he or she has taken to regain consciousness at the dramatically appropriate time, like just in time to attempt one last demolitions test to disarm a bomb.

In the first round of combat, provided the characters initiate the attack, characters that are in “pulp”

automatically go at a strike rank of 18, with ties be settled by comparing normal strike rank. After this initial round, order of actions return to normal strike rank.

It is important to remember that these bonuses only apply to character’s who have at least 1 fate point and only against human foes who have 0 fate points. Monsters, demons, robots and creatures that normally do not have fate points ignore any “pulp” bonuses.

The “pulp” bonuses are largely only effective against thugs, minions, mooks, henchmen and lackeys.

MAD SCIENCE

Mad Science is a specialized art used to invent what should not exist and to study what should not be studied. Creation is man’s greatest ability, the concept of thought, planning and making items and breakthroughs to better life and civilization. For centuries science has been used for the betterment of mankind. Mad Science however is used to create destructive devices, obscene creations that alter life, death, travel and communication in ways mankind was not meant to tamper with or even conceive. Much like magic Mad Science changes the rational world and it challenges mankind’s understanding of physics and slowly drives its practitioners insane.

In order to create items and devices of unusual and semi-supernatural ability a character must have the Mad Science skill. He or she must have access to a lab, money and lots of time. All devices (unless built as a gas or liquid) must have a hit point value and an AP value (AP 0 is permitted). In addition all devices have the following statistics: Reliability, Powers, Energy, Size, Cost and Time. These statistics are used to calculate the time it takes to build, the cost to manufacture in money and the cost to build in development points.

The process to build devices takes several steps.

Step One: Conceive the Device

What does it do? What abilities will it require to function? How small, large, heavy and maneuverable is the item?

Step Two: Determine Development Points

At this point in time the mad scientist makes his or her skill check. If successful he or she has 1 development point per % he or she succeeded by the build the device. For Example: Ivan Hrynkievich has a Mad Science skill at 65% and succeeds his roll with a 43. He therefore has

22 build points for his device.

Step Three: Design the Device

After choosing what powers and abilities the gadget has the scientist calculates the cost in development points to build the device. He or she must also pay for the HP, SIZ and AP of the device.

Step Four: Reliability

Not all devices work 100% of the time. Before a device can be used the character employing it must make a reliability check for it. Reliability is rated from 01% to 100%. The builder sets the reliability as he or she chooses. The final cost of the device will be affected by its reliability.

Step Five: Cost

Multiply the cost of designing the device by the reliability % to get the final development point cost of the device. The monetary cost of the device is equal to the development points of the device before the reliability modifier times 1000 (US \$).

ABILITIES

Hit Points: As with normal items and characters, hit points tell you how durable a device is. When reduced to 50% the device suffers a -20% penalty on all of its abilities. Liquids and gasses have no actual hit points, but must have a container. When this container is reduced to 0 HP the liquid or gas is released with a 50% chance of it affecting a nearby individual. Though the GM may make these incidental uses less effective than normal. Hit Points cost 1 development point each. Containers for gasses and liquids receiving a 50% discount (half off).

ARMOR PROTECTION: The AP of the device costs 1 DP per 1AP. A device can have AP 0.

SIZ: Being the 1960s and a science fiction horror pulp noir setting, devices in Berlin '61 always start at Size 20. A device costs one less DP per size over 20 and costs 1 DP more for each size under 20.

ENERGY: Energy is spent every time a device uses one of its special abilities. Therefore a mad scientist must install energy into his or her creation. Every device already has an amount of energy equal to the mad scientist's POW+INT+5. For each additional 1 DP spent on energy the device gains 10 points of energy. The energy cost of a power is listed as EP Cost or Energy Point Cost. If a device is described as a gas or liquid then it does not need

energy but can only be used once each time the device (chemical in this case) is built.

CHARACTERISTICS: Devices may have various normal characteristics. These cost 1 DP per 1 point of the characteristic if the characteristic is used only by the device or 2 DP per 1 point if the characteristic substitutes for the users. If the characteristic adds to a character's pre-existing characteristics then the cost is 4DP per +1. For Example: Ivan builds a pair of Electro-Magnetic Ionized Maiming Gauntlets that increase his STR by +3. The base cost for this strength bonus is 12 DP. If he wanted to just have the Gauntlets replace his STR with a STR of 16 the cost would be 8 DP.

TIME: This is the time it takes to build the device. It takes one week to make the normal Mad Science skill check. Add one additional day to this time for each DP of the final cost of the gadget (after the reliability modifier).

COST: Multiply the cost of designing the device by the reliability % to get the final development point cost of the device. The monetary cost of the device is equal to the development points of the device before the reliability modifier times 1000 (US \$).

INCOMPLETE DEVICES

If a scientist does not have enough DP to build the device he or she has designed then he or she has two options. Continue to build or become obsessed.

Continue to build: This feature allows the scientist to spend another span of time equal to the original time to construct the device. Once that time is completed the scientist makes an additional Mad Science skill test and gains additional DP to finish the device, if he or she still does not have enough DP he or she may continue to build or decide to become obsessed.

Each additional time span spent on the construction of the gadget costs the full amount in financial fees.

Become Obsessed: In a mad bid to complete the device the mad scientist locks him or herself up in the lab and works all night, not eating, not sleeping and not taking notice of the real world. The scientist becomes so obsessed that he or she risks his or her sanity. The DP that scientist needs to complete the gadget can then be gained by sacrificing sanity points. Each sanity point dedicated to the device nets the mad scientist 1 DP.

There is no sanity roll involved, the mad scientist can not resist the drain on his or her mental stability and he or she

will often walk away mad and insane.

RUSHING AND TAKING TIME

Scientist can rush their work or take their time and plan out each step. Rushing a device will reduce the chance of success while taking time nets a bonus to the Mad Science roll. Any modifiers are temporarily applied to the skill for the duration of the test only. A penalty will make the test harder while a bonus makes it easier. Where several modifiers can be applied to the same test, they will all have an effect, 'stacking' to make one final bonus or penalty.

MY LIFE'S WORK

A mad scientist can also spend Magic Points, Hit Points and Sanity to increase his or her Mad Science skill roll chance of success. Magic Points and Hit Points spent in this fashion recover at 1/3rd the normal rate and if the mad scientist opts to use these points in the fashion he or she is considered to be exhausted (-5% on all actions) for 1 week after the device is finished. Sanity loss here (and lost through Becoming Obsessed) may lead to insanity as normal and can not be regained.

Each MP or HP dedicated to "My Life's Work" adds +2% to the Mad Science skill for all rolls made constructing a single device (even if the scientist must repair it or has to use the "Continue to build" option). Sanity spent in this fashion nets a +3% bonus. (Most mad scientists are mad indeed).

OTHER MODIFIERS

Just like any normal skill, Mad Science can receive bonuses for proper equipment, assistants, Fate Points and other game modifiers.

SAMPLE ABILITIES AND COSTS

Though many different abilities and options can be thrown into a device as a mad scientist or game master may wish the following are common abilities from science fiction, horror, comic books and b-movies. See also spells at the end of this chapter.

ABILITY	DP COST	EP COST
Absorption	1	0
Adaptability	1	1
Armor	1	0
Attack	3	1
Darkness	2	1
Density Increase	1	2
Density Decrease	1	2
Dispersal	10	1
Enhanced Hearing	1	0
Enhanced Smell	1	0
Enhanced Speed	1	0
Enhanced Taste	1	0
Enhanced Touch	1	0
Enhanced Vision	1	0
Infravision	1	1
Invisibility	2	1
Paralysis	3	1
Perception	2	3
Potency Attack	3	3
Regeneration	3	1
Silence	3	1
Size Alteration	1	1
Stretching	3	1
Telekinesis	1	1
Telepathy	1	1
Teleportation	1	1
Ultrasonic Hearing	1	0
Unusual Movement	1	1
Wall Walking	1	0
X-Ray Vision	2	1

Dispersal: Each Rank allows the subject to move through 1/4 inch of material per round. Each extra Rank adds another 1/4" inch traversed in one round. One DP allows the subject to fly at normal walking speed. This is what keeps him or her from dropping through the ground. A dispersed target cannot pass through any item that has an AP equal to or higher than its Rank in Dispersal. When dispersed the subject cannot be affected by physical forces, and cannot use any physical force.

Enhanced Hearing: Each rank doubles the range at which a device can use its Listen ability and at which he or she can understand words spoken in a conventional tone. Normal range is 100 feet, assuming there are no intervening walls. A normal wall counts as 100 feet distance.

Enhanced Smell: Each rank of this power gives the device a 10% chance of distinguishing a particular scent which is normally undetectable by a human.

Enhanced Speed: Enhanced speed increases a targets normal movement rate (Call of Cthulhu Page 51-52) by 1 for

every rank of this power.

Enhanced Taste: Each rank of this power gives the user a 10% chance of distinguishing a particular taste which is undetectable to normal humans.

Enhanced Touch: Each rank of this power gives the device a 10% ability to detect subtle differences in texture. It also gives them the ability to "see" with their skin and act in the dark as if he or she were in the light. This will give them a 10% chance per rank that he or she will feel incoming missiles or assailants in time to respond to them. The range of this sense is 100 feet.

Enhanced Vision: Each rank of this power doubles the distance the device can see detail in. Normal range is 115 feet. It also doubles the degree of magnification the device can perceive.

Infravision: Each rank of this power gives the device 100 feet of range of seeing in the dark by heat sources. Everything outside the range is an indistinct blue blur.

Invisibility: Each Rank of this power turns one SIZ point invisible. The power can be used on the device or on another item within 100 feet, but any sentient target must have its POW overcome on the resistance table for the power to work. However, an invisible subject making any kind of attack will disrupt the invisibility field for that round and becomes completely visible. Basic Invisibility renders the subject invisible to normal vision. An additional rank of Invisibility must be taken to make a SIZ point invisible to infrared radiation, or to hearing, or to smell, etc.

Paralysis: Each rank of this power allows the device to create an entrapping force (imaginary force, webbing, lines of force, blobs of glue, a rope, etc.) which is 1D6 in SIZ. Anyone caught in this force must make a roll of its STR versus the SIZ of the force on the resistance table to break free of it, at which time the force goes away. Until that time the target is held motionless and powerless.

Perception: Each rank of this power allows a user to look and listen into an area within 100 feet of the device as if he or she were there. During the round that he or she does this, he or she can do nothing but use Perception on that area. Each additional rank allows the devices to increase the range by 100 feet or perceive back in time up to one hour per extra rank to see what happened in the area before.

Potency Attack: Each level of this power allows the device to generate gas of 1D6 potency in a 5 foot radius vol-

ume. Additional ranks can be used to increase the volume of the gas cloud, increase the potency of the gas, or extend the range another 100 feet. Just how the actual gas is formed is not significant. It could be a gas gun, a gas bomb, the ability to transmute air into gas, or whatever. Adaptability will negate the potency of this gas. Anyone without Adaptability hit by the gas must overcome the gas by matching its CON against the potency of the gas on the resistance table. If this roll is unsuccessful, there are several possible effects, depending on how the user of the gas has established its abilities.

1. The target goes to sleep, and must make a CON roll as a percentage to awaken.
2. Target takes damage to his or her hit points. The damage is 1D4 per rank of the gas.
3. The target suffers a -5% on all actions based on vision per each rank of the gas.

Regeneration: The creature is able to regenerate hit points lost to damage. The speed of regeneration varies depending upon the creature. In generally the target recovers 1 HP per round per rank in this ability.

Silence: Each rank of this power creates a total suppression of sound in a sphere 5 feet in radius. Any sounds are transmuted either into ultrasonic or infrasonic vibrations and cannot be heard by the most sensitive human ears. The Silence effect will dissipate in ten melee rounds. If a spell is being cast in the area and it is necessary to vocalize it, then it cannot be used.

Size Alteration: The target subject is increased or decreased in SIZ by 1 point. Every two ranks of Size Alteration increases the target's STR by 1 and reduces his or her DEX by 1 if the alteration is used to grow to larger SIZ. The targets loses 1 point of STR and gains one point of DEX per two ranks of Size alteration used to reduce his or her height. A device can only do one of the other unless the power is purchased twice.

Stretching: The subject may extend his or her limbs (fingers, arms, legs, neck, and so forth) by upwards to 1 foot per Rank of stretching. Every two Ranks of stretching also gives the subject 1 AP against physical, blunt and kinetic attacks (clubs, punches, kicks but not knives, swords or guns). Every Rank of stretching adds +5% to skills such as climb, athletics, disguise, dodge, grapple, hide, sneak and swim.

Telekinesis: Each rank of this power allows the user to lift one SIZ point and move it in the air or along the ground at normal walking speeds (movement rate of 8). The object must stay within 100 feet of the user. Every rank of the

power in excess of the SIZ of the object to be moved can extend the range by 100 feet, or increase the speed by +1 movement rate of normal walking speed (8). If attempting to pick up a living being, the user must overcome the other's POW on the resistance table.

To hit a target with an object, the user must make a normal Throw roll. For every rank of Telekinesis there is above the SIZ points of the object they gain an additional +5% to their throw skill. Object used in this manner inflict 1D6 damage per 10 points of SIZ modified by a damage bonus calculated by using the ranks of telekinesis added together instead of STR+SIZ.

Telepathy: Each rank of this power allows the device to attempt to overcome 1 point of POW of a target by matching the user's POW against the target's on the resistance table. There must be enough ranks of the power available to affect every point of POW of the target, or it will not work. Range of the power is 100feet, plus 100 feet for each rank of Telepathy over that needed against the target. Successful use of this power allows the user to do one of three things.

1. Put the target to sleep (they can awaken normally)
2. Read its current surface thoughts and emotions
3. Control the target's actions by seizing control of the nerve centers

The POW versus POW roll must be made on the resistance table each round the power is used. If the device has enough ranks of this power, the user can attempt to read/sleep/control more than one mind at once, but there must be enough ranks of the power to match the total POW of the targets. Remember, no matter what the rank of the power a device has, it must overcome the target's POW with its user's POW, not the rank of the power. Also, the device with enough ranks to affect more than one target may perform one action on one and another on the other, if both POW vs. POW attacks are successful. While Telepathy can go right through walls and such, the user must be aware of the presence of a target before he or she can use its power against him.

Teleportation: Each rank of this power transports one SIZ point instantaneously up to 500 feet away. If the device wishes to transport anything else with the Teleport, it must have sufficient ranks to carry the extra SIZ points. To teleport unwilling living beings, the teleporter must overcome their POW with its own on the resistance table. The teleporter cannot teleport blind. They must teleport to an area he or she is very familiar with, taking at least an hour to memorize the area's features. If the teleporter has more ranks available than SIZ points to carry, they can increase

the length of its teleport by 500 feet for each rank.

An Anchor is a special addition for teleportation and it is basically a relay signal at another location where the teleportation is to take place at. The anchor must be a device built separately, but only needs the basic characteristics needed by all devices and one rank of teleportation and the anchor fee. The anchor fee is 2 DP and must be paid by both the main teleportation device and the anchor.

No matter the ranks of teleportation the targets will always transport to the anchor, even if beyond its normal range. For each range rank over the teleportation device's ranks the teleportation device takes 1D4 damage if that build up destroys the teleportation device and there is still distance to travel, continue to apply the 1D4 damage increments left over to the anchor. Once the anchor is destroyed the operator begins to lose 1D6 from his or her Sanity, Power and Hit Points per increment left. Until he or she dies, then any excess damage is applied to the individuals being transported. This chain of damage ends once the distance is covered or the individuals who are teleporting are dead.

Two Way anchors can also be purchased and built. These act as bridges between the primary teleporting device and the anchor. As long as no two way anchor is beyond the teleportation range of either the primary device or the anchor, the teleportation suffers no ill effects. Each two way anchor costs the same as a normal anchor but does not require the +2 DP anchor fee.

Ultrasonic Hearing: Each rank of this power gives the device 115 feet of range for hearing sounds pitched too high for normal hearing to pick up. Five cm of material will block one rank of this sense. Extra ranks can increase the range (everything outside the range is indecipherable background noise) or increase the penetrating power, as the occasion demands.

Unusual Movement: A device that bestows unusual movement on a target (flight, tunneling, super-jumping, swimming) gives the subject 1 movement point (Call of Cthulhu Page 51-52) per Rank in that style of movement. It does not give the subject the ability to survive while doing these movements beyond the normal means unless other powers are given to this target from the device as well (such as adaptability under water). In addition, the device must be able to propel the user so it must have a STR characteristic equal to or higher than the subject's SIZ.

Wall Walking: Each Rank of Wall Walking permits 1 SIZ point to travel along the walls or ceilings like a spider. The amount of weight transported this way can not exceed the

subjects STR or the wall walking Ranks. The wall walking Ranks can be added to any roll used to resist being thrown, be it grappling attacks, special attacks or knock back. Wall walking movement rate is normal.

X-Ray Vision: Each rank of this power allows the device to see through up to 1/2" of any substance but those objects with an AP higher than the ranks of x-ray vision.

POWER MODIFIERS

Power Modifiers alter the basic function of an ability or power. A negative modifier reduces the cost of the ability by a number of ranks equal to the modifier (to a minimum of 1 rank cost) while a positive modifier increase the cost by a number of ranks equal to the modifier.

Sample modifier follow.

Negative Modifiers

Always On: The power never turns off, energy is constantly draining. (-1)

Burn Out: Device must check reliability 1 additional each time a power is used with a -10% modifier per use. (-1)

Diminishing: Ranged power loses 1 rank of effect per rank of distance travelled. (-1)

Fatiguing: In addition to energy point cost the device's ability drains its user 1 HP per rank used, no armor. (-2)

Increased Energy Cost: Each use costs the normal energy +1. (-1)

Miscellaneous Restriction: The ability can perform one less function than normal. For example Armor (kinetic) that doesn't work against bullets or Telepathy that can not be used to control someone's actions. (-1)

No Range: An ability that normally has a range benefit or that can be bought with some sort of range benefit can only be used as a touched based or melee attack. (-1)

Other Restriction: A miscellaneous limitation is applied to the device as the GM and Mad Scientist agree. (-1 to -3)

Positive Modifiers

Area Effect: The ability affects a 5' radius instead of a single target. For powers such as armor this creates a field of defense where everyone inside the radius is protected. Each additional +1 modifier added to this bonus increases the area by 2 1/2 feet. (+1 or more)

Based on skill: This modifier makes the ability linked to a certain skill and it uses that skill for all rolls including attack rolls, resistance rolls and any other rolls as necessary. (+1)

Other Bonus: Ability can do feats normally unavailable to it normally. The GM and mad scientist will have to discuss the details of the exact bonus. (+1 to +3)

Range: Added to any ability with no range it gives the

power a base range of 100'. Additional ranks can be dedicated to receive a +100' to the range maximum. (+1)

Reduced Energy Cost: Each use costs 1/2 the normal energy. (+1)

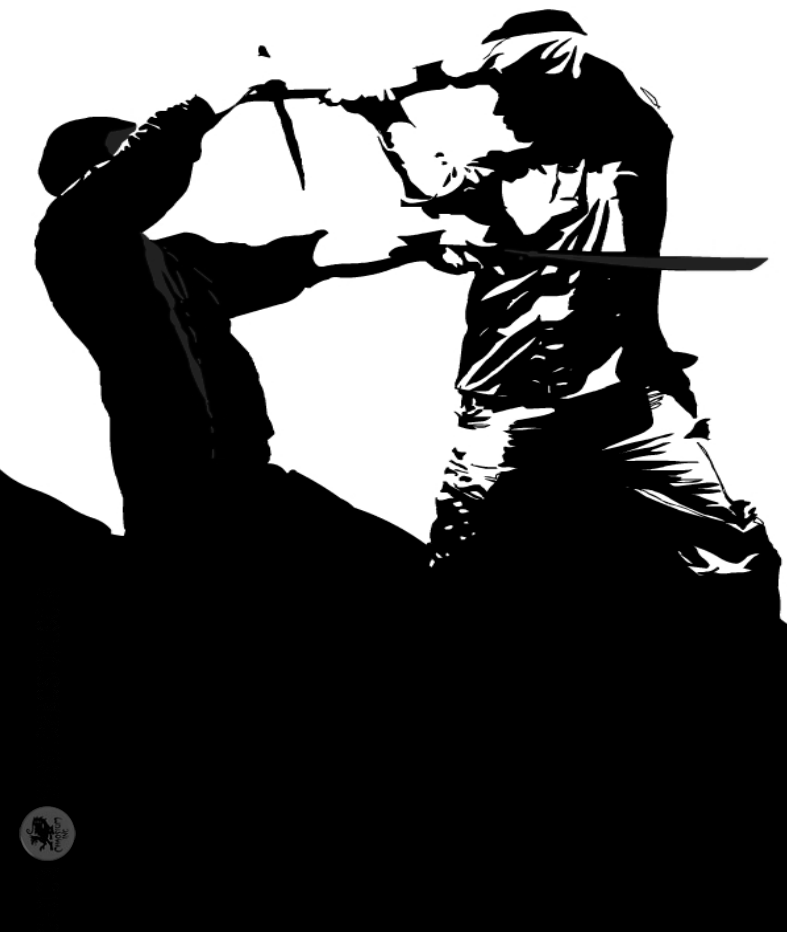
SPELLS

A mad scientist may wish to mimic a spell for a device. When doing so the cost of the spell in DPs is equal to three times the normal magic point cost to cast the spell. The mad scientist loses Sanity and MP as if he or she cast the spell.



Mad Science and BRP

Those GMs and Players with the BRP rules may wish to use the super powers listed there for creating new mad science devices. Use the standard cost in those books for new or alternate powers just as you would use the DP costs found here. All other aspects of device creation remains as is unless Berlin '61 is being used as a super hero setting, in which case all rules should default to the super power rules and equipment rules of the parent BRP super hero system being used.



Oratory on the same target for different reasons. The winner is the one who succeeds by the most % points on the skill test. The Loser then suffers a penalty equal to the % the winner outdid him or her for the Persuade, Intimidate, Influence or Oratory roll. (Example: Stasi Agent is trying to convince a bar patron that the west is evil, while a West German student is trying to convince otherwise. The Stasi Agent makes his Debate roll by 15% and the West German student makes his by 35%, beating the Stasi by 20%. The Stasi Agent then makes a Persuade skill test at -20%)

Demolitions (base 01%)

In order to properly set, use and detonate or disarm explosives a character must use this skill. This skill governs creating every sort of bomb or explosive from pipe bombs and home made chemical explosives to experimental timers, bombs and detonators.

Diagnose Disease (base 05%)

This skill allows the performer to identify types of illnesses and what may or may not have caused them.

Engineering (base 05%)

Engineering allows a character to design and construct certain devices and items, from buildings and cabinets to space ships and satellite systems. This skill is usually specified as an individual specialty and often requires the use of similar or related skills to function properly.

Espionage (base 15%)

Espionage is the art of surveillance and spying. Users of this skill know how to deal in intelligence work, codes and surveillance equipment. This is the perfect skill for spies. This is a broad skill for criminology, disguise, finances, intimidate, law and political science.

Forensics (base 01%)

Prerequisite: Medicine at 30% or greater. Forensics allows an investigator to examine evidence and figure out what exactly occurred in a given situation. From understanding cause of death, to weapon trajectory, fingerprinting, time of death other common crime scene data.

Influence (base 15%)

Influence allows a character to shift an opposing characters opinion of them in a desired direction, making NPCs friendlier to them or more aggressive to others. A successful skill check will modify the next interaction based skill up or down 10% as the user wishes. This can be applied to a roll they make or a roll another makes. The effect lasts for 1 hour per % point the roll succeeded by or until an event that alters that perception occurs.

SKILLS

The following are brief descriptions for new skills used in Berlin '61. If other BRP material is available with more detailed rules of descriptions of the following skills are available, default to those descriptions as the needs arise.

Botany (base 05%)

Botany is the study and understanding of plants. It covers everything from basic identification of flowers and plant life to how to treat, grow and breed plants on a DNA level.

Criminology (base 01%)

Criminology is the study of human behavior related to law, justice and guilt. It is the study of what makes criminals perform their actions and why and how a certain criminal psyche would react based on given circumstances, evidence and psychological profile.

Debate (base 10%)

The ability to put forward the best points for your side of an argument while poking holes in the opposing side's argument. Debate skill tests are usually made between two individuals trying to use Persuade, Influence, Intimidate or

Intimidate (base 05%)

Intimidation is an attempt to threat by speaking or acting in a dominating manner, often with the goal of making a person or people do what the intimidator wants. A successful Intimidate skill test forces the target to perform an action of the Intimidators wish. The action is usually not violent. The Intimidation continues until the victim succeeds in a POW vs. POW resistance roll is made. The person will be affected for at least one day, but a critical success can extend this period for seven days or longer. Fumbling this skill roll can lead to derision from the individual addressed, including physical attack. The character can increase this skill roll with a successful APP test. If succeeded, the character gains +10% to the skill roll. A fumble reduces the roll by 10%.

Knowledge (base 20%)

This is a catch all category skill for all generic information skills and subjects not covered by other skills. These knowledge skills can be specific (Works of HP Lovecraft) and gain a +10% starting base or general (English Literature) at the standard base % or even all inclusive (World Literature) at -5% base. The exact nature and information a knowledge skill can give a character is up the GM.

Linguistics (base 01%)

The study of language allows a character to attempt to understand or read any other language they encounter based on a sampling of information. It also increases any known languages skill % by a value equal to the tens digit of this skill. For example, at 50% you gain +5% to all your language skills. This is applied as a bonus when the skill is used and the normal % of you language skill is what is used for all other purposes involving that skill.

Mad Science (base 00%)

Mad Science is the skill used to break the laws of physics and morality to create scientific abominations, from dimensional warps to zombie soldiers to intelligent viruses. Locked deep in the knowledge of mad science is an almost mystical, but more psychically, connection with the logic and evil of the Mythos cults. See the Mad Science section of these rules for more details on how to use this skill. Mad Science is a broad skill for Anthropology, Astronomy, Biology, Botany, Chemistry, Geology, Physics and Zoology

Make Maps (base 10%)

Cartography, or map making, is used to design, draw and chart a two dimensional representation of an area as if viewed from the sky. Using this skill a character can decipher, create, modify and track or navigate using maps. Compasses, the navigation or survival skill will aid in the making and adapting of maps but none of the three skills

are necessary for the others to function.

Military (base 10%)

Military is a social science covering knowledge of military structure and theory regarding its function, as well as general familiarity with military technology, vehicles, and equipment. Further, a skill roll could be made to predict a military's actions or to create a strategic military operation. Broad skill for: Camouflage, Demolitions, Guns, History, Intimidate, Law, Make Maps, and Navigate.

Oratory (base 05%)

Oratory, or public speaking, is used to address gathered crowds and groups of people. These crowds can be affected by the speaker in such ways to modify other charisma based skills or to draw the crowd to a certain viewpoint. In all purposes the skill functions the same as fast talk, but against a large group of people. If used to successfully the character can make independent interaction skill rolls with members of the crowd and gain a +10% modifier on follow up skill rolls. A fumble may result in the crowd growing hostile to the character or his or her opinions.

Political Science (base 05%)

Political Science is the understanding of how governments and systems function and why certain societies tend to succeed, fail, attempt what they do and function on a day to day basis. Successful use can also gain historical and current events knowledge of certain locations and individuals. Used in conjunction with interaction skills a successful skill check grants a +10% modifier.

Sorcery (00% or INT+POW)

Acquiring Sorcery is an effort of will, intelligence and research. In order to be a sorcerer, all a character need do is learn one Sorcery spell. New Sorcery spells can either be taught by a mentor or discovered through research. In either case, treat the Sorcery spell as a new advanced skill that must be learned. Thus it takes two improvement rolls to learn any Sorcery spell. Once learnt, the character gains the specific spell's Magical skill at its basic score. This skill is increased using improvement rolls in the normal manner and can be increased through practice as well as research.

A sorcerer may only know a maximum number of Sorcery spells equal to his INT Characteristic. All characters have sorcery at 00% but once they learn their first spell the % immediately becomes their INT+POW. This skill must be taken for each spell known.

A starting character can learn any spell he or she wishes with GMs approval. After character generation a character

must sacrifice a skill experience roll to learn a new spell at its base % (INT+POW).

Survival (base 15%)

Survival is used to gain safety in the wild. Whether it be to find shelter, make shelter, find food or find one's way home. This is also a broad skill for Navigate, Treat Disease, Treat Poison, Track and Camouflage.

Treat Disease (base 05%)

A successful test allows a patient under the effect of a disease to attempt an Resistance Roll versus the POT of the disease, with the patient gaining a bonus to his Resistance Roll equal to the tens digit of the doctor's Medical skill (therefore a skill of 46% would grant +4).

Treat Poison (base 05%)

A successful test allows a patient under the effect of a poison to attempt an Resistance Roll versus the POT of the poison, with the patient gaining a bonus to his Resistance Roll equal to the tens digit of the doctor's Medical skill (therefore a skill of 46% would grant +4).

Zoology (base 05%)

Zoology is the study of the animal kingdom and specific or general categories of animals. How the live, survive, function and interact and more are all areas of knowledge an individual with this skill can understand and relate.



Berlin '61 Character Generation

The Berlin '61 Player's Section is designed to aid players in creating, maintaining and improving their characters as well as to allow the Game Master to control how much of the rules and background from the Berlin '61 book the players have access to.

The focus of this section of the book will be character generation, skills and equipment with trace amounts of information on the background and game setting and references for the players to use for inspiration and guidance. Finally the section displays a selection of pregenerated characters with full skills, attributes and histories for use when time is short or the game master wants sample characters or flushed out NPCs.

While several optional rules for character generation are included, they are not "hard" rules and the Game Master has final say in what style, system and rules he or she wishes to use in the game. Player's are encouraged to partake in the game and the fun, but not at the expense of the Game Master who has probably spent money and time on the campaign and style he or she wishes to play.

Dice Notation

Berlin '61 rules use the following dice notations:

d4 = four sided die

d6 = six sided die

d8 = eight sided die

d10 = ten sided die

d12 = twelve sided die

d20 = twenty sided die

D%, d100, or D100 = percentile dice (a number between 1 and 100 is generated by rolling two different ten-sided dice. One (designated before rolling) is the tens digit. The other is the ones digit. Two 0s represent 100.)

Die rolls are expressed in the format: [#] die type [+/- modifiers] Example: 3d6+2 means: "Roll 3 six sided dice. Add the result of the three dice together. Add 2."

What is a Character?

A character is a player's playing piece in the game setting, much like a car, shoe, iron or horse is used in other games. The character is not actually moved around a board of table (unless miniatures are being used in the game) but is the so called avatar of the player, much like a character image/profile on a video game. The character will dictate what skills, abilities and functions the player can take and how well he or she is at them in the game setting.

While player A may be a Nuclear Physicist in real life and player B is a fast talking trial lawyer, their characters (character A and character B) might not know anything about science (or be able to even read) or may be too shy to even speak in front of a crowd, but nevertheless they can lift 300 pounds and fire a rifle accurately enough to score a center shot on a quarter from 100 yards. Basically the character determines what the player is capable of in the game. In the pulp setting they are usually quite diverse and can function in many different settings with little or no difficulty.

Character Creation

Characteristics

All characters and creatures have eight Characteristics.

Strength (STR): A character's brute force, Strength affects the amount of damage he deals, what weapons he can wield effectively, how much he can lift and so on.

Constitution (CON): A measure of the character's health, Constitution affects how much damage he can sustain in combat, as well as his general resistance to disease and other illnesses.

Dexterity (DEX): A character's agility, co-ordination and speed, Dexterity aids him in many physical actions, including combat.

Size (SIZ): This is an indication of the character's mass and, like Strength and Constitution, can affect the amount of damage a character can deal and how well he can absorb damage. Unlike most other Characteristics, a high score in Size is not always an advantage. While a large character can take more damage, a small character will have a much easier time when sneaking around in the shadows.

Intelligence (INT): A character's ability to think around problems, analyse information and memorise instructions. It is a very useful Characteristic for characters interested in becoming accomplished spellcasters.

Power (POW): Perhaps the most abstract Characteristic, Power is a measure of the character's life force and his personal force of will.

Appearance (APP): This quantifies a character's attractiveness and leadership qualities.

Education (EDU): Represents a character's educational experiences, formal studies and events that have shaped and molded a character's perspective of his or her world as well as their development of skills and abilities.

Determining Characteristics

Players will need a number of six-sided dice to generate their characters' Characteristics. Roll the following dice to determine an adventurer's Characteristics base don which method the Game Master chooses.

Method I

For all attributes except SIZ, roll 3D6 and total the dice for the final value.

For SIZ: Roll 2D6 and total the dice. Add 6 to the result.

Method II

For all attributes except INT and SIZ, roll 3D6 and total the dice for final value.

For INT and SIZ: Roll 2D6 and total the dice. Add 6 to the result.

Method III

For all attributes except SIZ roll 4D6, drop the lowest then add the three remaining together for final value.

For SIZ: Roll 2D6 and total the dice. Add 6 to the result.

Method IV

For all attributes roll 2D6+6 and total the dice for the final value.

The Game Master may also allow players to assign their rolls to specific Characteristics, so that a player who wants to play a burly warrior can move a rolled 15 from CHA to STR, for example. Players should not be allowed to move rolls from SIZ to any of the other Characteristics, however.

Derived Characteristics

Berlin '61 used the following derived characteristics, as found in the BRP rules.

Effort Roll, Stamina Roll, Idea Roll, Luck Roll, Agility Roll, Charisma Roll, Know Roll, Damage Bonus, Hit Points, Sanity and Magic Points.

CULTURAL AND OCCUPATIONAL EXPERIENCES

The player is free to choose the background the character comes from (with Game Master's approval), which determines bonus skills and starting money. In addition different cultures and occupations may have further benefits as detailed in their appropriate descriptions. The backgrounds available are as follows: American, British, French, East German, West German and Russian.

Cultural Experiences (Everyman) Skills

All Characters in Berlin '61 are considered to have the following Starting Cultural or Everyman Skills. These skills are treated the same as Occupational Skills for Character Generation. If a character receives a Double Skill (say as an Everyman Skill and an Occupational Skill) then they receive a bonus of +5% to the skill's final total.

EVERYMAN SKILLS (ALL): Fist, Other Language (1), Own Language, Grapple.

ADDITIONAL EVERYMAN SKILLS (by nationality):

American: Drive Automobile, History. British: Drive Automobile, Fast Talk. French: Art, Bargain. East German: 1 Random. West German: History. Russian: Intimidate, Kick.

Occupations and Occupational Skills

All characters in Berlin '61 have one of the following starting Occupations which details the nine (9) Occupational Skills for on which they may spend initial Experience Points gained during Character Generation on. The one exception is the occupation of Student (Eastern), as they have 10 Occupational Skills, the drawback however is that 4 of them are random.

Artist: Art, Craft, Fast Talk, History, Other Language, Photography, 2 of choice.

Athlete: Climb, Dodge, Jump, Martial Arts, Ride, Swim, Throw, 2 of choice. Note: East German and Russian Athletes have the option to add a +1 to STR and SIZ or +1 to DEX and CON but if they opt for this benefit they in turn

must reduce INT, POW and CHA by -1 each.

Author: History, Library Use, Occult, Other Language, Persuade, Psychology, 2 of choice.

Clergyman: History, Library Use, Listen, Oratory, Other Language, Persuade, Psychology, 2 of choice.

Criminal: Bargain, Disguise, Fast Talk, Locksmith, Pick-pocket, Sneak, Spot Hidden, 2 of choice.

Doctor (Medicine): Biology, Diagnose Disease, Credit Rating, First Aid, Medicine, Other Language (Latin), Pharmacy, Treat Disease, 2 of choice.

Doctor (Psychology): Biology, Credit Rating, Medicine, Other Language (Latin), Pharmacy, Psychoanalysis, Psychology, 2 of choice.

Drifter: Bargain, Conceal, Fast Talk, Hide, Listen, Psychology, Sneak, 2 of choice.

Engineer: Chemistry, Electronics, Geology, Library Use, Mechanical Repair, Operate heavy Machinery, Physics, 2 of choice.

Entertainer: Art, Disguise, Fast Talk, Credit Rating, Listen, Oratory, Psychology, 2 of choice.

Farmer: Craft, Electronics, First Aid, Mechanical Repair, Operate Heavy Machinery, Ride, Track, 2 of choice.

Historian: Art, Bargain, Craft, History, Library Use, Other Language, Spot Hidden, 2 of choice.

Journalist: Fast Talk, History, Library Use, Persuade, Photography, Psychology, Spot Hidden, 2 of choice.

Lawyer: Bargain, Credit Rating, Fast Talk, Law, Library Use, Persuade, Psychology, 2 of choice.

Military (Officer): Bargain, Credit Rating, Law, Military, Navigate, Persuade, Psychology, 2 of choice.

Military (Enlisted): Conceal, Climb, Drive Automobile, First Aid, Hide, Military, Rifle, 2 of choice.

Missionary: Art, Craft, First Aid, Influence, Mechanical Repair, Medicine, Persuade, 2 of choice.

Musician: Art, Bargain, Craft, Fast Talk, Credit Rating, Listen, Persuade, 2 of choice.

Pilot: Astronomy, Electronics, Mechanical Repair, Navi-

gate, Operate Heavy Machinery, Physics, Pilot, 2 of choice.

Police (Beat Cop/Officer): Dodge, Fast Talk, First Aid, Handgun, Law, Grapple, 2 of choice.

Police (Detective): Bargain, Fast Talk, Law, Listen, Persuade, Psychology, Spot Hidden, 2 of choice.

Politician: Bargain, Credit Rating, Fast Talk, History, Law, Oratory, Persuade, 2 of choice.

Private Investigator: Bargain, Fast Talk, Law, Library Use, Locksmith, Photography, Psychology, 2 of choice.

Professor: Bargain, Credit Rating, Library Use, Other Language, Photography, Psychology, 2 of choice.

Spy (Eastern): Conceal, Disguise, Espionage, Law, Library Use, Listen, Psychoanalysis, Psychology, Spot Hidden. (No skills of choice!)

Spy (Western): Conceal, Espionage, Hide, Listen, Other Language, Spot Hidden, Sneak, 2 of Choice.

Student (Eastern): Art, Craft, Other Language, Sneak, 1 of choice, 4 random. (Cannot be aged and may not have skills higher than 80%)

Student (Western): Art, Bargain, Craft, Library Use, Other Language, 4 of choice. (Cannot be aged and may not have skills higher than 80%)

STARTING SKILLS

Every character in Berlin '61 is not just defined by his or her Physical and Mental Statistics, but also his or her skills. Skills are gained from a multitude of sources, primarily experience but also land of origin, education (and or occupation) and hobby interests have great influence on how a person develops and unfolds in their lives.

Skills in Berlin '61 operate much the same as they do in the BRP core rules with the following modifiers to use, descriptions and functions.

SKILL MAXIMUMS

No Skill can ever be raised above 95%. No Starting Character can have a skill at a rating higher than 90% unless it is increased through the Hobby Skill rules (see below).

EXPERIENCE POINTS

Characters in Berlin '61, even those with supernatural knowledge and skills, are considered to be quite normal. They are passing through the fantastic worlds of illusion, demonology and lost gods, not controlling destiny or influencing the cosmos. Even so most characters that get caught up in the events of the dark secrets of Berlin '61 are still exceptional and have a tighter connection with fate and the Sanity of the universe. Therefore all characters in Berlin '61 start with the normal EDU x 20 skill points for their career skills and INT x 10 for pick up skills. In addition, every Berlin '61 character has a hobby skill or two randomly determined at character generation.

PICK-UP SKILLS

Skills not considered Occupational or Everyman Skills are considered to be Pick-Up Skills. Most skills are available as a Pick-Up Skill, but the maximum number of Experience Points that can be spent on Pick-Up Skills is limited as per the Experience Chart above. Sorcery, Elder Rune Casting, Enchanting and the special skills are not available as Pick-Up skills.

HOBBY SKILLS

After assigning all points for Everyman, Occupational and Pick-Up Skills, make a Luck Test for the New Character. If he or she succeeds they gain two (2) Hobby Skills. If the Luck Test is failed, the Character only gains one (1) Hobby Skill. Hobby Skills are determined by rolling on the Random Skill Chart. Hobby Skills gain bonus equal to half the character's POW statistic. If a Hobby Skill is also an Occupational Skill or Everyman Skill, the standard +5% applies for the Double Skill. If it is already a Double Skill from being both an Everyman Skill and Occupational Skill, increase the skill by a further +2% (+7% total).

RANDOM SKILLS

Use the following D100 chart to generate any random skill a character possesses. Also use the chart on page 10 to generate a character's Hobby Skill(s).

BROAD SKILLS

Some skills are so closely related that by focusing (using) one skill before the other will give the appropriate related skills a bonus. Those skills that grant these bonuses are called Broad Skills and those which can benefit from these benefits are called Related Skills. A successful skill test for the Broad Skill will temporarily grant a +10% modifier to certain Related Skills. This skill test must be performed

one round before the augmented skill is to be attempted. A Fumble reduces the next skill roll by -20%, while Critical success increases it by +15%. Doing so, however, only counts as a skill check for Broad and not the related skill even if both tests are passed.

The round of the Broad Skill test the only thing the character can do is perform the skill test. He or she cannot dodge, parry, attack or even move. In the end, it is up to the GM if any Broad Skill/Related Skill test attempts are permitted for any given circumstance.

GENERAL INFORMATION

Movement: Human characters have a Movement of 4 yards.

Fate Points: Every character starts with two Fate Points.

Age: The character may start out with a minimum age equal to the character's EDU base attribute +9 in years. For each ten years the player decides to age the character beyond his or her minimum starting age, increase the character's EDU by +1. However for every 5 years above the age of 40 reduce one of the following attributes by 1: STR, DEX, CON, CHA or POW.

Americans and Brits: American and British characters have their starting age equal to EDU+7.

SPECIAL MODIFIERS

Other than SIZ, POW and EDU no starting characteristic can be higher than 18, even with these modifiers.

THE NATIONALITIES

Nationalities in Berlin '61

The most influential aspect of a character is his or her nationality. Nationality sets a character's beliefs, worldview, knowledge and mindset. Though no two Americans are the same, they always have similar access to certain educations, media and philosophical reasoning. The same can be applied to physical status and general physiology. Those Americans with high strengths and constitutions are usually the result of an interest in athletics, the outdoors or general physical activities such as farm life or working in a steel factory. While a Russian's constitution comes from exposure to extremes such as starvation, cold, brutal up-bringsings and harsh training regimes.

This is not to say that all Russians are hulking brutes, evil tyrants or brutal thugs, on the contrary many Russians are

sensitive, educated and well versed in world affairs. But in the world of Berlin '61 stereotypes are the rule and characters usually are based on these stereotypes with player characters either conforming to these stereotypes and surpassing them or overcoming their backgrounds to be something unique and different.

American

Characteristics: EDU +3

Everyman Skills: Drive Automobile, Fist, Grapple, History, Other Language (1), Own Language, Grapple.

Special Rules: The more Educated an American becomes, the more stubborn they are to accept and manipulate the supernatural. A player may increase his or her EDU by up to three more points (in addition to the normal +3 listed above). Each additional +1 reduces his or her POW by 1 point, but does not affect beginning Sanity which is still based off the character's original starting POW.

Background: Americans! Oh boy do they know everything and have no problem telling the rest of the world of this fact. Americans in Berlin '61 come in a variety of aspects, from soldiers and workers helping to protect and build West Berlin to tourists, activists, spies, traitors and adventurers. Some are blood thirsty and money hungry mercenaries willing to shoot a gun or lift a blade for any customer. Others are merely on holiday visiting the city they only saw during the war. Of all the various nationalities presented in Berlin '61, Americans are the most diverse.

What Americans lack in the loyalty of the Brits, the haughtiness of the French or the ferocity of the Russians they make up for in their originality and unusually open minds. They do not have thousands of years of European tradition and hatreds running their day to day lives and most do not really care about century long feuds, rivalries or causes. Americans are simply Americans.

A typical American will see the Brits he or she encounters as common kin, though will not pretend to understand everything they say or every action they take. They view the French in a sort of awe. Many Americans appreciate French tenacity, art and cuisine but can't quite come to like the French themselves. Starting off as reserved toward them and slowly warming up. To Americans the West Germans are a bastion of democracy and freedom in the heart of hell and are to be aided, supported and cared for as much as possible while their East German brothers are to be pitied and saved if possible from their Russian overlords. These viewpoints are increased many fold when



referring to East and West Berliners.

But the Russians, oh the Americans cannot trust the Russians or their servants in Germany. The Russians are almost as bad as Hitler was and many Americans would enjoy touting that fact to the Russians they meet. However, while in Berlin, most Americans lose their courage to discuss politics and dislike. Knowing full well it's quite possible to vanish in the middle of the night and wake up the next morning in the heart of Russia.

The following are the general styles of Americans encountered in Berlin in 1961.

Soldier: Stationed in the Berlin Brigade, American Soldiers and Air Force personnel serve side by side with French and British troops protecting West Berlin from her hostile communist half. These characters tend to have little to no initial freedom, but with the variety of passes and leaves to be taken it only takes a matter of paperwork to get some time off.

It is also not uncommon for US Soldiers and Air Men to be recruited on missions for Office Nine, the mysterious department investigating the Sixth Testament. Other soldiers may find themselves on guard duty or protecting valued cargoes or celebrities when the wrong things happen. Military Police or Military Intelligence Officers are often needed to investigate security breaches and surveillance leaks in Berlin.

Soldiers often date, marry and otherwise get involved with local Berlin girls (and boys) and many of these may have fathers and mothers who are hiding secrets that date back to the war.

Tourist: Seeing the world is one thing, seeing the pin point where one day World War Three will begin from, well that's a summer vacation one hates to miss. While located smack in the middle of East Germany and dangerously close to the Soviet Union, Berlin is quite the tourist city. Many Europeans and even Americans travel to Berlin to see the sites, enjoy the night life and to add a little feeling of international espionage in their lives.

Some of these tourists are World War Two vets returning to see where their brother soldiers fell or to visit the friends they left behind who may either be interred in the hallow ground of Berlin or still be in service working in the Berlin Brigades. Perhaps a tourist has a German spouse and they are visiting the spouse's family for a few months. It only takes a mistaken identity, a promise to an old friend or accidentally hearing or seeing the wrong thing to be dragged into circumstances you never antici-

pated.

Government/Corporate Worker: Working at the embassy or consulate brings prestige, money and a chance to see a world, even if it is Berlin. A consulate worker, government contracted engineer or even political or corporate spokesman can often travel between East and West Berlin with relative ease. They meet a full range of people from workers and students, to journalists, doctors, historians, military officers and law makers from all over Europe. These workers see a side of Berlin most could never anticipate.

Some government workers are couriers, carrying valued items for politicians and key embassy personnel while others are merely staff drivers or body guards pulling security at various meetings, briefings, conferences and seedy hotels. They may even work in a front office for the CIA, KGB, Office Nine or other agency and never be aware.

Spy: The CIA is everywhere, and Berlin is no exception. Their key operations pulled against Moscow are planned, prepared and run straight from West Berlin. Here agents can easily reach their handlers and their contacts, while at the same time cross from East to West with a flash of some papers and a smile. Spies may or may not be working a Sixth Testament case and may or may not even know Office Nine exists, but nevertheless Berlin is a city of intrigue, espionage and adventure for their like.

And when you dance in the shadows it is only a matter of time till the shadows dance back at you, drawing the spy into a dark supernatural world never intended for the eyes of man.

Student Activist: Student Activists are in Berlin for two reasons. As students to gain an education, or possibly as an intern preparing their professional skills, and to protest the East and West divide of Germany in general and Berlin in particular. These youth schedule protests, arrange to sneak individuals across check points from East to West, publish underground newsletters and in general make a nuisance for the Eastern governments.

Many students go missing in Berlin, believed captured and imprisoned in the East. The East of course denies this. This adds to the student activist mentality and many would do whatever they can to further their cause. This often leads to youth protest organizations being lead down the wrong paths, and few become involved in cult activities and are stuck in the supernatural horror of Kothoth and his dark master before they know what is going on.

British

Characteristics: EDU +3

Everyman Skills: Drive Automobile, Fast Talk, Fist, Grapple, Other Language (1), Own Language.

Special Rules: The British are extremely proud of themselves and their history. All British characters gain +5 to the SAN at character generation.

Background: Proud. Aloof. Tenacious. The British are the prime example of proper actions, benevolent behavior and dedicated service. Even the most rebellious Brit is still loyal to his or her mates and family when the chips are down. They view the world through a pale glass that shows them a society that was once dominated by their laws and military and is now falling about without their leadership and guidance.

This is not to say the Brits are vain and full of ego (some of them are of course) but more that they are determined to not let that chaos spread to their homes and their families again. They stood fast against the Luftwaffe and they will win the war in Berlin, even if they do need some yank help here and there. And they really prefer not to give the yanks anything at their own costs.

They tend to see Americans and buckaroos and cowboys trying to run roughshod over the old ways. While a certain number of the Brits find the American bravado insulting and embarrassing, others delight in the childish and ram-bunctious antics of their favorite problem child. This affection does not pass over to the French who many see as weak and unable to protect themselves. The French and the Brits are old rivals and it is evident whenever they gather as they tend to compete or insult in every action and deed. Much like the Americans they see the West Germans as unfortunate people stuck in the middle of a struggle between good and evil after having been saved from an even greater evil during World War Two. That affection does not extend to East Germany who they often consider coconspirators with the enemy Soviet Union.

The Brits are never tricked by the Soviet Union, despising the Communist idea deeper than the Americans can ever fathom. To them the Soviet Regime is a standing symbol that defies everything the monarchy, parliament and good people of the isles stand for.

The following are the general styles of Brits encountered in Berlin in 1961.



Military: Much like the American and French government, England has military personnel stationed in West Berlin guarding checkpoints and protecting the city from invaders. They operate alongside the American troops and take the brunt of the work alongside their American allies, looking down on the French as they do in most operations.

Unlike the Americans, the Brit military tends to be a bit more attentive to the rules and regulations. While American troops will often trade and associate at the checkpoints with more free spirited Russian guards, the Brits tend to keep their distance. They do not trust the Soviet forces.

They also tend to not marry or get involved with locals less as their home is a short distance away when compared to the Americans. But they still get dragged into the affairs of day to day life when troops get in fights or go missing.

The British military intelligence departments are the world's finest code crackers and many may be studying excerpts from the Sixth Testament and never know it.

And they don't have to know what they are studying to become targets and victims.

Political Workers: The United Kingdom has an invested interest in keeping war out of its back yard. They send many politicians and their families to work alongside their West German, French and American allies in West Berlin. Characters could be political agents, speech writers, couriers, politicians, family members or press agents covering events. When someone they know gets involved with the seedier side of Berlin, its results can often drag in the innocent and unwary.

Political members are also often target of conspiracies and assassination attempts, performed by all manner of agencies and organizations. These can range from secret brotherhoods to cults and corporations and political rivals. All one has to do is make the wrong enemy.

Artists: Berlin is an inspiring city of history and art. Many Europeans travel there to experience the sites and spirits the city has to offer. English artists would fit right into the society, be they painters, musicians, poets or even lesser artists like writers and journalists. Working for studios, magazines, television stations, advertizing companies or even on the street artists may come across inspiring prose, music or sculptures and tools that slowly lead them insane and on the paths of madmen creating art for sinister reasons, whether they are aware of it or not.

The 1960s was a huge growth in the entertainment field of music and many bands from England stormed the world taking center stage. Perhaps a character is a member of such a band, or an ex member?

Spies: The Brits are the master spies. They created the art as an art, before them it was just a needed part of war and survival. Brit spies are all over the cold war world, and Berlin is no exception. Player character Brit spies would be involved in observing potential turn coats from the east, dangerous westerners and anyone who doesn't belong. They could be tracking those who are smugglers or who know more about the Sixth Testament then Office Nine desires.

Other British spies may be searching for Russian spies or even be spies for the Russians or other powers. In Berlin '61 you can not really trusty any one, especially in the world of spy games.

Aristocrats: The Brits have a lot of royalty and they have a lot of money and they spend it. Often. Touring Europe in sports cars, private planes and fancy boats, the rich kids of England often fly into Berlin for a weekend and party, while other wealthy aristocrats enjoy the city for its foods, museums and symphonies and operas. The aristocrats of England can afford to buy rare books, art and employ fringe musicians experimenting with new sounds and styles of antique and lost music. They also are patrons of many institutes, clubs and charities, providing funds for cults and never knowing it.

And the wealthy always make fine targets for kidnapping and black mail.

French

Characteristics: +1 to POW, APP and DEX

Everyman Skills: Art, Bargain, Grapple, Fist, Other Language (1), Own Language.

Special Rules: A haughty and proud people the French gain +5% to resist any form of intimidation or mental domination, except against seduction.

Background: The French have had a rough 50 years, invaded twice by Germany and now faced with the balance of the cold war right at their back door in Germany. Most of the French remember World War Two quite vividly and very few were unscathed by the effects of the conflict. Even in the 1960s the economy and social government is still being affected by the events of the first half of the twentieth century.

The French view most of the world with a bit of suspicion and disdain. If you are not helping the French you are against them. They find it hard to trust many foreigners as most they have encountered have either been sadistic conquerors or boisterous liberators, both of which took advantage of the French people and their predicament. Therefore the French come off as distant, narcissistic and vain when in reality they are survivors both brave and hearty that have seen the worst war can throw at a culture and survived.

The French have been rivals with the English and the Germans for centuries and view both nationalities with much concern. They see the English as wanting to lord over them and see the Germans, even divided in two, as a constant threat. They above anyone else support the notion of a broken Germany and would prefer the nation be divided even further. However, they know the true threat is Mother Russia and therefore the French stand side by side

with the English and Americans to defend West Germany and Western Europe from the evil empire.

But it is the Americans who puzzle the French on a regular basis. A nation more than willing to fight and die for others composed of individuals who are rude, selfish and aggressive to others. To the French the Americans are more than the sum of their parts.

The following are the general styles of Frenchmen encountered in Berlin in 1961.

Military: While France has the smallest allied force in Berlin, it is still the easiest was for French characters to be introduced to the story. Much like England and America, the French keep a garrison of soldiers in the Berlin Brigade to help protect West Berlin from the Eastern threat of the Soviet Union. French soldiers work side by side with their allies on border patrols, gate checks and club hopping on nights off.

French soldiers are more likely than others to get involved in off mission encounters with the unusual and the paranormal. Things that don't feel right or fit in Berlin are way to close to Paris and the rest of France. After all a sorcerous cabals in Berlin are more likely to have connections with ancient medieval societies and legends of France than with American or English folklore.

Media: Being a neighboring nation, France has a vested interest in the affairs of West Germany and both Berlins. France has many media outlets, reporters, journalists, photographers and news agencies working out of or at least often in Berlin. These reporters and media men and women seek to uncover any conspiracy which would support the French cause against Germany and that would weaken the Russian forces knocking on the gates of Western Europe.

To this end these reporters often discover too much information about Kototh and the cults that follow him or the Rote Nazi and other organizations and once that happens they become marked targets. Knowledge is not just power, but also a curse. Other reporters are willing to make deals with anyone for a good story. And sometimes when you bargain with the devil, the devil comes to collect.

Government Agents: The French have far less contractors and government employees living in Berlin than the other nations, but do keep a steady supply of spies, contacts and moles in play in the city. Most French politicians would rather fly in on a weekly basis to the city than to actually take up long term residence in a city surrounded by communist militaries.

Office Nine enjoys using French operatives, especially female agents, as they cause the least actual suspicion. Everyone knows the savvy British rogue with the Aston Martin and the martini is a spy, but few suspect the elaborate French movie starlet. French government agents also have the unique access to ancient French and German libraries and archives, allowing them to more rapidly gather information about most European events and individuals. Most American and British spies would have a contact amongst French government employees, be they ambassadors, couriers or public speakers, in order to gain access to these resources.

Criminal: The smuggling of goods between east and west is a black market worth billions of dollars and the French criminal element is not ignorant of this fact. Thugs, thieves, smugglers, counterfeiters and other knaves can make a fortune working the dark city of Berlin, making money from both sides in unbelievable amounts. Anything and everything can be smuggled in or out of the cities for a price.

This includes books, people, foodstuff, antiques, works of art and other items that may seem mundane and harmless, but often the cults use the elaborate underground network to smuggle occult artifacts and mystical tomes to one another. A smuggler or petty thief might just find the item he is handling or fencing is worth more than he or thought, but the only people who are buying what they dead as well. Criminals can work for or be hunted by Office Nine, Allied military personnel, cults or even corporations based out of Berlin.

German, East

Characteristics: +2 to CON and +1 to POW

Everyman Skills: Fist, Grapple, Other Language (1), Own Language and one Random.

Special Rules: Paranoia. The East Germans are constantly watched by the Polizei and the Stasi. Peace of mind is never truly realized by these poor people. East Germany PCs and important NPCS gain +5% to Spot Hidden rolls when dealing with being followed.

Background: Imagine living your entire life under suspicion. Everywhere you go strange men watch, follow and take note of your actions. Your day to day personal business is everyone's business. Your radio and television broadcasts state approved programs and music, your phone calls are listened to and your mail watched carefully. Stores are virtually empty other than what the state



allows to be sold and even normal situations that the western world takes for granted are dictated to you. Your whole life, from school to final occupation, from vacations and love life, are at the whim of another. And always there is the fear of being taken away in the middle of the night for some slight or another. That is life in East Germany and East Berlin.

Fear, paranoia and suspicion are the cornerstones of the life in the east. East Germans are conditioned from birth to not trust anyone, not even their own family. Only the state is trustworthy and they will arrest and imprison you for the slightest wrong. Characters from East Germany live with a tinge of doubt and disbelief in others and rarely get too involved with others. When the chips are down and the worst is over, an East German character will do one of two things. Never mention it again or run to the Stasi and tell the full story.

To some East Germans Americans and Brits are the ideal lifestyle they want and desire and either hate them or adore them for it. To others they are the enemy who may not be suppressing them but their governments dislike of democracy and capitalism the have lead to their harsh lives. This emotion is amplified a hundredfold when dealing with the Russians who are seen as either the great benefactor helping the East Germans survive and protecting them from the west or as the true villains of the world. When it comes to the Reds the East Germans either love or hate them, there is no other stance.

There are no real special reasons why an East German character would be in Berlin in 1961. Half the city is comprised of East Germans after all. They hold jobs from the highest government officials, to Stasi agents, to agents of the Stasi agents and even agents of those agents to military workers, construction workers, shop owners, bakers, factory employees and more.

German, West

Characteristics: +1 to INT, EDU and POW

Everyman Skills: Fist, Grapple, History, Other Language (1), Own Language.

Special Rules: West Germans are flexible and used to sudden change. When surprise is calculated (Call of Cthulhu page 59) treat their DEX at +3 before calculating new DEX ranks.

Background: Everyday is a unique struggle for the West Germans, trying to overcome a difficult past while fending off the aggressive motions of the Communist East. West Germany has suffered far less then their cousins in the east, being aided by American and British money and military support that enabled the nation to get onto its feet and redefine itself. West Germany has become a productive and prosperous economy and in general a paradise in the midst of post war Europe.

This has led to the West Germans feeling slight amounts of guilt for their brethren on the east, many of which are close friends and family stuck behind the iron curtain. To the West Germans it is their duty to survive so that they may help east when possible. Many West Germans secretly assist in movements against the eastern government, partaking in protests, sending money and supplies to friends on the other side and aiding in escape attempts by planning them out or providing shelter and protection afterwards. But those in the west fear the political and law enforcement factions of the east almost as much as those in the east do. It is not uncommon for western activists to vanish in the night air.



The West Germans see the Americans more as big brothers and friends than as rescuers and saviors. They are grateful for what the Americans have done for their nation but refuse to believe they wouldn't be able to do it on their own. They view England much the same, but do not respect or trust the English government as much as they do that of the United States. As for the French, well the West Germans have no love lost for the French and most would prefer they just left their nation.

The West Germans despise the Russians with all their heart and soul. The Russians are the great villain and their woes all lie on the shoulders of the reds. Few West Germans will assist the Russians and becoming friends with a Russian is out of the question. Those forced to work with the Soviets do so with great suspicion and scrutiny.

West Germans, much like East Germans, are ever present in Berlin and do not need any extraordinary reasons to be in Berlin. The only exception is members of the Bundeswehr who are prohibited from being in the city while on duty.

Russian

Characteristics: +1 to STR, SIZ and CON

Everyman Skills: Fist, Grapple, History, Intimidate, Kick, Other Language (1), Own Language.

Special Rules: Failure is not an Option. Russians don't go unconscious until they reach 1 HP. At 2 HP they are still fully functional.

Background: In general, Russians in Berlin in 1961 are the bad guys. They are mainly there as representatives of the official Moscow party, as members of the military, KGB or other government agency. They keep law and order in East Berlin through a system of fear and reprisal with those who oppose their rule winding up mission or dead. Though this is the general disposition of the Russians who populate the fictional setting of Berlin '61 it is not an absolute law.

Russian students, ex-Russian defectors and open minded Russian citizens and soldiers are a common breed in player characters, seeing their nation as not completely wrong, but far from evil. They view the current world as misguided and communism as a grand idea, just troubled by western meddling. Though open minded Russians see this as no reason to risk nuclear annihilation or yet another World War in Europe. While these Russians may be polite or even sympathetic to westerners and Berliners alike, they still believe in their nation.

On the other side of the coin for Russians are the diehards who believe in what their nation is doing one hundred percent. To them the Americans are the great evil, the Brits are American lackeys and West Germans are doomed to fall under the sway of capitalistic crusaders. However, East Germans (and East Berliners in particular) are the example for the world to see. Thriving communist nations proud of their heritage and allies.

This causes much confusion and alienation with the East Germans, who they want to showcase as an example of positive communist growth, but at the same time they see as inferiors not fit for the motherlands love.

Russians in Berlin are often soldiers guarding the check points and embassies or political figures working on various laws and regulations to run the divided city. Very few Russians work as media or entertainers in Berlin, as the party prefers to let the East Germans have that spot light in their own nation. However, many professionals and professors are from the Soviet Union as a result of too many East Germans taking advantage of Soviet schooling and education and then defecting to the west.



Chapter 1

Super

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Super

ON THE MUSEUM.COM
A COMMUNICATION





Five

Heroes
and
Spies

ACROSS AMERICA

SUPER HEROES & SUPER SPIES

Though Berlin '61 is primarily designed as a setting for Call of Cthulhu and other horror based games using Chaosium's Basic Roleplaying rules it is natural that the setting and material would fit into the super spy and super hero genre, especially games trying to emulate the 1960s silver age of comics or spy film atmosphere. Several of the core Berlin '61 themes and concepts need to be modified and others added for these two genres to work to the best of their abilities in this setting.

Superheroes

Designer's Note: It is highly recommended that a copy of Super World or the newest edition of Basic Roleplaying be at used if running a super hero campaign in Berlin '61.

In the silver age of comics, the 1960s, many of the heroes had their roots in the cold war or even world war two. It was not uncommon for Soviet Spies or Commissars or even Soviet Super Heroes to be the enemies of the more conventional American super hero. Individual heroes could be agents of secret organizations, super soldiers or scientists with super secret knowledge that the enemies from big Red wanted. And while these heroes were targeted by European and even Asian assailants, it wasn't uncommon for a hero's investigation would draw him or her to Europe and Berlin was often a destination.

Superheroes in Berlin '61 tend to be of the lower level as far as powers and abilities go. They tend to be super agents, street level heroes who rely on skills, knowledge and gizmos to fight evil. Rarely would true super powered individuals be drawn into plots involving spies and espionage in the Communist East. Shield slinging, gun toting, bow-shooting, kung fu chopping and power armor wearing individuals were targeted for their gear, symbolism or knowledge of lost martial arts. Agents of the Soviets would avoid confrontations with extremely powerful super humans as they had few truly powerful super humans of their own to sacrifice.

The Silver Age

The Silver Age of comics was highlighted by the world surrounding it. Aliens and space exploration mimicked and often mocked the American and Soviet space race, often using chimps and other apes as protagonists and antagonists. Growing fear of nuclear and atomic war and energy led to a rash of mutation induced heroes and villains while the cold war added its own dimensions of fictional communist nations including those in Asia and Eastern Europe.

It was not uncommon for heroes to journey after Soviet spies and be caught up in international espionage action and adventure. As far as silver age comics settings go, Berlin '61 makes a perfect backdrop, whether as a one shout adventure, a short campaign arc, a recurring location or as the base setting.

The Setting

Berlin '61 Superheroes uses much the same general real world background as the normal Berlin '61 horror setting does. However, the major difference is that the cults and sorcerers and secret agents are not the major players in the city. They are just another sect of villains to battle. The power level of the monsters, gods and demons in the setting is seriously reduced as the players are proportionately increased. Slugfests with demons and monsters previously thought impossible are now quite possible and reasonably expected.

If Morlocks riding eye spiders raid the surface world, normal Berlin '61 investigators would easily be overrun and killed. But the supers would be able to stand toe to toe with an invading army and save the day. Or at least have a reasonable chance of doing so. However, mythos monsters and cultists are only an aspect of the background and other villains and opponents will be available. Xenos Corp for example may wish to study the body of a super power character while the Brotherhood of the Cloth may think another hero is their messiah come to prepare them for the ending battle. Characters could have quite possibly gained their powers and abilities in experiments performed by the CIA or KGB to fight mythos menaces or gain their powers by being possessed by the spirits of their ancestors after being the target of a cult ritual.

The cityscape is changed as well as the underworld of supervillains comes to the front. Super criminals may run smuggling rings in the city while super powered Soviet soldiers guard the border and perform midnight raids into West Berlin to capture enemies of the Soviet State. Secret groups of long defeated Nazi super soldiers lay dormant under the city waiting for the doomsday signal to awaken them.

The Following are some example campaign arcs.

DOKTOR BERLIN

Doktor Berlin served in Hitler's elite super villain guard, protecting de Fuhrer from assassins and conspiracies while conducting his own experiments below Berlin during the war. As the war ended and his experiments began to fail more and more often, Hitler betrayed Doktor Berlin and had the laboratory he was working in demolished with explosives, trapping the good Doktor below the city. Doktor Berlin survived however and escaped the city when the Reds took it over.

Ten years later Doktor Berlin has returned to his home city to renew his war on the world. Gathering around him a force of thugs and lesser super villains, Doktor Berlin is preparing to force the Soviet and American militaries out of his home with an experimental mind control weapon. First however he must implant the receivers of his mind control radio where the Americans and Soviets will be affected by them.

The characters first encounter this plot when visiting Berlin for one reason or another. Perhaps they are sent there by the United Nations to hold peace talks between east and west or they are tracking a Soviet spy back to his home base in East Berlin. Regardless they soon uncover a black market run by a band of laser gun packing criminals who are dealing with illegally manufactured Soviet and American military gear, primarily helmets and radios.

They later draw a connection between these smugglers and a rogue American Major who is purchasing additional equipment for the Berlin Brigade from the smugglers. The Major is being black mailed by Doktor Berlin to help him as Berlin has kidnapped his family. As the radios and helmets are given out to the soldiers Doktor Berlin plans to mass hypnotize those wearing the helmets, which are outfitted with the mind control receivers, and send them against their Soviet enemies just on the other side of Check Point Charlie. And once World War Three begins, he and his forces will expel both sides from his city.

THE RED BROTHER

Secrets are the most valued commodity in Berlin. And the Red Brother just learned a valuable one. An experimental satellite launched by Xenos Corp is orbiting the planet taking aerial photos of the Soviet Union and its nuclear weapon emplacements. Within a matter of hours Xenos Corp will learn that the Soviets have placed a nuclear weapon underneath East Berlin. The Red Brother must break into Xenos Corp, intercept the transmission, and get the word back to his contacts in the east.

Problem is that the heroes are getting a tour of Xenos Corp at the request of the President of the United States. The US plans on buying into the satellite research of Xenos Corp and want to have its heroes and allied heroes check it out first. The Red Brother will have to stage a distraction near the headquarters to draw the heroes out, sneak into Xenos Corp and escape the city untouched.

If the heroes catch on to his plan and uncover the truth the Soviets will detonate the bomb, ending the Berlin question once and for all. At that point the Red Brother will seek the heroes for aid in finding the bomb and detonating it. But the Soviets will have the Hammer Guard watching for the heroes and the heroes will have to sneak into East Berlin, find the bomb and save the day.

But is the Red Brother on the level? Or is it another trap?

Character Generation and Spot Rules

Generate super heroes for use in the Berlin '61 setting as you would a normal Berlin '61 character but using the Epic Option found on page 141 of BRP. Characters normally appearing in these styles of games usually are very skillful and have limited true powers. Powers like Adaptation, Alternate Form, Barrier, Intangibility, Invisibility, Stretching, Supers Speed, Teleport and Weather Control cost one additional power point then normal.

A super character may learn a non-Mythos spell or psychic power at the cost of 2 Power Points plus the initial Magic Point cost of the spell in question, but skill points must be put in the spell or psychic power as normal. Remember spells cost Sanity to possess and often can inflict Sanity loss when used as well. Powers function off Power Points not Magic Points.

For starting equipment use the general rules for power construction and ignore any rules for Mad Science.

Furthermore the super hero genre uses the following Optional Rules from BRP: Freeform Profession page 41, Skill Category Bonus page 31, The Education Characteristic page 27, Total Hit Points page 30, and Step Six page 21. As a GM wishes he or she may use other optional rules and we recommend the following: The Know Roll page 28 and Distinctive Features page 34-35.

Super Heroes and Sanity

Super Heroes have more confidence, experience and trust in the world and themselves. To represent this edge on sanity, a super character (PC or NPC) adds his or her highest characteristic (other than POW) to his or her current Sanity at character generation.



Superspies

The 1960s was a time of extreme political maneuvering and rivalry. Governments did not trust each other, even their allies, and the people were pawns in international games of espionage and conspiracy. While most Americans were immune to the effects and paranoia of the spy game enveloping the rest of the world, they were definitely involved in much of the spying involved. The majority of these games began in political offices and military intelligence shops, but the true heart of the superspy was the field.

The 1960s saw an influx of movies, novels, comics and television series covering spies, agents and espionage from comedic to serious. From accurate to action adventure fiction. From historical to futuristic. But they all involved key elements. Evil organizations. Hi tech gadgets. Femme

Fatales. Suave and smooth super spies. And most importantly, over the top villains.

There are many clichés to be run in a superspy setting, and running the heroes up against mythos encounters can create interesting situations. Cultists in positions of importance in rival agencies can use those contacts and influence to extend the cults threat, including advanced hit squads and technology to help complete their rituals and quests. Secret passages from the Necronomicon or Sixth Testament translated into ciphers on magnetic tape, or broadcast into space via hijacked satellites could cause interesting alien and mythos adventures where cultists and monsters have to compete against investigators who have hi tech gadgets, combat training and confidence.

At the same time the characters and other agents can compete against rival organizations for the loyalty of scientists, double agents, important politicians and aid in defections and escapes from the other side. Secret military technology may be stolen and need to be recovered before the enemy can discover their secrets. Assassinations may need to be performed or foiled. Secrets and codes broken or hidden. So many more possibilities exist.

Using the Berlin '61 setting for super spies takes the characters out of the average Joe syndrome and places them into the action hero genre. While not nearly as powerful as elite cult leaders or demons or super heroes, they are versatile and knowledgeable in their area of specialty. The cultists and thugs who are threats to normal investigators are less dangerous, while supernatural beasts maintain their edge.

Most superspies will find themselves involve in a bit of city and nation hoping in long term campaigns, making Berlin possibly only a setting for one scene, adventure or arc. Their adventures, or missions, will often involve them tracking down individuals, gizmos, knowledge and intelligence used to foil an agency or rival agent. Unlike investigators who are usually involved in more direct adventures investigating locals or personal issues, agents will have entire adventures dedicated just to research, gathering information, travelling, training and character interaction.

The superspy secrets and conspiracies in Berlin '61 go deeper and higher than those normally encountered. They go all the way to Washington or the Kremlin, where in Berlin '61 they go to the local Stasi agent or professor. In short, in Berlin '61 Horror your enemy can be anyone while in Berlin '61 Superspies your enemy is everyone.

The following is an example superspy campaign arc.

THE DEVIL'S GAUNTLET

Mr. Fanska, director of Xenos Corp East Berlin has long been involved in conspiracies against the West. This is a well known fact. When scientists from Xenos Corp West Berlin come up missing, Director Ryan Lynn of Xenos Corp West Berlin brings it to the attention of the American Embassy. The characters are dispatched to find the missing scientists and bring them back alive if possible. If not possible, then they are to terminate them.

While investigating Mr. Fanska the player's learn he has been experimenting with lost Nazi weaponry and unknown items found at a crash site in the Ukraine in the 1950s. Many of the East German scientists working on the project have also vanished, though most of them are presumed dead. It seems the only one with any real information on Mr. Fanska is Spanish criminal names Sergio Exposito who likes to partake in bear hunts in East Germany. The players can infiltrate the hunting club to get close to Exposito and find out more on Fanska or hope to confront Fanska by some other means.

Exposito will reveal, in some manner, that Fanska is working on a contract for Moscow to help in the space race and will be hosting a demonstration for many Moscow politicians in a few days in East Berlin. The demonstration displays an experimental satellite that can fire a focused laser to destroy American and other satellites and rockets as they leave the earth's atmosphere. Fanska controls this satellite by a bulky hi tech gauntlet attached to a super computer from Xenos Corp tower in East Berlin.

But the gauntlet does more than that.

Character Generation and Spot Rules

Generate super spies for use in the Berlin '61 setting as you would a normal Berlin '61 character but using the Heroic Option found on page 141 of BRP. Characters normally appearing in these styles of games usually are very skillful and have limited powers in the form of gadgets. Powers like Adaptation, Alternate Form, Barrier, Intangibility, Invisibility, Stretching, Supers Speed, Teleport and Weather Control cost two additional power point then normal. For starting equipment use the general rules for power construction and ignore any rules for Mad Science.

Furthermore the super spy genre uses the following Optional Rules from BRP: Freeform Profession page 41, Skill Category Bonus page 31, The Education Characteristic page 27, the Know Roll page 28 and Distinctive Features page 34-35.

Super Spies and Sanity

Super Spies have more confidence, experience and trust in the world and themselves. To represent this edge on sanity, a spy character (PC or NPC) adds half of his or her highest characteristic (other than POW) to his or her current Sanity at character generation.

Mixing Genres

In a setting like this the characters will often run in cross genre events. Super Heroes may very well find themselves up against Cthulhu Mythos monsters and sorcery on a regular basis. The key to remember in these situations is that both genres are just as important. You're hero may have a Strength rivaling that of a lesser old one, but he or she is still tampering with the unknown and fear and insanity will still creep into his or her mind.

Cthulhu Creatures are not built using the super power options presented in Basic Roleplaying or even Super World, but are assigned values based on the stories of HP Lovecraft and the feel of the setting and system as determined by various authors. Therefore GMs are advised to alter some of the statistics for these creatures and add super powers and abilities to them as necessary or needed. For example, super human heroes may run into a Deep One cult that has a super being of their own in their midst.

The same applies to super spies. A cultist employed by the KGB may very well have high tech gadgets and gizmos as well as in depth spy training enabling him to achieve more than just reciting a few simple rituals and speaking to monstrous beasts from beyond time and space. These settings involving crossed genres will often involve greater stakes and risks than your standard Berlin '61 scenario. A possessed aunt is not likely to be a fun or exciting adventure for super heroes and super spies. But a express train heading from Moscow to Berlin loaded to the brim with radioactive zombies may very well be the challenge a super heroic Berlin '61 character craves.

Super Science and Beyond

If using Berlin '61 with Basic Roleplaying or a copy of Super World, a GM may wish to substitute the power presented in those books for the ones listed in the Mad Science rules of this book.

With these rules a GM can create all manner of super soldiers, zombies, demons, and other fell monsters of fantasy or created in Hitler's secret labs during World War Two. Just remember to balance these new critters with the stats of the characters you are running them against, be they investigators, super human or super spies.

Doktor Berlin

Unknown

Terrorist

STR 14
DEX 12
CON 13
SIZ 14
INT 16
POW 14
APP 9
EDU 18

HP 27 (14 if not using THP)
MP 14
PP 14
SAN 88/75
DAMAGE BONUS +1D4

Powers: Armor (Kinetic): 5, Energy Projection (Heat): 2D6, Regeneration: 1, Super Skill (Mad Science): +40%, Spells: Control, Diminish (STR), Illusion, Seal, Speak to Mind and Wall.

Disadvantages: Full Time Identity (+5), Hunted (Office Nine/KGB) (+6), Vulnerability (+2D6 damage from electrical based attacks) (+2).

Skills: Credit Rating 64, Espionage 70, Fist 87, Grapple 62, Influence 67, Intimidate 59, Kick 62, Knowledge (History) 79, Mad Science 81, Occult 56, Political Science 57, Projection* 76, Sorcery (all) 72.

*See BRP page 145.

Bonus Skills: Doktor Berlin has 65 more skill points to be added to the above skills or other skills as the GM sees fit.



The Red Brother

Unknown

Soviet Super Hero

STR 14 (25)

DEX 11

CON 8 (18)

SIZ 12 (18)

INT 12

POW 11

APP 12

EDU 15

HP 36 (18 if not using THP)

MP 11

PP 11

SAN 70/70

DAMAGE BONUS +2D6

Powers: Armor (Kinetic): 4, Super Constitution: +10,
Super Size: +6, Super Strength: +11.

Disadvantages: Hunted (Office Nine/CIA) (+6)

Skills: Acrobatics 55, Climb 66, Credit Rating 41, Dis-
guise 65, Espionage 67, Fist 66, Hammer 68, Sickle 85,
First Aid 50, Jump 70, Kick 65, Martial Arts 30, Navigate
60, Pilot 70, Sneak 80, Spot Hidden 67, Listen 55.Bonus Skills: The Red Brother has 40 extra skill points to
be added to the above skills or other skills as the GM sees
fit.Equipment: The Red Brother uses a hammer and sickle in
melee combat. The Sickle does 1D6+DB damage and the
Hammer does 1D10+DB.



The Hammer Guard

Various
Super Agents

STR 14
DEX 12
CON 12
SIZ 13
INT 10
POW 11
APP 12
EDU 14

HP 25 (13 if not using THP)
MP 11
PP 11
SAN 69/69
DAMAGE BONUS +1D4

Powers: None

Disadvantages: None

Skills: Acrobatics 55, Climb 66, Credit Rating 41, Disguise 65, Espionage 67, Fist 60, Hammer 65, First Aid 50, Jump 70, Kick 60, Martial Arts 10, Navigate 60, Pilot 70, Sneak 80, Spot Hidden 67, Listen 55.

Bonus Skills: The Hammer Guard have 25 extra skill points to be added to the above skills or other skills as the GM sees fit.

Equipment: The Hammer Guard wear heavy cybernetic armour (Super Skill (+20% Listen, +20% Spot Hidden), Armor (Kinetic) 2, Energy Blast (1D6), must recharge every 8 hours) and use two handed hammers in combat (1D8+DB damage).

Herr Fanska

Real Name
Xenos Corp East CEO

STR 18
DEX 14
INT 18
APP 11
CON 12
SIZ 14
POW 17
EDU 20

HP 13 (26 if using THP)
MP 17
PP 17
SAN 99/99
DAMAGE BONUS +1D6

Skills: Astronomy 21, Dodge 46, Driving 45, Espionage 35, Credit Rating 45, Influence 55, Intimidate 75, Knowledge: UFO appearances 80, Knowledge: Xeno-Tech 95, Language, Own 95, Language, English 91, Law 55, Listen 50, Military 30, Psychoanalysis 41, Psychology 55, Sneak 35, Sorcery 78, Spot Hidden 70, Throw 45, Wrestle 65.

Bonus Skills: Fanska has 80 points to be added to the above skills or other skills as the GM sees fit.

Spells: Communicate (Xenos)

The Devil's Gauntlet

The Devil's Gauntlet gives Fanska Fire Immunity equal to 10 points of Armor, allows him to control fire as if he had Pyrokinesis psychic power (BRP page 120) with 6 PP placed in it and to communicate freely with xeno technology, allowing him to direct and infiltrate rival satellites when the gauntlet is connected to his international super computer radio tele-relay systems.

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Chapter Six

Equipment



INCOME, MONEY AND EQUIPMENT

Just like in the real world, characters in Berlin '61 must purchase their everyday possessions and items. Not everyone in Berlin happens to own a car or home. Many rent rooms, travel by U-Bahn or S-Bahn or ride bicycles to and from work.

The following section is mostly optional and serves as guidelines only. In a game it shouldn't be necessary to keep track of most minor purchases or expenses. It is mainly a useful guide for what items a character will have to be ultra-rich to acquire or how much money useful items cost. Characters can get money from all the places a character in the real world can - investments, inheritance, gifts - but for most characters much of their cash will be earned by a regular job in their everyday lives.

Before character's can purchase anything they must calculate their starting income and their weekly income. These values are based on their profession and the primary related skill for that profession. An artist would use art, a soldier military, a doctor medicine and so forth.

To determine how much a character earns, they make a Credit Rating skill roll and cross reference the success level of the finances roll (fumble, failure, success, critical) with the base % of the professional skill used. This roll will determine how much (in dollars) the character makes each week. If the character prefers to make his or her money from paycheck to paycheck then they roll each week at +15% to their initial income Finances skill. All other incomes are considered to be fixed. Fixed income can not suffer the fumble result when rolling for initial income, while paycheck to paycheck can. At the start of the game a character will have about 1D4weeks salary in accumulated savings (roll 1D4 times on the chart for paycheck to paycheck option or roll once multiplied by 1D4 for salary). A character's background story could change this, at GM option. Whether on fixed income or paycheck to paycheck a character must roll weekly for his or her income that week. If a fumble is rolled for fixed income the character is fired or faces other financial hardship, but if a critical is rolled then that character gets a raise or other financial windfall and gains further income as if he or she had a profession skill 10% higher then normal on the success column.

Paycheck to paycheck must gain work for each works salary, which may have to be done during role playing sessions.

Exchange Rate

Being in Berlin in the year of 1961 means the cities economy is flooded by the economies of six nations: The Soviet Union, Britain, the United States, France and both East and West Germany. Not all six of these economies are equal and thus the conversion chart at the bottom of the page is required when characters are trading between franks, pounds, dollars, deutschmarks and the Russian Ruble. This chart is not 100% accurate but was researched and modified to make the calculations more simple and less time consuming.

Finance Roll for Initial Income

Professional Skill %	Fumble	Failure	Success	Critical
10%	\$0	50	75	100
20%	25	75	100	150
30%	50	100	120	250
40%	75	150	150	350
50%	100	175	200	475
60%	125	200	300	600
70%	150	250	400	750
80%	200	300	500	1000
90%	250	500	1000	2000



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\$1 US DOLLAR EQUALS			
FRENCH FRANK	GERMAN DEUTSCHMARK	BRITISH POUND	SOVIET RUBLE
5	4	.35	1.1

Standard Items

The following are standard items that are commonly available in 1961. Equipment has the following statistics.

Cost: the listed values are in US dollars. These prices here are estimated or extracted from the New York Times (1965). Some historical prices below show how costs of items have changed over the years.

COST SUMMARY CHART

Average Salary (per year): \$8,346.00 (per week) \$161

Loaf of Bread: 22¢

Gallon of Milk: \$1.13

Dozen Eggs: \$1.04

Average House: \$23,000.00

Average Car: \$2,612.00

Gallon of Gas: 32¢

First Class Stamp: 05¢

Gold (1 Troy oz.) \$36 (varies)

Everyday Items Cost

Newspaper 30¢

Comic Book 12¢

Football/baseball game ticket \$3.00

PI license (one year) \$114.00

Magazine 30¢

Tool (Shovel, Pickaxe, Crowbar) \$5.00

Book, heavy textbook \$6.00

Cheap Fiction novel 50¢

Transistor radio \$20

Vinyl record player \$229.00

Set of luggage \$20.00

Time subscription 21 weeks \$2.97

Vernon Macklin's Vita-Min Liquid \$3.00

Vitamin Pills, 125 \$2.00

Doodad* \$5.00

Earmuffs \$1.25

Large doodad* (Humidifier, Snow shovel) \$100.00

Decorative wall print of famous painting \$1.00

Baseball glove \$6.00

Deck of cards \$1.00

Film, cinemascope \$3.00

*Doodads include a variety of weird-and-wonderful minor devices typically purchased by mail order including electric windshield de-icers (which plug into the car cigarette lighter), clam openers, heated dog beds, "x-ray spectacles" and what-have-you. They do not have any real game effect.

Food & Lodging

Room, Low-Rent motel \$5.00

Room, typical hotel \$10.00

Hotdog \$1.50

Can of pop 25¢

Meal, Typical restaurant \$5.00

Waitress Tip \$1.00

Apartment rent (Major City, per month) \$200.00

City Apartment (to buy) \$20,000 (Mortgage of \$150 per month over 15 years)

3-bedroom house (to buy) \$20,000 (Mortgage of \$150 per month over 15 years)

Services & Other

Request copy of patent 25¢

Bail, violent armed robbery \$25,000.00

Several-lesson adult study course \$50.00 to \$100.00

Cremation \$211.00

Luxury Items

Imported Chandelier \$85 to 200+

Gold Ring \$12 to \$140+

Gold Bracelet \$25 to \$70+

Gold Necklace \$20 to \$210+

Fur-trim coat \$150.00

Fur coat- Nutria or dyed opossum \$149.00

Fur coat- Norwegian blue fox \$1,197.00

Fur coat- Mink \$1099 to \$4890

Shoes (high quality/fashionable) \$8.00 /\$18.00

Fashion perm \$18.00

Reid Randall Fashion Clothing \$75 and up

Barber shop (1st class) (haircut, trim, shine, jacket pressed) \$7.00

Pedigree dog (German shepherd) \$100.00

Cuban cigar \$18

Travel

Airline ticket-domestic \$50.00

International trip, return \$300.00

Gasoline, per gallon (typical consumption 15 miles / gallon) 32¢

Car hire (per day) \$8.00

Car repairs (per HP) \$3.00

Lease of Imported car e.g. Sunbeam (per month) \$79.00

Pleasure cruise, 7 days \$250.00

Luxury cruise, 52 days \$2,330.00

Motorcycle \$375.00

Train ticket \$3.00

Medical Expenses

Hospital Treatment: equivalent of First Aid skill \$30.00

equivalent of Medicine \$2,000.00

hospital bed convalescence (per day) \$8.25

mental hospital convalescence / day \$2.00

painkillers \$5.00

Standard clothing

Pajamas \$5

Custom shirt \$7

Women's dress \$17

Good-quality suit \$100

Women's suit \$38



Vehicles

The following section gives a very base covering of vehicles available for purchase and general use. As character's get more involved in societies, agencies and the darker underworld of Berlin '61 they may one day be able to afford to purchase some of these more extravagant vehicles listed.

Size: Gives the size attribute of the vehicle. Though not an exact measurement it should give players and GMs alike a general idea of the size and area needed to operate the vehicle.

%: Lists the bonus a character gets to operate such a vehicle.

AP: Vehicles have a natural AP value that is subtracted from any damage the vehicle may take.

HP: The hit points of the vehicle. When reduced to 0 the vehicle is useless. When reduced to 50% of its starting hit points the vehicle moves at half normal speed and its AP is reduced by 50%. For each 25% of its hit points a vehicle loses the % modifier for the vehicle is reduced by -5%.

Speed: the speed of the vehicle in miles per hour. The first number is cruising speed and the second is maximum speed. (Multiply this speed by roughly 1.5 to give the speed in miles).

Cost: The cost of the vehicle to purchase.

Used vehicles can often be bought at reduced prices by up to 50% off (2D20+10%). These vehicles will tend to have 3D10% wear and tear already on them (reducing their hit points by the % of wear and tear rolled). They may also have additional complications as the GM sees fit.

Name	Size	%	AP	HP	Speed	Cost
Car-2-door hatch	40	+5%	5	50	40/75	\$5000
Car-4-door sedan	45	+0%	5	60	40/80	\$9000
Car-Armoured	60	-5%	15	150	66/90	\$70,000
Car-Jeep	50	+0%	5	60	50/80	\$12,000
Car-Limousine	48	-5%	6	75	50/90	\$21,000
Car-Sports car	45	+10%	5	55	96/180	\$15,000
Car-Van	50	-10%	7	80	44/92	\$7000
Cargo Ship	90	+0%	4	425	24/32	\$50,000
Cruise Liner Mega	100	-10%	6	2500	10/15	\$1,000,000
Go-Kart	18	+0%	3	10	20/60	\$5
Helicopter	52	+5%	10	50	80/147	\$50,000
Jet (Passenger)	65	+5%	9	500	550/650	\$100,000
Kayak	20	+0%	3	20	10/20	\$50
Monoplane	56	+0%	6	54	240/336	\$30,000
Motorcycle (Sport)	20	+5%	7	45	60/86	\$1300
Pickup Truck	47	-5%	6	70	40/75	\$8000
Railway Engine	56	+0%	10	90	80/200	\$30,000
Railway Cargo Car	60	-10%	9	90	80/200	\$5,000
Rowboat	20	+5%	4	19	18/24	\$50
Tank	62	-5%	18	500	35/50	\$500,000
Yacht, Large	80	-5%	7	80	30/42	\$20,000

GUN DESCRIPTIONS

The following is an alphabetical list and brief description of the guns available in this book. Other weapons (such as those found in Call of Cthulhu) can easily be converted for use in Berlin '61 games.

AK-47 (1949): Gun manufacturers throughout the communist world have made over 100 million Kalashnikov assault rifles and production continues today. Almost immediately recognizable, this iconic firearm appears on the national flag of Mozambique and in the logo of Hezbollah. It is cheap to make and extremely rugged, although the reduced likelihood of jams costs accuracy as well.

Beretta Model 12: Beretta Model 12 is a 9 mm Luger Parabellum caliber submachine gun. It is the official submachine gun of the Italian Army. It was introduced in 1959. The Beretta Model 12 was officially adopted by the Italian government in 1961. It is also the official submachine gun of some South American and African countries. It is made under license in Brazil by Taurus and Indonesia by Pindad.

Bren L4: The Bren L4 was a modified version of a Czechoslovak-designed light machine gun, the ZB vz.26, which British Army officials had tested during a firearms service competition in the 1930s. The later Bren featured a distinctive curved box magazine, conical flash hider/muzzle booster, and quick change barrel. In the 1950s the Bren was rebarrelled to accept the 7.62x51 mm NATO cartridge. Although fitted with a bipod, it could also be mounted on a tripod or vehicle-mounted.

Browning 9mm: The Browning Hi-Power is a semi-automatic, single-action, 9 mm pistol. It is based on ideas conceived and patented in 1922 by American firearms inventor John Browning, and later patented by Fabrique Nationale d'Armes de Guerre (FN) of Herstal, Belgium. Browning died in 1926, before he had finished developing a production version. The design was fully developed and realized by Belgian arms designer Dieudonne Saive, working at FN. The Hi-Power pistol was named for its 13-round magazine capacity, which was almost twice that of contemporary designs such as the Luger or Mauser 1910. The Hi-Power had the first functional double-column magazine of 9 mm Parabellum rounds, and was capable of holding 13 cartridges, with a 14th loaded in the chamber. Flush-fit 15 round magazines are now available, as well as higher capacity magazines which extend past the end of the butt. This pistol is often referred to as an "HP" (for "Hi-Power" [1] or "High-Power") or as a GP (for the French term, "Grande Puissance"). The term P-35 is also used,

based on the introduction of the pistol in 1935. Another common nickname is the "King of Nines." [2] It is most often called the "Hi-Power", even in Belgium. It is also known as the BAP (Browning Automatic Pistol).

CIA deer gun (1962): Following on the design principles of the Liberator, the US military-industrial complex envisioned a similar weapon for use in Viet Nam prior to the buildup of forces. This pistol came with three rounds, storable in the grip, and instructions in Vietnamese with cartoons. It was produced in much lower volume and distributed even less widely, but might make a good emergency weapon for desperate agents.

Colt official police: Agents of the Federal Bureau of Investigation were on the front lines of U.S. counter-intelligence. These hardy revolvers were standard-issue from 1937 until 1984. Agents who expected to deal with particularly violent crime typically upgraded to the Smith & Wesson .357.

Colt super auto (1929): This weapon is the first self-loading pistol to supplement revolvers in the FBI inventory. They were added during the heyday of flying squads and mobile bank robbers in the 1930s. It was an official weapon until 1958.

Delisle carbine (1941): This odd mishmash is more than the sum of its used parts. Essentially it is a SMLE rechambered with a Thompson barrel, over which is fitted an integral suppressor. The result is an effective commando weapon used by British Special Forces during World War Two and during the Malay counterinsurgency.

Dragunov Sniper Rifle: The Dragunov Sniper Rifle (Russian: Снайперская винтовка Драгунова, Snayper-skaya vintovka Dragunova, abbreviated SVD, GRAU index 6V1), is a semi-automatic rifle designed by Evgeniy Fedorovich Dragunov in the Soviet Union between 1958 and 1963. The SVD was the world's first purpose-built military precision marksman's rifle, and is common (along with several variants) throughout the former Eastern Bloc.

FN FAL (1950): The FAL rose into prominence once NATO chose its ammunition as a standard cartridge for its members' service rifles. Its large size technically makes it a battle rifle, but the increased weight tends to damp the effect of recoil. Several versions of it were produced throughout the free world, making it an effective counterpart to the ubiquitous AK-47.

FP-45 liberator (1943): This was designed for use by insurgents operating behind enemy lines, and produced un-

der the designation of a flare pistol. It was envisioned as a “weapon to get another one,” meaning that its user could quickly subdue a hostile soldier and acquire his firearm for more protracted use. Liberators were constructed so efficiently that it took less time to make one in the factory than reload one in the field. However, the design sacrificed ammunition capacity and accuracy at any range but point blank. The actual barrel has room for one shot, but additional bullets fit inside the grip. A subsidiary of General Motors made about a million, most of which were distributed by the OSS to Chinese and Filipino resistance forces (along with ten rounds and cartoon instructions for use and maintenance). More could have been earmarked for delivery to the various partisan bands operating in Eastern Europe shortly after war’s end.

Gewehr 3: The G3 (which stands for Gewehr 3, or Rifle #3) is a family of select fire battle rifles manufactured by Heckler & Koch. It was adopted as the standard service rifle by the Bundeswehr in 1959, as well as several other countries to varying degrees. The G3 was chambered for the 7.62 × 51 mm NATO cartridge.

Lee Enfield: The Lee-Enfield was, in various marks and models, the British Army's standard bolt-action, magazine-fed, repeating rifle for over 60 years from (officially) 1895 until 1956, although it remained in British service well into the early 1960s and is still found in service in the armed forces of some Commonwealth nations. In its many versions, it was the standard army service rifle for the first half of the 20th century, and was adopted by Britain's colonies and Commonwealth allies, including India, Australia, New Zealand, and Canada.

Luger P08: The Parabellum-Pistole (Pistol Parabellum), popularly known as the Luger is a toggle locked, recoil operated, semi-automatic pistol. The design was patented by Georg Luger in 1898 and produced by German arms manufacturer Deutsche Waffen- und Munitionsfabriken (DWM) starting in 1900; it was an evolution of the 1898 Hugo Borchardt designed C-93. The Luger has been popularized by its use by Germany during World War I and World War II. Though the Luger pistol was first introduced with a 7.65 mm Parabellum, it is notable for being the pistol for which the 9 mm Luger Parabellum cartridge was originally developed.

Makarov PM (1950): This pistol was a 1950s upgrade for the wartime Tokarev, using a 9mm round instead of 7.65mm. Both police agencies and military units used the Makarov until the fall of the Soviet Union.

Mas-49: The MAS-49 is a French-designed semi-automatic infantry rifle that replaced the motley collection of aging bolt-action rifles (MAS-36, Lebel, Berthier and captured Kar98ks) that were in French service after the end of World War II.

Mat-49 (1949): This French submachinegun was enthusiastically adopted by Viet Minh insurgents during their struggle with their colonial masters in the decade after the war. They were happy to continue using them when Americans took the Europeans’ place.

M-14 (1959): This battle rifle proved more versatile than the M-1 Garand it replaced in the mid-fifties, but was ultimately doomed by performance shortcomings at the start of the USA’s involvement in Viet Nam. The M-16 eventually proved to be a better weapon for jungle warfare, although American armed forces continued to use sniper rifles patterned on the M-14.

M-16: M16 (more formally United States Rifle, Caliber 5.56 mm, M16) is the U.S. military designation for a family of rifles derived from the ArmaLite AR-15 and further developed by Colt starting in the mid-20th century. The M16 Rifle family including the M16/A1/A2/A3/A4 has been the primary infantry rifle of the United States military since the 1960s, is in use by 15 NATO countries, and has been the most produced firearm in its caliber.

M1911: The M1911 is a single-action, semiautomatic handgun chambered for the .45 ACP cartridge. It was designed by John M. Browning, and was the standard-issue side arm for the United States armed forces from 1911 to 1985. It was widely used in World War I, World War II, the Korean War and the Vietnam War. Its formal designation as of 1940 was Automatic Pistol, Caliber .45, M1911 for the original Model of 1911 or Automatic Pistol, Caliber .45, M1911A1 for the M1911A1, adopted in 1924.. In total, the United States procured around 2.7 million M1911 and M1911A1 pistols during its service life.

M2 Machine Gun: The M2 Machine Gun or Browning .50 Caliber Machine Gun is a heavy machine gun designed towards the end of World War I by John Browning. It was nicknamed Ma Deuce by US troops or simply called "fifty-cal" in reference to its caliber. The design has had many specific designations; the official designation for the current infantry type is Browning Machine Gun, Cal. .50, M2, HB, Flexible.

M6 Scout: The M6 Scout is a rifle, it is manufactured by Springfield Armory. Other variations of this firearm are the M6 Carbine and the M6 Scout Pistol. The rifle folds in

half or disassembles into two pieces for storage. Design of this rifle is based upon a rifle made as a survival weapon for pilots in the U.S. Air force in the 1950s, this military version had a 14" barrel. It has two barrels with a selector knob which allows the user to choose between rifle or shotgun firing mode.

PK 7.62: The PK is a 7.62mm general purpose machine gun designed in the Soviet Union and currently in production in Russia. Its NATO equivalents are the FN MAG, M240, MG3, and M60 machine guns. The PK machine gun was introduced in the 1960s and replaced the SGM and RPD machine guns in Soviet service. The PK machine gun can be used as a light anti-aircraft weapon when it is put on an AA mount. One feature typical to Soviet machine guns is that the standard model feeds from the right and ejects its rounds via an ejection port on the left side of the weapon, as opposed to the usual right side ejection port seen in most western machineguns.

Pribor 3-B: The Pribor-3B was a three barreled (Meroka) rifle and was the Soviet rival to the U.S. Project SALVO rifle program. It was a bull pup rifle and took the 7.62x39 round as used in the AK47/AKM Assault Rifles. The point of the Pribor-3B was the same as Project SALVO, To produce a 'Meroka' assault rifle since it will have more chance of hitting the target and a slightly higher rate of fire, It is not known if this weapon fired in Semi/Full automatic fire.

Remington M-8 Woodsmaster (1936): This excellent long-range rifle was adopted for use by the FBI for much of the Cold War era. Among other uses, Texas Ranger Frank Hamer used one in his pursuit of Bonnie and Clyde.

RPD (1946): This machinegun was designed during the Russian advances of World War Two, but did not enter service until after the war's end. It performs admirably as the squad automatic weapon for front-line Soviet troops, and can be found throughout the Communist world.

Shotguns: Shotguns come in a wide variety of forms, from rimfire models with .22 inch (5.5 mm), bores up to massive punt guns with 2 inch (5 cm) bores, and in nearly every type of firearm operating mechanism. The common characteristics that make a shotgun unique center around the requirements of firing shot. These features are the features typical of a shotgun shell, namely a relatively short, wide cartridge, with straight walls, and operating at a relatively low pressure. Ammunition for shotguns is referred to in the USA as shotgun shells, shotshells, or just shells (when it is not likely to be confused with artillery shells). The term "cartridges" is standard usage in the United Kingdom. Single projectile loads are generally called shot-

gun slugs or just slugs.

SIG 510: The SIG 510/Sturmgewehr 57 is a battle rifle manufactured by SIGARMS (now SAN Swiss Arms) of Switzerland. It is based on the same roller-delayed blow-back system used in the H&K G3 and CETME rifles. It is considered to be one of the most accurate mass-produced assault rifles available, and is very reliable in harsh climatic conditions. The SIG 510 is in service in the Swiss Army with the designation F ass 57 (French, for Fusil d' Assaut 57) or Stgw 57 (German for Sturm Gewehr 57). It can launch rifle grenades from the muzzle.

Simonov SKS (1946): Soviet planners expected this carbine to become the front-line weapon for the Red Army after the war. And although it was used during the Korean War, the superior features of the AK-47 made its decline inevitable. Despite its obsolescence, nearly every communist satellite nation adopted its use or manufactured a variant at one point or another. Soviet-backed insurgent forces such as the Viet Cong are likely to arm with this weapon as well.

Smith & Wesson M&P: The Smith & Wesson Military & Police revolver, later known as the Smith & Wesson Model 10 and (for those produced during WWII) the Smith & Wesson Victory Model, is a .38-calibre, six-shot handgun initially developed in 1899 as the Smith & Wesson .38 Hand Ejector model. This model in all its incarnations has been in production since 1899. The M&P was built around the 38 Special rounds. The round's full name is actually .38 S&W Special.

Stechkin APS (1950): While physically similar to the contemporaneous Makarov, this pistol had one important difference: it could be fired as a fully automatic weapon. However, without a bulky stock attached to the grip, it is extremely inaccurate (-20% if used without the stock).

Sten Gun: The Sten (or Sten gun) was a family of British, 9 mm submachine guns used extensively by British and Commonwealth forces throughout World War II and the Korean War. They were notable for simple design and comparatively low production cost. STEN is an acronym, deriving from the names of the weapon's chief designers, Major Reginald Shepherd and Harold Turpin, and Enfield, the location of the Royal Small Arms Factory (RSAF) at Enfield Lock in London. Over 4 million Stens in various versions were made in the 1940s. The Sten was slowly withdrawn from British service in the 1960s, and was replaced by the Sterling SMG.

Sterling (1952): This hardy British submachine gun replaced the wartime Sten, serving with distinction for more than three decades. Like its predecessor, it has a side loaded magazine which its users often put to good use: another magazine facing the opposite direction can be fastened to the live clip for quick reloading.

Suomi M-31 (1931): Despite their ultimate fate in the Winter War, the Finns are widely believed to have reached the pinnacle of design for a 9mm submachinegun in the Suomi.

Tokarev TT-33 (1933): The USSR intended this pistol as a replacement for the Nagant M-1895 revolver used in Russia since the turn of the century. Although it never truly accomplished this goal, nearly every Communist satellite would manufacture their own variant of this semi-automatic, even after the Soviet Union ended their own production in 1954.

Uzi (1952): This compact submachinegun was born simultaneously with the Israeli state, and achieved legendary status in part due to the successes of that nation's military forces. Its smallish size makes it useful as a personal weapon for support troops and light infantry units - characteristics ideal from a terrorist's standpoint as well. The West German armed forces were perhaps the most notable foreign users of the Uzi.

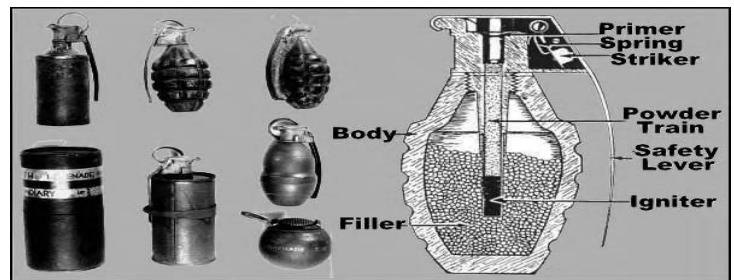
Vickers: The Vickers machine gun or Vickers gun is a name primarily used to refer to the water-cooled .303 inch (7.7 mm) machine gun produced by Vickers Limited, originally for the British Army. The machine gun typically required a six to eight-man team to operate: one to fire, one to feed the ammunition, and the rest to help carry the weapon, its ammunition and spare parts. The gun had a reputation for great solidity and reliability. Ian V. Hogg, in *Weapons & War Machines*, describes an action that took place in August, 1916, during which the 100th Company of the Machine Gun Corps fired their ten Vickers guns continuously for twelve hours. They fired a million rounds between them, using one hundred new barrels, without a single breakdown.

Walther PPK (1931): Long before it was popularized by a cinematic spy, German police and non-front line personnel relied on this early double-action pistol. After the war it remained in demand with plainclothes detectives and other spies needing an easily concealed weapon.

Webley: The Webley Revolver (also known/referred to as the Webley Break-Top Revolver or Webley Self-Extracting Revolver) was, in various marks, the standard issue service pistol for the armed forces of the United

Kingdom, the British Empire, and the Commonwealth from 1887 until 1963.

Welrod (1941): This bolt-action pistol was fitted with an integral noise suppressor, making it useful on covert raids (its sights are also marked with fluorescent paint, for low-light use). Although made in Britain, it was at least as popular with the American OSS during the WWII and with covert military units on either side of the Atlantic thereafter. If the gun is fired with the muzzle touching its target, Listen checks to hear the shot are made with an additional -15% penalty.



GRENADE DESCRIPTIONS

The following is a brief and alphabetical description of the grenades commonly employed by the American and Russian forces stationed in Berlin in 1961.

ABC-M6A1 Riot Control Grenade: At some point in the 1960's, the body of all US gas emitting grenades was changed. This change affected all burning type riot control, chemical weapon, and smoke producing grenades, bringing them all in line to use a cylindrical sheet metal body with four emission holes in the top and one in the bottom. Functionally, the grenade is identical to the M6, but weighs 20 ounces and contains 9.5 ounces of CN-DM. The smoke covers a 20'x20' area and all inside must make a CON opposition check against a POT of 3D6 or suffer -40% on all actions for 3D6 rounds.

M26A2 Impact Fragmentation Hand Grenade: This is the third incarnation of the M26 hand grenade. The M26, M26A1 and M26A2 were essentially identical, differing only in the fusing mechanism used. Weighing in at 454 grams, they are internally identical in design to the M61, utilizing both the sheet metal shell and the prescored steel wire coil lining it to produce fragmentation with an effective casualty radius of 15 yards. Initially developed for deployment during the Korean War, it was one of the few rifle launchable grenades issued by the U.S. military. The grenade could be fit into the clamp claws of a rifle adapter and launched with a blank cartridge, reaching a distance of

up to 160 yards.

M61 Fragmentation Grenade: This is one of several fragmentation hand grenades used by the United States. Using an egg shape, this grenade consists of an explosive core which is then wrapped with a prescored wire which produces its fragments, and the fitted inside a sheet metal shell. Weighing in at 16 ounces, this somewhat more unwieldy hand grenade could be tossed up to 40 yards, with a killing radius of 5 yards and a casualty radius of 15 yards. They were identified by their olive drab body and a single yellow band around the top, with further markings (lot number, etc) also in yellow.

RDG-1 Smoke Hand Grenade: First adopted around 1948, this was another excellent example of an inexpensive, functional weapon that the Soviets had become renowned for during World War II. The RGD-1 is made of a gray cardboard tube, which is fitted with a wooden diaphragm at the wide end and the igniter tube in the middle. The grenade is filled with smoke compound, fitted with another wooden diaphragm at the smaller diameter end, capped with cardboard plugs at each end and wax sealed. To use, the match head striker is rubbed to ignite the three igniter pellets, then the grenade is thrown. Unlike its descendant grenades, this model could float on water and produce smoke while doing so. The RDG-1 is easily recognizable by both its gray color and its resemblance in shape to a large, necked down cartridge case. The smoke covers a 15'x15' area and imposes a -15% to any attempts to shoot through the smoke.

RDG-2 Smoke Hand Grenade: The RDG-2 smoke grenade has been in use with the Eastern Block nations since the 1950's. While the RDG is a tactical grenade for screening the movements of small units, it is also one of the simplest and least expensive grenades in production, an excellent example of Russian pragmatism. It consists of a cardboard tube filled with smoke producing burning type filler and a simple friction igniter, all sealed in wax to make it resistant to dampness. The grenade burns for about 15 seconds to produce a cloud of thick white smoke measuring 20 to 25 yards long and 8 yards wide. The smoke duration is similar to that of the GRD-40. The penalty for shooting into or out of the smoke is -20%.

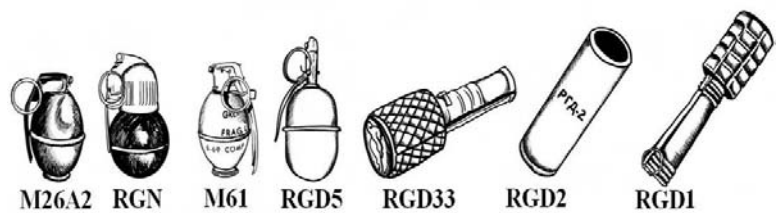
RGD-5 Offensive Hand Grenade: The RGD-5 offensive hand grenade is one of the current, in-service grenades for most of the former Warsaw Pact nations. This ovoid grenade is made of a smooth, two piece steel body that is internally prefragmented. The device is fitted with either a 3-4 second delay fuse, or for use as a booby trap, an adjustable fuse with a 0 to 13 second delay. Filled with 110 grams of TNT, the grenade has an effective casualty radius

of about 20 to 25 yards.

RGN Offensive/Defensive Hand Grenade: The Ruchnaya Granata Nastupatel'naya hand grenade, or RGN is an offensive and defensive use hand grenade, based on a small, spherical, prefragmented aluminum alloy casing filled with a high explosive burst charge of 97 grams of A-IX-1 explosive. The casing is smooth, prefragmented internally. The grenade is designed as a safer grenade, meant to reduce the number of malfunctioning explosive devices remaining on the battlefield once the fight is over. The grenade is fitted with an impact fuse that becomes active less than two seconds after the striker is pulled, giving the thrower time to safely throw the weapon, while a second fuse detonates the device after 4 seconds if impact fails to detonate it.

RDG-33 Antipersonnel Hand Grenade: The RDG-33 is a long obsolete Soviet grenade design, dating back to World War II. It is a stick type offensive/defensive grenade, made primarily of an explosive filled tin cylinder, to which a metal throwing handle is attached. In this configuration, the 508 gram grenade can be thrown about 40 yards, and has a lethal radius of 10 yards. A prefragmented metal sleeve can be fit over the tin cylinder, converting the grenade to a defensive role. With the metal sleeve and its additional 85 grams of TNT, the RDG-33 in defensive configuration has a lethal radius of 25 yards, thanks to the massive fragments produced by the sleeve. However, the throwing range is reduced to about 30 yards. While obsolete, the grenade is still common in some areas of the world, especially south-east Asia, where it was quite popular during the Vietnam War.

RPG-40 Anti-Personnel Hand Grenade: This grenade, dating back to World War II, was another example of Russian pragmatism, given the war conditions. This dual purpose grenade was little more than a tin can filled with a massive amount of TNT and fitted with an all-ways impact fuse and a throwing stick handle with a streamer ribbon. At over a full kilogram in weight, the grenade produced a casualty radius of 20 yards, and while useless against real armor (double all AP and then add +1), it was excellent for demolishing soft skinned and cargo vehicles. While long obsolete as a front line weapon, the grenade was stockpiled for use by militia units as late as 1979.



SPECIAL GUNS/WEAPONS

The following are special weapons and guns not commonly used or encountered.

Flame Thrower: A flame thrower is a mechanical device designed to project a long controllable stream of fire. Some flame throwers project a stream of ignited flammable liquid; some project a long gas flame. Most military flame throwers use liquids, but commercial flame throwers tend to use high-pressure propane and natural gas, which is considered safer. They are used by the military and by people needing controlled burning capacity, such as in agriculture (e.g. sugar cane plantations) or other such land management tasks.

Anyone hit by a flame thrower has a %chance equal to the damage he or she sustains of catching fire and burning for 1D6 rounds for 1D4 damage per round.

Flare Gun: A flare gun is a gun that shoots flares. They are a common item in rescue kits. Flare guns are sometimes called Very pistols (and misspelled as verey pistol), this term was named after Edward Wilson Very (1847–1910), an American naval officer who developed and popularized a single-shot breech-loading snub-nosed pistol that fired flares. Modern varieties are frequently made out of brightly-colored, durable plastic.

Gyrojet: The Gyrojets were a family of unique firearms developed in the 1960s named for the method of gyroscopically stabilizing its projectiles. Firing small rockets rather than inert bullets, they had little recoil and didn't require a heavy barrel to resist the pressure of the combustion gases. The result was a very lightweight weapon with excellent ballistics.

Needler: Theoretically, the advantages of a needler over other projectile weapons are its compact size, high rate of fire, and ultra-high muzzle velocity. A needler takes advantage of the principles of kinetic energy and conservation of momentum, allowing a low-recoil delivery system to inflict significant damage to a target. Recoil is governed by momentum, which is the product of velocity and mass. By conservation of momentum, the change in momentum of the gun must equal the change in momentum of the projectile. The needle projectile has a very small mass, so its large change in velocity does not result in much recoil (change in velocity of the gun itself) since the gun has a mass much larger than the mass of the needle. Damage inflicted is related to the kinetic energy imparted by the projectile, which is $1/2$ the projectile's mass multiplied by its velocity squared. Since the needle has a very high ve-

locity and a negligible mass, recoil is minimized at little cost to the kinetic energy of the projectile and its damage potential. The high rate of fire allows the user to fire many needles quickly with a minimal loss of accuracy due to recoil effects, giving the needler supposedly large damage potential and precision in combat.

Tank Gun: A tank gun is the main armament of a tank. Modern tank guns are large-caliber high-velocity guns, capable of firing kinetic energy penetrators, high explosive anti-tank rounds, and in some cases guided missiles.

Torpedo: The torpedo, historically called a locomotive torpedo, is a self-propelled explosive projectile weapon, launched above or below the water surface, propelled underwater toward a target, and designed to detonate on contact or in proximity to a target.

Tranquilizer Gun (Capture Gun): The Capture gun, also called a dart gun, is an invention which was refined by a team headed by Dr Tony Pooley and Dr Toni Harthoorn in Kenya in the early 1960's. Since then it has become the standard tool for capture of large and medium-sized animals to transport them safely. It is also used in some jurisdictions to capture human criminals. The original piston-operated medium-bore gun fired a tranquilizer dart which is a syringe which was loaded with a dose of barbiturate and/or other drugs, backed by a ball bearing which was separated from the drug mix with a wadding.

On impact with the animal the inertial momentum of the balls injects the drug into the animal, causing torpor and prostration within minutes. Because of the power of the drugs the handlers then have to move quickly to secure the animal for transport, monitor its vital signs, protect its eyes and ears, and then inject reversing drugs when needed. Many large animals are acutely sensitive to stress and can easily die without careful treatment. One major discovery by Dr Harthoorn's team was that different species, despite being of roughly equal size (for example the rhinoceros and the buffalo) needed very different doses and spectra of drugs to safely immobilize them. In some species the margin of error is very small indeed.

OTHER EXPLOSIVES

Claymore: The M18A1 Claymore is a directional anti-personnel mine used by the U.S. military. It was named after the large Scottish sword by its inventor, Norman A. MacLeod. The Claymore fires shrapnel, in the form of steel balls, out to about 100 meters across a 60° arc in front of the device. It is used primarily in ambushes and as an anti-infiltration device against enemy infantry. It is also

of some use against soft-skinned vehicles.

Detonator A detonator activates an explosive, causing it to explode. The device consists of an electrically activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires a Demolitions check. Failure means that the explosive fails to go off as planned. Failure by 50 or more means the explosive goes off as the detonator is being installed.

Blasting Cap: This is a detonator without a built-in controller. It can be wired into any electrical device, such as a light switch or a car's ignition switch, with a Demolitions check. When the electrical device is activated, the detonator goes off.

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

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

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

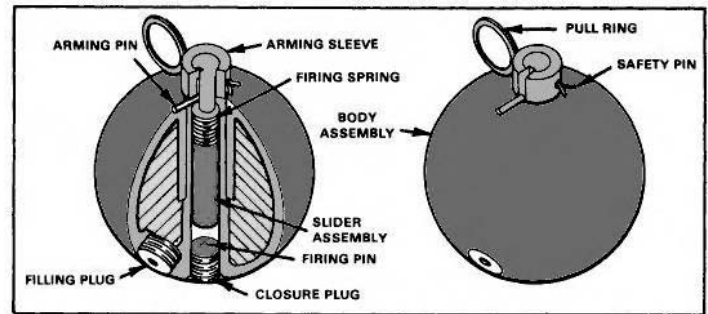
Dynamite: Dynamite is an explosive based on the explosive potential of nitroglycerin, initially using diatomaceous earth (kieselguhr) as an adsorbent. It was invented by Swedish chemist and engineer Alfred Nobel in 1866 in Krümmel (Geesthacht, Schleswig-Holstein, Germany) and patented in 1867. It is usually sold in the form of a stick 20 centimeters (roughly 8 in) long and 2.5 centimeters (1 in) in diameter, but other sizes also exist. Dynamite is considered a "high explosive", which means it detonates rather than deflagrates. Another form of dynamite consists of nitroglycerin dissolved in nitrocellulose and a small amount of ketone. This form of dynamite is similar to cordite. This form of dynamite is much safer than the simple mix of nitroglycerin and diatomaceous earth/kieselguhr.

Landmine: Land mines are used to secure disputed borders or to restrict enemy movement in times of war. Tactically they serve a purpose similar to barbed wire or concrete dragon's teeth vehicle barriers, slowing or channeling the movement of attacking forces to the advantage of defenders. From a military perspective, land mines serve as

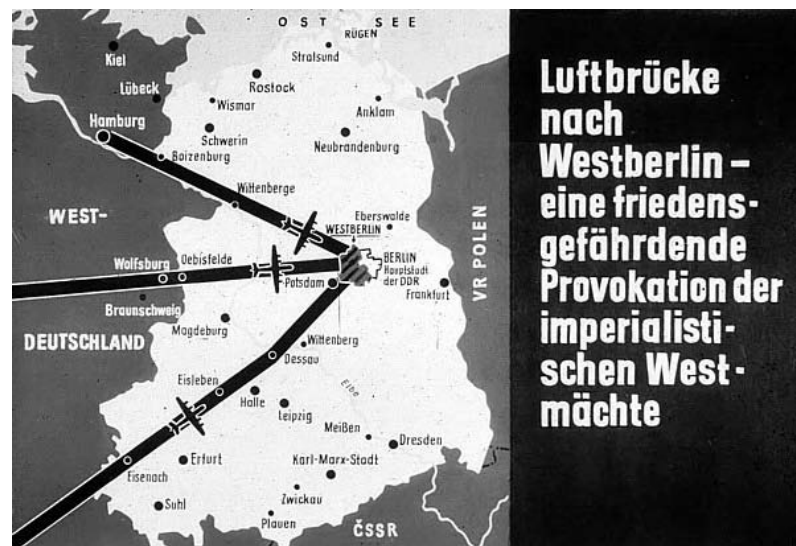
force multipliers, because they increase the efficacy or potency of a force without requiring more personnel.

Molotov Cocktail: Molotov cocktail, mockingly named after Vyacheslav Molotov is the generic name for a variety of improvised incendiary weapons, also known as the petrol bomb, gasoline bomb, or Molotov bomb. They are commonly associated with guerrilla forces and rioters, since they are often the only effective weapons available where other conventional weapons are restricted or banned, and are easily assembled from components commonly available even in highly restrictive states.

Nitroglycerin: Nitroglycerin (NG), also known as nitroglycerine, trinitroglycerin, and glyceryl trinitrate, is a chemical compound. It is a heavy, colorless, oily, explosive liquid obtained by nitrating glycerol. It is used in the manufacture of explosives, specifically dynamite, and as such is employed in the construction and demolition industries, and as a plasticizer in some solid propellants. Nitroglycerin is also used medically as a vasodilator to treat heart conditions; it is a venous dilator that decreases pre-



ABC-M25A2 riot control grenade.





KARABINEK GRANATNIK
(AK47 Variant)



Remington 8



SIG 510
w/Grenade
launcher



GEWEHR 3



FN FAL



AKROM AIM (AK47 Variant)



SKS



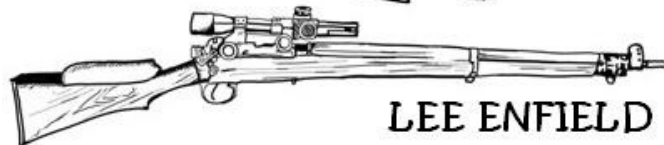
M16A1



SIG 510



SA58
(AK47 Variant)



LEE ENFIELD



AK47
(ORIGINAL)



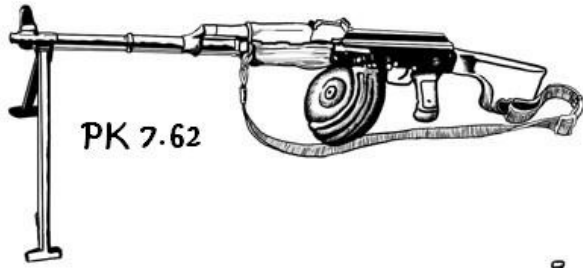
MAS49



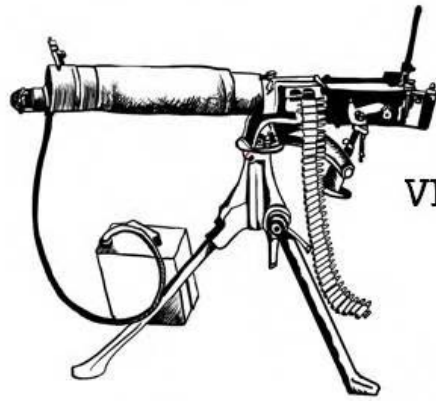
M14



M6 SCOUT



PK 7.62



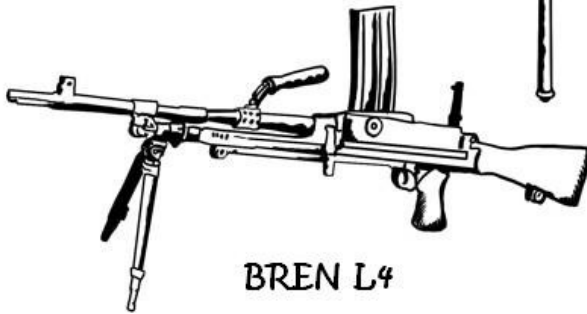
VICKERS



RPD



M2 HEAVY MACHINE GUN



BREN L4



SVD Dragunov

SIG 310



PRIBOR 3B



UZI



STEN GUN



BERETTA M12



SUOMI M31



STERLING SMG



MAT-49

HANDGUNS	SKILL	DAMAGE	RANGE	RATE	AMMO	HP	MAL	ENC	NAT
Tokarev TT-33	Handgun	D10	20	2	8	8	97	2	USSR
Colt Official Police	Handgun	D8+1	40	1	6	7	96	2.5	USA
Colt Super Auto	Handgun	D10	30	2	8	8	97	2.5	USA
Walther PPK	Handgun	D10	30	2	7	8	96	1	GER
Welrod	Handgun	2D6	10	1	5	9	94	3	UK
FP-45 Liberator	Handgun	1D10+1	5	1	1	7	93	1	US
CIA Deer Gun	Handgun	1D10	10	1	1	6	94	1	US
Makarov PM	Handgun	1D10	20	3	8 (10 or 12)	7	98	1.5	USSR
Stechkin APS	Handgun	1D8+1	15	2	20	6	97	2.5	USSR
M1911 .45	Handgun	1D10+2	15	1	7	8	99	2.5	USA
Webley Revolver	Handgun	1D10+2	15	1	6	10	99	2	UK
Browning High Power	Handgun	1D10	20	3	13	8	98	2	NATO
Smith & Wesson .357	Handgun	1D10	15	1	6	8	99	3	USA
Luger P08	Handgun	1D8	15	1	8	8	96	2	GDR/FRG
SMG	SKILL	DAMAGE	RANGE	RATE	AMMO	HP	MAL	ENC	NAT
Mat-49	SMG	1D10	30	1 or Burst	36	9	97	7	FRANCE
Uzi	SMG	1D10	40	2 or Burst	20	8	99	8	NATO
Suomi M-31	SMG	1D10	40	2 or Burst	70 /Drum	7	95	10	NATO
The Pribor-3B	SMG	1D10	20	1 or Burst	30	8	96	8	USSR
Sten Gun	SMG	1D10	25	2 or Burst	32	6	94	7	UK
Sterling SMG	SMG	1D10	25	1 or Burst	34	7	95	6	UK
Berretta M12	SMG	1D8+1	20	1 or Burst	20, 30 or 40	8	97	8	NATO
RIFLES	SKILL	DAMAGE	RANGE	RATE	AMMO	HP	MAL	ENC	NAT
Remington M-8	Rifle	2D6+2	100	1	15	10	96	7.5	USA
Simonov SKS	Rifle	2D6	80	1 or Burst	10 (5, 15 or 20)	10	98	8.5	USSR
AK-47 (Variants)	Rifle	2D6	80	2 or Burst	30 or 40	11	99	9	USSR
AK-47	Rifle	2D6+1	90	2 or Burst	30 or 40	12	00	9	USSR
M6 Scout Rifle	Rifle	D6+2	30	1	6	9	99	5	USA
M14	Rifle	2D6+2	110	½	8	11	00	10	USA
M16A	Rifle	2D8	130	1 or Burst	30	11	97	8.5	USA
Gewehr 3	Rifle	2D6	130	2 or Burst	20	10	98	10	FRG
FN FAL	Rifle	2D6	110	2 or Burst	20 or 30	9	97	9	NATO
SIG 510	Rifle	2D6-1	100	2 or Burst	20 or 30	10	98	12	FRG
SIG 510 Grenade	Rifle	4D6+1/4yd	50	1	1	*	95	15	FRG
MAS-49	Rifle	2D6	100	2	10	10	98	10.5	FRANCE
Lee Enfield	Rifle	2D6+4	110	½	10	12	99	9	UK
Dragunov	Rifle	4D4+1	150	1	10	7	99	9.5	USSR
SHOTGUNS	SKILL	DAMAGE	RANGE	RATE	AMMO	HP	MAL	ENC	NAT
Shotgun (standard)	Shotgun	*	15/50	½	1	8	96	6.5	ALL
Shotgun (Double Barrel)	Shotgun	*	15/50	2/2	2	9	95	7	ALL
Shotgun (Pump)	Shotgun	*	20/60	2	10	8	96	8	ALL
MACHINEGUNS	SKILL	DAMAGE	RANGE	RATE	AMMO	HP	MAL	ENC	NAT
RPD	MG	2D6+2	220	Burst	100/Drum	13	93	16.5	USSR
PK 7.62	MG	2D6+4	200	Burst	Belt/Box	12	94	20	USSR
Bren L4	MG	2D6+3	180	Burst	30 or 100	11	95	23	NATO
Vickers Gun	MG	2D6+5	175	Burst	Belt	14	94	100	UK
M2 .50 Cal	MG	2D6+3	150	Burst	Belt/Box	13	96	83	USA

EXPLOSIVES	SKILL	DAMAGE	RANGE	RATE	AMMO	HP	MAL	ENC	NA
RGD 1&2	Thrown	Smoke	Thrown	½	1	7	94	1.5	USSR
RGD-5	Thrown	4D6+1/4yd	Thrown	½	1	8	95	1.5	USSR
RGD-33 Anti-Pers.	Thrown	4D6+4/4yd	Thrown	½	1	8	95	1.5	USSR
RGD-40 Anti-Pers.	Thrown	5D6+2/3yd	Thrown	½	1	8	96	1.5	USSR
ABC-M6A1 Riot	Thrown	POT 3D6	Thrown	½	1	7	94	1.5	USA
M26A2	Thrown	3D6/3yd	Thrown	½	1	7	97	1.5	USA
M61 Fragmentation	Thrown	4D6+1/4yd	Thrown	½	1	9	98	1.5	USA
RGN	Thrown	2D6+2/3yd	Thrown	½	1	8	97	1.5	USSR
Claymore	Demolitions	6D6/3D6/1D6	10/25/50	1	1	12	99	1.5	USA
Dynamite (1 stick)	**	5D6/2yd	**	1	1	3	99	3.5	ALL
Land Mine	Demolitions	4D6/5yd	**	1	1	9	99	.5	ALL
Molotov Cocktail	Thrown	2D6	Thrown	1	1	1	93	.5	ALL
Nitroglycerin	**	2D6/2yd	**	1	1	1	90	.25	ALL

SPECIAL	SKILL	DAMAGE	RANGE	RATE	AMMO	HP	MAL	ENC	NAT
Flame Thrower	Specific***	3D6	10	1	7	10	92	57	ALL
Gyrojet	Specific***	3D6+1	75	1	5	11	99	2.5	NA****
Needle Gun	Specific***	1D6 (poison)	10	3/Burst	100	3	00	1.25	NA****
Tank Gun	Specific***	5D8+5	200	1	*****	*****	96	*****	ALL
Torpedo	Specific***	6D12+10	1000	1	*****	*****	00	*****	ALL
Tranquilizer	Handgun	1D2 (poison)	15	1	1 or 5	5	98	3	ALL

*Shotguns do damage based on gauge, type of round and range. Range in () is for pump shotguns only.

GAUGE	Buckshot at 15 (20) yards	Buckshot at 50 (60) yards	Solid Slug
8 Gauge	4D6	1D6	1D10+8
10 Gauge	3D6	1D6	1D12+4
12 Gauge	2D8	1D4	1D10+3
16 Gauge	3D4	1D4	1D10
20 Gauge	1D8	1D3	1D8

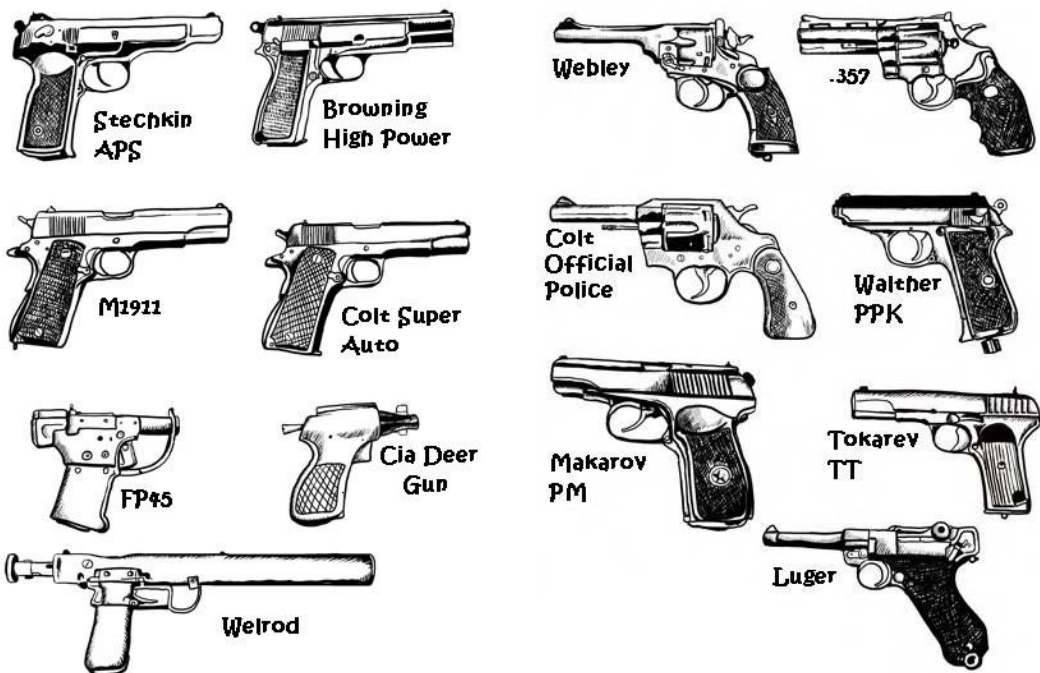
**These explosives use either the Demolitions skill or the Thrown skill.

***Each of these weapons uses its own specific Guns skill.

****These items are only available through mad science and top secret research therefore they are not nation specific.

*****Ammo and HP is based on the vehicle these weapons are mounted on or operate out of.

NOTE: Damages noted with the addendum of (poison) must inflict at least 1HP of damage after damage reductions from armor in order for the poison to take effect.



CONTEMPORARY ARMOR

While not particularly common, body armor of the 1960s is quite present in the cold war setting of Berlin '61. Most of the available body armor for characters would be collected items from their nations respective recent wars, from World War One and on up to the recent escalating conflicts in South East Asia. The following is a simple list of military/government styles of contemporary (as of 1961) modern body armor and its effects on the game.

AP: The amount of protection the armor provides.

DEX MOD: A wearer's Dexterity is reduced by the value listed. His or her calculated characteristics are accordingly reduced.

SKILL MOD: The percentage certain skills are reduced when wearing the armor. The skills affected are: Climb, Dodge, Hide, Jump, Kick, Martial Arts, Riding, Sneak, Swim, Throw and Wrestle. Note that Punch is not listed as it is not affected by armor. Helms penalize only Spot Hidden and Listen.

ENC: The armor's weight in pounds or Encumbrance.

AVAIL: What nations the armor is commonly available to.

TYPE	AP	DEX	SKILL	AVOID	ENC	AVAIL
Silk Vest	2S	0	0	-35	1	ALL
Steel Breastplate Type I	5M	3	15	-55	27	ALL
Steel Breastplate Type II	4M	2	15	-55	11	ALL
Steel Breastplate Type II	7M	4	25	-60	40	ALL
Padded Vest	3S	1	0	-35	15	ALL
Flak Jacket	4E	1	10	-35	20	ALL
WWII T&M Series	4	2	15	-50	25	US
Korean War T&M Series	4	1	10	-50	23	US
1960 T&M Series	5	3	10	-50	27	US
Soviet SN Series	4	2	10	-45	28	USSR
Half Helm	+1	0	5	-5	3	ALL
Full Helm	+2	1	10	-10	5	ALL

S: Provides only ½ normal AP against non shooting attacks.

E: Provides only ½ normal AP against non explosive attacks.

M: Provides only ½ normal AP against non melee attacks.

SILK VESTS

The oldest bullet-resistant fabric vests were made from silk and they resembled medieval padded jacks, which used 18 to 30 layers of cloth to protect wearers from arrow penetration. In 1881 Dr. George Emery Goodfellow of Arizona witnessed a gunfight between two people. When he examined one man who had been shot through his breast pocket, he found that the bullet had been slowed by the layers of the man's silk handkerchief. Dr. Goodfellow documented various other cases of silk fabric protecting people from gunshot wounds, including a noted case where a man's bandanna saved his carotid artery from being severed.

Casimir Zeglen of Chicago, Illinois used Goodfellow's findings to develop a bulletproof vest made of silk fabric at the end of the 1800s. Zeglen's expensive vests could stop the relatively slow rounds from black powder handguns. The vests cost \$800 USD each in 1914, which is equivalent to about \$15,000 in 2005 dollars. On June 28, 1914, Franz Ferdinand, Archduke of Austria, heir to the Austro-Hungarian throne was wearing a silk bulletproof vest. However, the vest did not protect him, because he was shot in the neck above the vest with a .32 ACP bullet fired by Gavrilo Princip using a handgun.

STEEL BREASTPLATES

During World War I, the United States developed several types of body armor, including the chrome nickel steel Brewster Body Shield, which consisted of a breastplate and a headpiece and could withstand Lewis Gun bullets at 2,700 ft/s (820 m/s), but was clumsy and heavy at 40 pounds (18 kg). Another type of body armor was designed in February 1918 by the Metropolitan Museum of Art. This breastplate was based on armor of the 1400s, weighed 27 pounds (12 kg), and was considered too noisy and restricting. A scaled waistcoat of overlapping steel scales fixed to a leather lining was also designed; this armor weighed 11 pounds (5 kg), fit close to the body, and was considered more comfortable.

At the start of World War I the French Cuirassiers, in the thousands, rode out to engage the German Cavalry who likewise used helmets and armor. By that period, the shiny armor plate was covered in dark paint and a canvas wrap covered their elaborate Napoleonic style helmets. Their armor was meant to protect only against sabers and light lances. The cavalry had to beware of high velocity rifles and machine guns like the foot soldiers that at least had a trench to protect them. Machine gunners in that war also occasionally wore a crude type of heavy armor. Towards the end of WWI, armies on both sides were experimenting with plate armor as protection against shrapnel and rico-

cheting projectiles.

PADDED VESTS

During the late 1920s through the early 1930s, gunmen from criminal gangs in the United States began wearing less-expensive vests made from thick layers of cotton padding and cloth. These early vests could absorb the impact of handgun rounds such as .22, .25, S&W .32 Long, S&W .32, .380 ACP, and .45 ACP traveling at slower speeds of up to approximately 1000 ft/s (300 m/s). To overcome these vests, law enforcement agents such as the FBI began using the new .357 Magnum cartridge.

FLAK JACKETS

A flak jacket or flak vest (or flack jacket) is a form of protective clothing designed to provide protection from shrapnel and other indirect low velocity projectiles. Today it frequently refers to bulletproof vests, particularly Type III and above which have added steel, titanium, ceramic or polyethylene plates which can withstand high-powered rounds such as from rifles.

The first usage of the term refers to the armor originally developed by the Wilkinson Sword company during World War II to help protect Royal Air Force (RAF) air personnel from the flying debris and shrapnel thrown by German anti-aircraft guns' flak (Fliegerabwehrkanone), a type of exploding shell. The jacket consisted of Manganese plates sewn into a waistcoat made of ballistic nylon (a material engineered by the DuPont company); therefore, flak jackets functioned as an evolved form of plate armor.

Unfortunately, flak jackets proved to be too bulky for wear within the confines of the RAF's standard bomber aircraft, the Avro Lancaster. The Royal Air Force subsequently offered the jackets to the United States Army Air Forces, which adopted them as a Defense Standard. Ultimately, however, the jackets proved to be less effective than hoped, and are now generally considered to be inferior to body armor.

During World War II, flak jackets and steel helmets were worn by US Navy personnel on aircraft carriers during battle, since the ships and especially their flight decks offered little protection for their crew. Known as "flash gear", this was suppose to protect against shrapnel and heat.

US ARMY T & M SERIES ARMOR

Several vests were produced for the US military, including but not limited to the T34, the T39, the T62E1, and the M12. Development of body armor, including armored vests for US Army ground troops, was conducted during World War II by both the Army Ordnance Corps and the Army Quartermaster Corps.

Quartermaster efforts were directed toward development of non-metallic body armor and at the end of World War II had reached the combat test stage with an experimental vest armored with rigid plates of Doron, laminated plastic fiber-glass. The term Doron is derived from the name of Brigadier General Georges Doriot, World War II chief of the Research and Development Branch, Office of The Quartermaster General of the Army.

Body armor developed by the Ordnance Corps during this period included a 12-pound vest of aluminum plates and nylon fabric designated as M-12, which was adopted as a standard Army item by the end of World War II

SOVIET SN SERIES ARMOR

There were several models of body armor in the Red Army, called SN-38, SN-39, SN-40, SN-40A, and SN-42 (The native Cyrillic abbreviation for the vest was CH, the Cyrillic letters Es and En.) "Stalynoi Nagrudnik" is Russian for "steel vest", and the number denotes the design year. All were combat tested, but only the SN-42 was put in production. It consisted of two pressed steel plates that protected the front torso and groin. The plates were 2 mm and weighed 3.5 kg. This armor was supplied to SHISBr (assault engineers) and to Tankodesantniki (infantry that rode on tanks) of some tank brigades. The SN armor protected wearers from the German MP-40 9 mm bullet at around 100-125 yards, which made it useful in urban battles (Stalingrad). However, the SN's weight made it impractical for infantry on foot in an open outdoor setting, and the 7.92x57mm cartridges fired by the Mauser Karabiner 98k and MG42 easily penetrated it.

HALF HELM

A half helm is a helmet that covers only the top of the head or other limited areas. A half helm would also cover soft full helmets such as leather flight helmets and such. The AP bonus a helm grants is added to other armor APs though the bonus is ignored completely on a critical or impale attack result.

FULL HELM

A full helm is any helmet that covers the back of the neck, the top and sides of the head (including the ears) as well as the forehead and temples. These helmets provide limited protection for the eyes from just above them and on the left and right sides, reducing peripheral vision quite a bit. These helms are also generally made of tougher material than half helms. The AP bonus a helm grants is added to other armor APs though the bonus is ignored completely on a critical or impale attack result.

IMPROMPTU ARMOR

Impromptu Armor is the most popular form of armor found in Berlin '61 and unlike most other armors in the game has a limit to the amount of damage it can absorb. Like normal armor Impromptu armor protects best against melee and blunt attack having its AP reduced to 1 against guns and other "contemporary" weapon damages. Each time that the impromptu armor is used to reduce damage and the damage it is used against exceeds the armor's AP then the AP of the armor is reduced by 1 AP until it is repaired. Once the AP is reduced to 0, the armor is useless.

Most impromptu armor is common sporting gear (shoulder pads, shin pads, athletic cups and protective helmets), hunting gear, heavy clothing (jeans, heavy quilted sweaters, Winter jackets), work protective gear (construction worker helmets) and leather clothing (flight jackets, motorcyclist chaps, gloves).

TYPE	AP	DEX	SKILL	AVOID	ENC
Leather Jacket	2M	0	0	-50%	5
Heavy Leather Jacket	3M	1	-5%	-50%	8
Sports Pads Type 1	1	0	0	-10%	1
Sports Pads Type 2	2	0	0	-20%	5
Sports Pads Type 3	3M	1	-5%	-30%	10
Sports Pads Type 4	4M	2	-5%	-35%	15
Heavy Clothing	2MG	1	0	-15%	5
Flight Jacket	3M	0	0	-50%	7
Jean Jacket	1MG	0	0	-45%	3
Jeans	1MG	0	0	-25%	3

- S: Provides only ½ normal AP against non shooting attacks.
- E: Provides only ½ normal AP against non explosive attacks.
- M: Provides only ½ normal AP against non melee attacks.
- G: No protection against bullets.

GAS MASKS

A gas mask is a mask worn over the face to protect the body from airborne pollutants and toxic materials. The mask forms a sealed cover over the nose and mouth, but may also cover the eyes and other vulnerable soft tissues of the face. Some gas masks are also respirators, though the word gas mask is often used to refer to military equipment (e.g. Field Protective Mask, etc.)

Airborne toxic materials may be gaseous (for example the chlorine gas used in World War I) or particulate (such as many biological agents developed for weapons such as bacteria, viruses and toxins). Many gas masks include protection from both types.

Gas masks used in World War I were made as a result of poison gas attacks that took the Allies in the trenches on the Western Front by surprise. Early gas masks were crude as would be expected as no one had thought that poison gas would ever be used in warfare as the mere thought seemed too shocking.

During WWII they were commonly issued to civilians in Europe to contend with the possibility of either the axis or the allies using gas attacks on the public. During the cold war era it was rare for any household in Europe or the United States to not have ready access to gas masks or at least know where to get them if needed.

In Berlin '61 gas masks protect the wearer in two ways. The first way is that they add to the user's CON to resist the dangerous effects of gasses that force a victim to make CON checks against any level of POT. Secondly they have a special AP that is subtracted from any damage taken from gas attacks. Some masks have a third modifier that reduces the penalties (PEN) taken from vision obscuring or other penalty inducing gasses. Gas masks also reduce the wearers Spot Hidden and Listen skills (SKILL) as well as his or her strike rank (SRM).

If worn with a full chemical or MOPP (Mission Oriented Protective Posture) suit the bonus for AP/CON is further increased by 1. Wearing the MOPP/Chemical suit alone adds 1 to CON against contact poisons and gasses, with gloves and boots this bonus is 2. Gloves and boots do not affect the CON/AP bonuses against inhaled. All gas masks have an Encumbrance/weight of 2 pounds.

MASK	AP	CON	PEN	SKILL	SRM
Optische Gasmaske GM-44	3	3	5	15	1
GM-54	2	3	5	10	1
ASM (Atem Schutz Maske)	2	2	5	5	0
Gasbettchen (Small Gas Bed)	5	5	15	15	5
Gasjäckchen (Gas Jacket)	4	3	15	15	4
Helmet Mask SM-1	3	2	10	15	2
Schutzmaske K	4	2	10	10	1
SchM41M	2	4	10	10	1
US Army M2-10A1-6	1	4	15	15	2
US Navy Diaphragm Mark V	2	2	10	5	1
US E15R3	4	4	15	20	3

The **Optische Gasmaske GM-44** was designed with two small, glass eye pieces that were attached to a threaded, intra-ocular adjustment rod very similar to the design used by the US Army for MI Optical Mask. This allowed the eye pieces to be positioned closer or farther apart, allowing for a customized fit to the wearer's eyes. Inside the mask behind the eye pieces were eye cups that also aided the wearer when using binoculars or other similar sighting devices. The mask also included a threaded microphone inlet that could be capped off when not in use. The face piece was made entirely of leather, with a fabric and leather head harness. From the face piece in the chin area extended a long corrugated rubber breathing tube that was attached to a filter canister. The whole unit was carried in a green metal can. It might also be noted that a variant of this mask may have been carried aboard German submarines.

The **GM-54** is really just a post war update to the GM-38. The mask's structure continued to use the same overall design with a rubberized face piece and a cylindrical filter in the snout position. The GM-54 was also carried in a metal tube. This version is the same as the above version but was issued with an updated filter

The **ASM** mask was used as a civil defense mask by the DDR during the Cold War era. There were several types of ASM gas mask manufactured, and they all came equipped with a red painted filter (missing in photo to the right).

The **Gasbettchen** was designed to fit a wide range of small children and babies that were not independently mobile yet. The device was basically a large fabric bag that was fitted over a wood frame. One side of the bag had an opening where the child could be inserted into the enclosure. The open end could then be "rolled-up" and clipped shut creating a gas-tight seal. A bellows attached to a long tube was then used by a caretaker to pump in filtered air, while the child could be observed via a large plastic window at the top. Expired air was pushed out through a one-way check valve above the plastic window.

The German **Gasjäckchen** was likewise an enclosure for small children attached to a bellows which pumped in "fresh" air. The Gasjäckchen however was designed for children old enough to walk around on their own. The Gasjäckchen was made to fit over the arms, head and torso of the child. The openings on the jacket were tied tightly around the wrists and waist to create a gas proof seal. There was also a plastic visor and exhale valve present similar to the ones used for the Gasbettchen.

This version of the **III M-1** is a post war model which used a new face piece mold that integrated the Tissot tubes on the inside of the mask. This change most likely reduced production costs and increased efficiency. It also probably made the mask more comfortable and enhanced the demisting of the eye pieces.

The **MM1** Gas Mask is an earlier special purpose mask used for radio operators, tank commanders and officers who needed expanded voice communication capabilities. The mask was issued with a long breathing tube and a large cylindrical filter canister. A highly effective voice amplifier was fixed in the center of the face piece which allowed enhanced vocal communication. The MM1 was issued with both a long rubber breathing tube and with a filter attached directly to the face piece.

The **SchM41M** was based on the WWII Russian SM-1 gas mask. Like its WWII predecessor, the SchM41M used an encapsulating "helmet" styled face piece with two internal Tissot style tubes. Variations of this mask were used throughout Eastern Europe by most of the Warsaw Pact countries well into the 1980s. The mask was typically carried in a rubberized, olive drab bag.

The **M2-10A1-6** is perhaps one of the strangest looking US gas masks. The speech diaphragm was protected by a metal mesh-like material giving it a peculiar appearance. The M2-10A1-6 used the same adjustable eye pieces that were used on the earlier Army Optical Gas Masks and the N.D.O. Mark I. A lightweight M10A1 filter canister was attached to the mask via a corrugated rubber breathing tube. The mask's main purpose was to provide the Army with a gas mask that could be accurately used with optical sighting devices like scopes and binoculars.

The **US Navy Mark V** Gas Mask is interesting in that it is the only US gas mask to use this particular setup; the design is nothing like the earlier Navy diaphragm gas masks. The Mark V used a single plastic visor type eye piece, which offered an excellent field of view, but on the same token was prone to fogging as there was no inner mask installed. An adjustable five strap rubber head harness was used for suspension and two C1 filter discs were used for

filtration. The speech diaphragm and exhale valve are clearly visible on the front of the mask. The Mark V came in a special gray fabric carrier that was reinforced with an angled piece of flat metal.

The **E15R3** consisted of a butyl hood which was incorporated with a half-mask and head harness on the inside. This experimental mask was most likely designed during the testing of various types of gas hoods for use during decontamination duty. Two large circular eye pieces were also fitted directly to the hood. Unlike most protective mask hoods, this device was intended to be a standalone mask, rather than a hood that could be worn over a standard issue respirator.



GM-54



Schutzmaske K



SchM41M



US ARMY M2-10-6 Lightweight Optical Gas Mask



US Navy Diaphragm (ND) Mark V Gas Mask



US E15R3 Protective Mask Headpiece

NVA East German Army Gas Mask



Helmet Mask SM-1



ASM

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OTHER EQUIPMENT

Surveillance Gear

Surveillance equipment, be it binoculars and tape recorders or high tech bugs, are the tools of the trade of spies and agents in any era, Berlin '61 is no exception.

Camera

Used to capture images in detail, still cameras have long been used for gathering evidence and clues.

35mm: A 35mm camera has many accessories ranging from long and wide lenses to flashes and remote wire controls. A camera uses the photography Craft or Artist skills. Camera film must be developed in a lab. It takes a minimum of 1 hour to develop and make prints for a roll of film.

Film: A film roll typically holds 24 shots, but can be upwards to 36 or 48. Film is available in black and white or color. The quality of film is based on ASA or ISO ratings.

Developing: Developing film can be done in a personal dark room, in a agency's or university's lab or through a local supplier or drug store.

Lineman's Buttset

The lineman's buttset appears to be an oversized telephone handset that has a numbered keypad on its back with wire leads extending from the bottom. In essence the buttset is a reusable and portable wire tap for phone lines. By making an Espionage check the user of the buttset can connect to a phone line and listen in on any conversations that cross it. Commonly used by telephone linemen and spies.

Night Vision Goggles

Night vision goggles (often referred to as Nogs) gather passive light to improve vision in near-dark conditions, but cannot function in absolute darkness. They allow the wearer to see 150 feet in the darkness—however they have a lack of depth perception and are awkward to wear so a wearer suffers -10% to spot hidden rolls and all combat rolls. A moonlit night or slight overcast of clouds will still provide enough light for these goggles to work. In pitch black darkness, some high tech version of these goggles can emit a low level infrared beam allowing the goggles to gather that light and amplify it enough for 50 feet of vision.

Tap Detector

Tap detectors can be plugged into phone jacks and upon a successful Espionage skill test the user can determine if the line is tapped. However, the location of and type of tap is not revealed.

Telephone Tap

A telephone tap allows a character to in on conversations over the tapped phone line.

Line Tap: A line tap is inserted on the actual line that runs to the house or building of which the phone in question is being spied on. The tap requires a Espionage test to be set. The tap will broadcast all conversations over the line on a frequency that can be picked up by any appropriate radio device.

Receiver Tap: A receiver tap is placed directly in the phone's handset or speaker system allowing the tapper to hear the conversation by passing the conversation over radio frequencies to an appropriate radio receiver. A tap detector will not find a receiver tap, only visually inspection the phone itself will do that.

Telephone Line Tracer

A line tracer will allow the operating character to determine the phone number and location of the caller with enough time. The user must make an Espionage check and spend at least 10 minutes. The time is reduced by 1 minute per 15 points of skill success.

Walkie-Talkie

A Walkie-Talkie is a hand held radio transceiver used to communicate with a similar hand set on the same frequency.

Basic: The cheapest variety is not very durable (2HP) and has a mile of roughly 2 miles.

Professional: The uppermost level of civilian Walkie-Talkies may have ranges up to 15 miles (or further) with military and government varieties extending to 30 miles. They are also more durable (high end civilian have 10HP, military have 15HP).

Professional Gear

Professional gear represents specialized kits and tools that aid individuals in a chosen profession, occupation or trade craft. Without the use of these items, skill tests with these skills may be made at a -10 penalty (GM's discretion). A typical kit usually adds a +5% bonus, while a deluxe kit can add upwards to a +15% bonus. See the descriptions of the kits for additional details. Note that kits should be restocked periodically (treat as reliability of 85%, -5% per each use. If roll ever fails kit needs restocked). Some skills by their nature require a certain piece of equipment to be properly employed. The GM determines if a kit or set of gear will aid in the use of any skill on a case by case, use by use circumstance.

Car Opening Kit

A special set of flat and pointed flexible hooks used to open car doors by inserting between the window and the door frame.

Chemical Kit

A chemical kit is a portable laboratory used to assist the use of botany, biology, chemistry and other science or medical (including forensic) skills.

Climbing Gear

Climbing gear includes an array of gloves, spikes, ropes, hooks and other devices and tools used to ease in climbing. Japanese Nekode are an example of climbing gear used by Ninja while pulleys, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a hand ax, and a harness are usually used by mountain climbers.

Demolitions Kit

A demolition kit includes detonator devices, pliers, screw drivers, tape, wire cutters, chalk and other items useful for arming and disarming explosives.

Disguise Kit

A disguise kit houses make up, wigs, theatrical glue and other concealment and enhancement items to allow a character to properly employ the disguise skill. It does not contain clothing and other utilities for assuming an identity, such as fake ids or clothing.

Duct Tape

Duct tape is the most versatile item known to mankind. Duct tape can be used to bind items and people with a STR of 15. Normally Duct Tape can hold and support around 200 pounds of weight, any more then that will cause the tape to tear. A typical roll is anywhere from 50 to 100 feet long and from 2 inches to 4 inches wide.

Electrical Tool Kit

An electrical tool kit has a variety of useful tools for working on simple or complex electronics. These include protective eye lenses, pliers, wire cutters, insulated gloves and more.

Basic: A basic set is required to use any electrical related repair skill without penalty.

Deluxe: A deluxe kit has specialized tools and diagrams that give the user variable bonuses when dealing with simple items and reduces penalties for working with complex items.

Evidence Kits

Law enforcement agencies around the world use generally the same tools to gather evidence. Having an evidence kit does not grant access to a law enforcement agency's crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab.

Basic: A basic evidence kit is comparable to the standard police mans kit and includes rubber gloves, tweezers, plastic bags and simple recording devices and paper and pens.

Deluxe: A deluxe kit includes finger print taking tools, tools to find finger prints, and other more advanced forensic tools.

First Aid Kit

First Aid kits are available almost anywhere. They are fairly common but their content, and therefore effectiveness, varies. Higher end kits have pain killers, sterilizing chemicals, proper sutures and bandages and all around better aid giving components. Lower end kits simply have a bandage and some alcohol to sterilize wounds. A first aid kit isn't needed to perform first aid, but the use of a kit adds at least +5% to the skill and increases the speed a character can use this skill (as the GM sees fit). A first aid kit of good or better quality will also restore one bonus HP.

Forgery Kit

Provides everything a character needs to forge one type of item. The kit will vary in components from type of kit to type of kit. Usually includes pins, inks, paper, lamentation equipment and possibly photography gear and printing devices.

Lockpick Set

A basic thief tool set composed of a variety of long thin metal poles, wires, needles and other accessories.

Lock Release Gun

This is a high tech pistol like device that inserts into a locking mechanism and strips it, thereby opening the lock. These are fairly rare outside of law enforcement and military uses.

Mechanical Tool Kit

A set of wrenches and other mechanical tools used to disassemble, assemble, repair and maintain mechanical devices ranging from refrigerators and air conditioners to cars and air plane engines.

Basic: A basic kit contains everything a regular handy man would need to maintain his person mechanical devices and may give a bonus of up to +5% when using mechanical repair and related skills.

Deluxe: A deluxe set is a comprehensive collection of tools and devices similar to what an autobody shop or professional mechanic would have. These kits can give up to a +20% bonus.

Medical Kit

The medical kit contains all sort of first aid and surgical goodies, from anti-toxin and anti-venom to painkillers, IV bags and fluid, surgical tools and tape and anything a on the go military medic or EMT would need. This kit can transfer its modifiers (as the GM sees fit to allow) to any medical related skill including those that treat poison and disease.

Pharmacist Kit

Used by doctors and pharmacist to analyze, prepare, store and process medicines the pharmacist kit applies to pharmaceutical skills.

Search-and-Rescue Kit

These kits are all around survival kits containing first aid kits (basic), compasses, maps, rope, survival blankets, military style rations, and other items handy for extended duration stays out in the wild. These bonuses apply to the survival skill.

Surgery Kit

The most advanced form of a medical kit or first aid kit, the surgery kit lets would be doctors (or true doctors in that case) to perform surgery anywhere they are. While not as clean or efficient as hospital care, it is the best a wounded or sick individual could hope for in most situations. As with medical kit, this kit can be applied to any medical or first aid skill use.

TA-50

This is the typical collection of military gear such as bandaged, canteens, compass, knife, pouches, entrenching tools and other devices commonly employed by soldiers in the field. It helps in survival and performing standard military skills and drills.

Tool Belt

A belt made of sturdy leather that has various loops and pouches for holding tools and small pieces of equipment. The tool belt itself does not confer any bonuses to skill use but it may help with encumbrance at the GM's discretion.

Survival Gear

The following is a select list of gear commonly used for woodland and other survival environments.

Backpack

A common tool of wilderness survival is a good sized water proof back pack capable of holding upwards to 50 pounds of properly stowed gear. Military varieties and higher quality back packs can hold up to 80 pounds and have additional compartments that mimic the functions of a tool belt.

Binoculars

Binoculars are used for long distance viewing of wild game and sporting events as well as used in surveillance and reconnaissance events.

Chemical Light Stick

Chem lights are special chemicals used to create a low glowing light source for reading, small area illumination and map use in the dark. While extremely rare in the 1960s, experimental light sticks were in use by the military and government agencies. A light stick in the 1960s glows for roughly one hour.

Compass

The quintessential land navigation and wilderness orientation device, the compass is a special polar magnetized device used to determine magnetic north. Used properly it gives a +10% bonus to map making and navigation tests.

Flash Goggles

Special tinted lenses that adjust to increased light exposure are used in creating flash goggles. Used to prevent snow blindness and other sun glare these goggles add +10% to any roll needed to avoid being blinded or distracted by bright lights.

Flashlight

There is no universal flashlight but typically a flashlight is a long round hand held light powered by batteries. They can range from only a few inches long to several feet.
Penlight: A pen light flashlight has a 10 foot beam and can illuminate an area of up to 5 feet.
Standard: A standard flashlight has a 30 foot beam and 15 foot illuminated area.
Battery Flood: A hulking light bulb and battery pack with a range of 100 feet by 30 feet.

Map

A map is a two dimensional graphical drawing representing an area of the earth from the air, and is drawn to scale. They come in a variety of styles from civilian road maps and simple zoning maps to military tactical maps and topographical three dimensional raised maps. A map is essential in land navigation providing a +5% bonus.

Mesh Vest

This is a lightweight vest with a several sets of pockets to house items such as a compass, ammunition magazines, bandages, or radios, along with eyelets and string for attaching grenades, knives, or other tools. A mesh vest has a carrying capacity of roughly 40 pounds. Essentially treat a character wearing a mesh vest as having +1 STR for determining carrying capacity and encumbrance if the vest is properly used (Survival, Military or Espionage skill roll).

Rope

Ropes are used to assist in climbing. They can also be used to bind objects and individuals.

Sleeping Bag

A sleeping bag is used to maintain warmth and comfort in the wilderness. Sleeping bags aid in the use of the survival skill by adding +3%.

Tent

Used by campers to keeps warm and dry in severe weather Conditions. Tents add +10% to Survival tests.

Trail Rations

Trail rations are basic c-rations, MREs, dried meats and foods. Ones set is enough for 12 meals.

Miscellaneous Gear**Bolt Cutter**

Bolt cutters allow characters to make a STR test against locks and other items to break them or cut through them. Good quality (and better) bolt cutters add +1 (or more) to the user's STR.

Fake ID

A basic false id is usually a driver's license or other state or government identification card. It may also be used to represent forged documents, papers or passports. The basic quality is equal to the forger's forgery skill used in the making of the id divided by five plus his INT.

Fire Extinguisher

A fire extinguisher is used to reduce the size and intensity of fire. A fire extinguisher has a potency of 10 and is used against the fire's SIZ to determine if the fire is extinguished.

Handcuffs

Handcuffs are designed to incapacitate a victim by locking two limbs (usually the wrists or ankles) of a subject together. They fit any human from SIZ 7 to 19 or other creature that has an appropriate body structure. For each SIZ below 8 the bound target has a 10% chance plus his or her DEX of slipping out of the hand cuffs.

Steel: Steel hand cuffs have 15 hit points and are considered to have a armor value of 5, a STR of 18, and require a Locksmith test (-25) to remove without the key.

Weapon Accessories

Any weapon can be dangerous, but many modern tools and accessories increase the usefulness and range of function of weapons.

Holster

Holsters are available for all medium or smaller handguns. Hip: A hip holster houses the weapon from a belt and strapped to the hip, other variations may be attached to the thigh.

Concealed: A concealed holster is used to help keep a weapon hidden. Usually, they are shoulder holsters, though ankle, belt (both front and rear) and wrist holsters do exist. For the ladies there is even a variety of holster to attach to a garter belt. Concealed holsters usually only hold smaller firearms.

Illuminator

An illuminator is a gun mounted flash light used to provide light for targeting and to distract or blind the target.

Scope

Scopes are sights that are added to rifles (and some pistols) to increase the effectiveness of firing at long ranges. Basic: A basic scope increases the increment ranges for a weapon by a multiple of 1.5. To use a scope properly a character must spend one round acquiring his or her target. If they change targets or lose sight of the target, they must reacquire the target again to gain the benefits of this scope. Advance: An advance scope multiplies the range by 2. Star-Lite: A star-lite scope functions the same as a basic or advance scope, in addition it also functions as if it were night vision goggles, allowing a character using the scope to see at extended distances equal to the weapons range in the darkness.

Speed Loader

Speed loaders are special devices used to aid in the reloading of revolvers or automatic magazines. A speed loader is for one or the other type of weapon, not both and reduces the reload time by ½ the normal time allotted for the action, or as the GM sees fit.

Suppressor

Suppressors are mounted on the end of a fire arm they capture gases that travel at supersonic speed when a bullet as it is fired. This eliminates the noise from the gun's firing, reducing the sound the weapon makes. For most guns, the mechanical sound the weapon makes when fired is the only audible part left (Listen check, -25, to notice). For long arms, the bullets still make noise, but it's difficult to determine where the sound came from, requiring a Listen test at -15% to locate the gunfire. A weapon must be modified to use a suppressor and that requires espionage, military or mechanical repair tests. Shotguns, revolvers, machine guns and larger weapons cannot make use of a suppressor. A suppressor purchased for one weapon can be used for any other weapon that fires the same caliber of ammunition. Homemade suppressors are common, requiring an espionage or military skill check at -10%. Cheaply made they only function for 1D10 uses.

AVAILABILITY CODE (AC)

CODE	AVAILABLE	%
A	ALL	90
P	PUBLIC	75
L	LAW ENFORCEMENT	60
M	MILITARY*	50
G	GOVERNMENT*	30
S	SECRET*	20
T	TOP SECRET*	10
E	EXPERIMENTAL*	05
U	UNIQUE*	01

*Use the % listed for the Availability Code or the character's Military Skill, whichever is lower. If an item of Military, Government, Secret, Top Secret, Experimental or Unique is raised to Law Enforcement or better AC through the use of Finances skill then the item is still considered to have this limitation.

AMMO	Price	AC
Pistol Ammo Box 100	\$30	P
Rifle Ammo Box 100	\$40	P
Shotgun Shells Box 25	\$30	P
SMG Ammo Box 100	\$50	L
Machinegun Ammo Box 250	\$250	M

ANCIENT ARMOR	Price	AC
Chainmail shirt	\$75	P
Chainmail skirt	\$50	P
Chainmail tress	\$35	P
Heavy leather hauberk	\$40	P
Leather hauberk	\$65	P
Leather shirt	\$40	P
Leather tress	\$30	P
Plate (breast and back)	\$600	L
Plate leggings	\$335	L
Plate (suit)	\$1500	M
Plate vambraces	\$150	P
Ring mail shirt	\$70	P
Ring mail skirt	\$45	P
Scale mail shirt	\$65	P
Scale mail skirt	\$60	P

MODERN ARMOR	Price	AC
Silk Vest	\$150	P
Steel Breastplate Type I	\$350	P
Steel Breastplate Type II	\$500	P
Steel Breastplate Type II	\$700	P
Padded Vest	\$250	P
Flak Jacket	\$400	L
WWII T&M Series	\$400	M
Korean War T&M Series	\$550	M
1960 T&M Series	\$700	M
Soviet SN Series	\$725	M
Half Helm	\$40	P
Full Helm	\$80	P

IMPROMPTU ARMOR	Price	AC
Leather Jacket	\$35	A
Heavy Leather Jacket	\$60	P
Sports Pads Type 1	\$20	P
Sports Pads Type 2	\$50	P
Sports Pads Type 3	\$70	P
Sports Pads Type 4	\$100	P
Heavy Clothing	\$20	P
Flight Jacket	\$80	P
Jean Jacket	\$10	A
Jeans	\$5	A

GENERIC ARMOR	Price	AC
Bulletproof Vest	\$500	L
Flak Jacket	\$400	L
Standard Simple Armor	\$15	L
Light Body Armor	\$150	M
Medium Body Armor	\$250	M
Heavy Body Armor	\$350	G

GAS MASKS	Price	AC
Optische Gasmaske GM-44	\$100	L
GM-54	\$80	M
ASM (Atem Schutz Maske)	\$175	M
Gasbettchen (Small Gas Bed)	\$100	P
Gasjäckchen (Gas Jacket)	\$105	P
Helmet Mask SM-1	\$75	M
Schutzmaske K	\$150	P
SchM41M	\$130	L
US Army M2-10A1-6	\$185	M
US Navy Diaphragm Mark V	\$150	M
US E15R3	\$225	G

HANDGUNS	Price	AC
Tokarev TT-33	\$120	M
Colt Official Police	\$125	L
Colt Super Auto	\$200	L
Walther PPK	\$250	L
Welrod	\$1000	M
FP-45 Liberator	\$550	G
CIA Deer Gun	\$750	E
Makarov PM	\$120	M
Stechkin APS	\$200	L
M1911 .45	\$150	M
Webley Revolver	\$90	L
Browning High Power	\$120	M
Smith & Wesson .357	\$75	L
Luger P08	\$125	M

SUBMACHINEGUNS	Price	AC
Mat-49	\$100	M
Uzi	\$75	M
Suomi M-31	\$120	M
The Pribor-3B	\$150	M
Sten-Gun	\$120	G
Sterling SMG	\$95	M
Berretta M12	\$200	M

RIFLES	Price	AC
Remington M-8	\$185	L
Simonov SKS	\$310	M
AK-47 (Variants)	\$250	L
AK-47	\$300	L
M6 Scout Rifle	\$300	M
M14	\$225	L
M16A	\$550	M
Gewehr 3	\$300	M
FN FAL	\$300	M
SIG 510	\$275	M
MAS-49	\$400	M
Lee Enfield	\$75	M
Dragunova	\$650	G
Shotgun (Standard)	\$38	P
Shotgun (Pump)	\$250	L
Shotgun (Double Barrel)	\$80	L

MACHINEGUNS	Price	AC
RPD	\$1000	M
PK 7.62	\$1100	M
Bren LA	\$1350	M
Vickers Gun	\$2500	G
M2 .50 Cal	\$3000	G

WEAPON MODIFIERS	Price	AC
Bayonet	\$5	P
Gun license	\$35	L
Holster	\$5	P
Scope (X1.5)	\$20	P
Scope (X2)	\$100	L
Scope (Star-lite)	\$300	M
Silencer (illegal)	\$15	L
Silencer (Home-made, illegal)	\$5	P
Speed Loader	\$8	L

GRENADES	Price	AC
RGD 1&2	\$10	L
RGD-5	\$15	M
RGD-33 (Anti-Pers)	\$40	M
RGD-40 (Anti-Pers)	\$50	M
ABC-M6A1 Riot Control	\$20	L
M26A2	\$30	M
M61 Fragmentation	\$35	M
RGN	\$45	M

OTHER EXPLOSIVES	Price	AC
Claymore	\$10,000	G
Dynamite (1 stick)	\$10	L
Land Mine	\$75	G
Molotov Cocktail	\$5	A
Nitroglycerin (1 Bottle)	\$500	G

SPECIAL GUNS/WEAPONS	Price	AC
Needle Gun (.15)	\$50	G
Flame thrower	\$120	M
Flare Gun	\$38	P
Grapple Gun	\$400	L
Gyrojet Pistol	\$1000	S
Tank Gun	\$20,000	T
Tranquillizer Pistol	\$150	M
Torpedo	\$10,000	S

SPECIAL AMMO	Price	AC
Flame thrower fuel (10 shots)	\$7	M
Flare	\$7	A
Gyrojet Rounds (5)	\$100	S
Needle Rounds (100)	\$120	G
Tranquillizer Rounds (10)	\$50	M

POISON	Price	AC
Arsenic	\$200	M
Atropine	\$120	M
Belladonna (plant)	\$150	M
Blue vitriol	\$200	G
Blue-ringed octopus venom	\$250	G
Chloral hydrate	\$200	M
Chloroform	\$75	L
Curare (plant)	\$100	L
Cyanide	\$275	G
Cyanogen	\$300	G
DDT	\$150	L
Knockout gas	\$100	L
Lead arsenate (gas)	\$125	L
Lead arsenate (solid)	\$200	L
Mustard gas	\$500	M
Paris green (gas)	\$750	G
Paris green (solid)	\$800	G
Puffer poison (fish)	\$500	M
Rattlesnake venom	\$100	L
Sarin nerve gas	\$1000	S
Scorpion/tarantula venom	\$150	L
Strychnine	\$350	M
Tear gas	\$100	L
VX nerve gas	\$1000	S

MELEE WEAPON	Price	AC
Ball & chain	\$250	L
Bastard sword	\$250	L
Battleaxe	\$100	L
Bill	\$50	L
Buckler	\$50	L
Club	\$5	A
Dagger	\$30	P
Glaive	\$100	L
Great axe	\$125	L
Great hammer	\$250	L
Great sword	\$300	L
Halberd	\$250	L
Hatchet	\$25	P
Heavy mace	\$200	L
Kite shield	\$300	L
Knife	\$10	P
Lance	\$150	L
Light mace	\$100	L
Long Spear	\$30	L
Military flail	\$250	L
Military pick	\$180	L
Quarterstaff	\$20	P
Rapier	\$100	L
Scimitar	\$200	L
Short Spear	\$20	P
Short sword	\$100	L
Target shield	\$150	L
War hammer	\$150	L
War maul	\$150	L
War sword	\$175	L

Weapon	Price	AC
Atlatl	\$20	L
Blowgun	\$30	L
Dagger	\$30	L
Dart	\$10	P
Hatchet	\$25	P
Heavy crossbow	\$350	L
Javelin	\$20	L
Light crossbow	\$150	L
Long bow	\$200	L
Nomad bow	\$150	L
Short bow	\$75	L
Short Spear	\$20	P
Sling	\$5	P
Staff sling	\$20	L
Throwing star	\$15	L

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