

# GET THE TRICK



Racial Insecurity [Fetch]

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### THANKS TO

All our awesome fans and everyone on the *CthulhuTech* forums, [yog-sothoth.com](http://yog-sothoth.com), [rpg.net](http://rpg.net)

### SPECIAL THANKS

· Travis Wickline, for being the first *CthulhuTech* fetch Character ever – Grimmash, enjoy some toes.

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This book uses the supernatural for settings, characters, and themes. All mystical and supernatural elements are fictional and intended for entertainment purposes only.

### FOR MATURE AUDIENCES ONLY

This book is intended for mature readers. It contains dark and disturbing content and images. Reader discretion is advised.



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The whole thing was well out of control. Grimmash had known it since the rest of the crew started acting funny. Those part-animal girls had them in the palm of their hands. Something about those girls smelled funny, but the boys seemed to like it – a lot. Sorena and Romer were barely keeping it together. Cole, in a miraculous feat of will, was trying to get them to come back to the world – which was hard when one was in the belly of the beast. Especially hard when one was trying desperately not to be eviscerated.

Now, here they were, in an abandoned grocery store that was converted into a nest for the Congregation of the Earth Mother. The mostly human cultists stuck to the periphery, as the part-animal Horned Ones played their games. One of them had led Romer to the center of the room, one had beckoned Sorena into a darkened corner, while Cole tried to feign interest in something towards the back. Preacher had given in altogether and no one even wanted to look. The creatures knew that Grimmash was unaffected by whatever business they had going on, so he played innocent. Sometimes it was good to be other than mortal.

Given his natural ability to creep off into the night, Grimmash sneaked out of the main floor into what was the back of the grocery store. Not unusually, it still contained palletes of all kinds of dry goods – the perfect place to house the start of an army.

Oddly, he noticed the ever-white Mesta being led off into the depths of the back, where the freezers were, by a naked bunny-girl. He didn't look entirely enraptured by her, but the half-Nazzadi went nonetheless. Grimmash thought about following for a moment – until the shouting began.

"Excuse me, your Divinity. You brought who here?"

"We found friends, lovers, food. We found something to relieve the boredom," came a purring voice that was beyond human.

Ducking behind a palette of food, Grimmash blended into the shadows.

"What have you done?" asked the witch.

"They're so delicious. We couldn't leave them out in the cold. They are so much better warm," replied the Horned One.

"I understand," said the witch, respectfully. "But they are dangerous. Something isn't right."

The cat-girl shifted seductively. "Oh, it is right. One of them gives us children in the freezer."

Grimmash knew she was referring to Mesta. He'd obviously gone along with the bunny-girl so they could seem like they were under the Horned Ones' spell. They had started to become aggressive, and someone needed to pretend like they were going along with the plan. The fetch wondered what was going on in that freezer, and shuddered to think what the cat-girl's words meant.

"One of them is listening. The strange one," said the Horned One.

She held out one gently clawed hand and pointed it directly at the aisle in which Grimmash hid. He had only seconds to think of what to do. Looking up, he found he was sitting behind a palette of canned baked beans – gallon cans. He grabbed one off the top and stood up, what passed as a smile on his fanged face.

"Just looking for the beans, ma'am!" he said, holding up the giant can as if he'd won the lottery.

The witch looked at him with a sour and disbelieving look on her face. Before she could say anything, Grimmash didn't miss a beat and ran back into the main room.

What was shaping up to be an orgy that would be a furry's wet dream paused for a moment as the fetch stopped on the steps, holding up his prize as if it were mana from heaven. With a commanding voice, he shouted, "I have the beans!"

From somewhere in a dark corner, naked, Sorena just laughed. Grimmash knew from more than a few nights that this wasn't anything strange for the Nazzadi.

Romer looked up, with a more drugged look than usual, and grinned like a madman.

"Bring me the beans!" he shouted with an almost religious tone.

The cat-girl Horned One purred as she looked out over the assembly. The witch did not share her enjoyment. She looked like someone had passed a turd under her nose.

"What is this!" she shouted.

Ignoring her, Grimmash ran out into the mayhem, gallon can of beans over his head like a prize trophy. He ran right up to Romer and cracked the can with his claws.

Romer, high as a kite, pointed to the semi-reptilian girl splayed out in front of him, writhing in ecstasy, and laughed. "Impart unto her the beans!"

Not knowing what the hell was going on, Grimmash simply took the cue - and slathered the entire can of cold baked beans all over the girl. She seemed to like it, moaning as the strange payload covered her body.

The snake-girl grabbed Romer and drew him back into her baked bean embrace. He willingly went along, enjoying every step of the way.

The witch shouted, in a voice that seemed almost more than human, "WHAT IS THIS!"

No one stopped. The sexual energy was so thick now that there was no chance of anyone stopping - without darn good reason.

Sorena was in his corner doing the slick things for which he was known best. There was a gentle groan of pain and pleasure that let anyone around know that their little bubble should not be disturbed.

Cole had managed to position himself somewhere where he had the kind of view of the place that made him feel like he had an edge. If anyone had been paying attention, one could tell he was a coiled spring ready to strike.

Meanwhile, Romer had lost his head. He was making out with the snake-girl in front of him, forked tongue and all. Covered in baked bean juice, she pulled him tighter. For some reason, he decided his assault

rifle might be an interesting sex toy and began to explore that.

Grimash had never been so happy he didn't have sex organs. Those kinds of urges must have been terribly distracting.

The witch walked down onto the former grocery floor, ignoring the chaos around her. Still mostly-human cultists began to gather behind her.

"Divine ones! Hear me! We have danger in our midst!"

The Horned Ones paused for a moment. Romer didn't miss a beat. Temporarily getting control of himself, he managed to look up and shout with all sincerity, "More beans!"

The rest of the crowd roared in agreement. It was more than enough to drown the witch out. She was anything but pleased.

Grimash, taking his cue again, ran past all the chaos back into the food stores. He grabbed another two gallon cans of baked beans and sprinted his way back to Romer. Using his claws to open both cans, he didn't even bother to wait for instructions - he just popped them open and poured them over every semi-human girl he could find.

The fuming witch walked confidently into the crowd, arcane power starting to crackle around her wrists. Her hands curling into claws, she reached out towards Grimmash and Romer. "Who dares sully this place of worship? Are you idiots? Blasphemers? Infidels?"

Somehow Romer managed to reply, with a straight face, "No ma'am. We're just space marines with our magic beans." Somewhere, in the shadows, Sorena cackled.

The witch turned bright red and it was clear that the shenanigans were over.

Grimash remembered the simple days of servitude to the sorcerer that had summoned him. Help with this, fetch that, try not to eat so-and-so. Things had changed.

He wished this was just a usual day. It wasn't.

### MAGICAL SERVANTS

Though often thought of as doppelgängers in traditional folklore, fetches are diminutive monstrous servants summoned from beyond as servants to practitioners of the arcane arts. While they do not act as the mystical batteries that familiars do, they are capable lab and ritual assistants. They are typically more capable than familiars – even of violence in their master’s name.

This supplement explores the world of the fetch, and adds full rules for using this unique creature as a playable race for your *CthulhuTech* games.

### THE FETCH MINDSET

Fetches are among the lowest rank of Outsiders, though they are from beyond. They have an unusual outlook on life and are not beholden to the psychology that is common to nearly all life native to the lower dimensions.

In general, fetches are a little unruly. Think of them like pet monkeys, who get into all kinds of trouble. They’re a little like a permanent five-year old, though with knowledge and power. Superior fetches are more like a permanent teenagers, with the mood swings and cruelty that often go with those years.

Fetches are also often malicious and enjoy doing bad or cruel things. While they don’t specifically try to do such things to their masters, their sorcerers often must deal with the mess and aftermath of their shenanigans. Superior fetches are more so, with a mean streak a mile wide.

In general, fetches have a poor concept of right and wrong as society knows it. To them, anything that serves their master and themselves is right, and anything that doesn’t is wrong. Given that they are alien creatures with an innate urge towards mayhem and malice, they are often known as wretched little creatures.

However, fetches are individuals, regardless of predisposition. The degree this behavior varies is according to the fetch (especially for Characters).

Fetches also have obvious quirks in their behavior. Some might be obsessive collectors, some might laugh at every inappropriate moment, some might insist they can’t go out in daylight (though they can), and more. Each fetch is unique, but every one

of them has some kind of quirky personality that is obvious.

While technically a sorcerer can have as many fetches as he can summon, their natures make this impractical. Most sorcerers are capable of managing about three fetches (normal or superior) at a time, without them getting into all kinds of trouble. Those who choose to increase their fetch ranks further usually find themselves regretting it.

### FETCH PHYSIOLOGY

Fetches are unusual in that they have what can only be termed rudimentary internal organs. After all, they are creatures of magic and need only the bare essentials to survive, physiologically speaking. They are perfectly capable of dying in the World of Elements, though they don’t sweat this too much – it is more of an uncomfortable inconvenience than a permanent fate.

Fetches, being magical creatures, do not have genders. While they may identify as either “he” or “she,” they don’t actually have the sexual characteristics to support either. They are asexual creatures that can only breed in the higher dimensions and, as such, cannot be influenced in any manner that requires sexuality. This includes the seduction abilities of any creature, whether they be magical or not.

Fetches need the normal amount of natural fauna and flora to survive. However, most have unusual and unorthodox tastes that show their otherworldly natures. Fetches don’t need such things to survive, as they can live on anything that humans do. However, they tend to enjoy their individual tastes, whether they be gummy bears, human toes, eyeballs, or jellied goat brains. Nearly all fetches have a food-stuff that makes them happy, something akin to supernatural comfort food.

### FETCH MAGICAL POTENTIAL

Being creatures of magic, fetches can never develop para-psychic powers or become Tagers – nor will an Engel allow them to climb in the cockpit.

On the other hand, fetches are born with an understanding of magic (as represented by their free point in the Occult Skill) and a greater innate well of mystical energy. Most fetches choose to use this knowledge in order to further empower the sorcerer who summoned them. There is no reason, however, that

fetches can't be sorcerers in their own right, learning to perform rituals on their own. Those that do tend to hide such abilities, so that they don't become too big a threat to those around them.

One of the fascinating side benefits that fetch sorcerers may enjoy is the ability to summon more of their own kind. There are those who might conclude that this could lead to catastrophe, but fetches are individuals and, given their natures, it is unlikely that they would be able to form any kind of coherent group or movement. More fetches means more mayhem – not necessarily more danger.

## FETCHES AS CHARACTERS

Fetches can make an interesting Character for a variety of *CthulhuTech* games. While they're probably not appropriate for a mech or war-style game, they work with both Eldritch Society and arcane underground games without blinking twice. After all, in these kinds of games, you're already working to stay away from the law, so what's the problem with a little monster hanging around?

Designing a fetch Character, whether normal or superior, is similar to designing any *CthulhuTech* Character, using the usual number or points for most basic game characteristics. However, there a number of modifications, abilities, and considerations that don't manifest with "normal" Characters.

First, it is important to determine whether or not your fetch Character still remains in service of the sorcerer that summoned him. It can be interesting if your fetch Character is the servant of another sorcerer in your group. After all, fetches do not require binding and are already predisposed to serving their masters in the best way possible. There is, naturally, a lot of leeway in doing so that might be fun space in which to play.

However, fetches do find themselves unbound. Sorcerers live in a dangerous world and fetch servants may find themselves on their own when their masters die. Some sorcerers, for whatever personal reasons, may decide to set their fetches free – especially when they feel they have no more use for the fetches in their employ. These fetches must find their way in a world that is innately hostile to them, but may find their way into the arcane underground. Some become freelance agents of their own design, while others hire themselves out to whatever sorcerer will

KEEPING IT TOGETHER  
Some information is reprinted here from the *Core Book* and *Vade Mecum*, to present a complete picture of fetches without having to refer to those tomes. Some has been updated – use the information presented here for all your fetch needs.

meet their needs and provide them sanctuary. To create a fetch Character, use the following rules. Like Tagers or para-psychics, you must purchase the appropriate Assets. For normal fetches, the 1 point Fetch Asset will suffice. For superior fetches, you must purchase both the 1 point Fetch and 1 point Superior Fetch Assets.

The types of benefits and downsides to different kinds of fetch Characters is in some cases specific to type. In this book, we will focus on the three types of fetch found in the *Core Book* – the carnivorous amphibian, fanged dwarf, and flying imp types – and the three types of superior fetch found in *Vade Mecum* – the amphibious monster, gargoyle-like, and vicious gremlin types. Feel free to work with your Storyguide to create new and unique types of fetches using the guidelines presented here.

### Attribute Modifications

Each different type of fetch has its own range of Attribute modifications:

- *Carnivorous Amphibian* – +2 Agility, -1 Strength
- *Fanged Dwarf* – +1 Agility, +1 Strength
- *Flying Imp* – +2 Agility, -1 Strength
- *Amphibious Monster* – +2 Agility, +1 Tenacity
- *Gargoyle-Like* – +2 Agility, +1 Tenacity
- *Vicious Gremlin* – +1 Perception, +2 Strength, +1 Tenacity

### Enhanced Senses

Fetches have a variety of senses beyond those of Humans or Nazzadi, as per the rules for monstrous senses. These bonus Assets do not count against any limits.

- *Carnivorous Amphibian* – Acute Vision, Nightvision
- *Fanged Dwarf* – Nightvision, Thermal
- *Flying Imp* – Acute Vision, Nightvision
- *Amphibious Monster* – Acute Hearing, Nightvision, Sonar
- *Gargoyle-Like* – Acute Vision, Nightvision
- *Vicious Gremlin* – Acute Smell & Taste, Nightvision, Thermal

## Movement & Speed

Each different type of fetch has its own modifications to movement types and speed:

- *Carnivorous Amphibian* – Double Swimming, Amphibious (like Deep Ones)
- *Fanged Dwarf* – Triple Climbing
- *Flying Imp* – Double Flying
- *Amphibious Monster* – Double Swimming, Amphibious (like Deep Ones)
- *Gargoyle-Like* – Double Flying
- *Vicious Gremlin* – Triple Climbing

## Recommended Skills

Each type of fetch has its own set of recommended skills:

- *Carnivorous Amphibian* – Athletics, Observation, Research
- *Fanged Dwarf* – Athletics, Fighting, Research
- *Flying Imp* – Athletics, Observation, Research
- *Amphibious Monster* – Athletics, Observation, Research
- *Gargoyle-Like* – Athletics, Observation, Research
- *Vicious Gremlin* – Athletics, Fighting, Research

## Monstrous

A race of magical Outsiders, fetches are not appreciated in mortal society. The forces of the New Earth Government will hunt them like any other unspeakable creature if they are exposed – the OIS will take particular interest in them and will likely want to capture them for “study.”

The following Qualities are barred to them as a result: Authority, Commendation, Elite, Famous Incident, Wealth, Disgraced, Engel Synthesis Interface, Outsider Tainted, Watched. Assets such as Alluring and Sexy Voice confer their bonuses only for fetch (or other monstrous) interactions. They also cannot gain any more points from the Misfit Drawback (it is innate). Fetches are considered to have the Debt (4) Asset, though they don't actually owe anybody money (they're just very poor). They also cannot become Taggers or para-psychics, and all related Qualities are likewise forbidden to them.

## Otherworldly Abilities

On the bright side, fetches gain Occult at 1 for free, which can take them to the level of 4 at Character Design, as well as a variety of languages including R'lyehan and Tsath-yo, and four other languages, for

free at 4. Superior fetches receive the same languages, but begin with Occult at 2 for free, which can take them to 5 at Character Design.

Fetches also have a mouth full of teeth that are natural weapons that do +0 damage, and talons that do -1 damage. Superior fetches' maws do +1 damage with talons that do +0 damage. All kinds of fetches incite fear with a Fear Factor of 12.

## Outsiders

Fetches are not a natural part of the World of Elements. They come from somewhere Outside, from a low place in the higher dimensions. As a result, they begin with twice as much Orgone/Ruach as usual.

## FETCH ASSETS

### FETCH (1)

Your Character was most likely summoned as a monstrous little magical assistant. He is a small sentient bipedal Outsider – malicious and otherworldly – that stands less than two feet tall. He is clever and sneaky, though mostly likely cowardly as well. Your Character can not only contribute Ruach to a sorcerer's ritual, he can also actually assist.

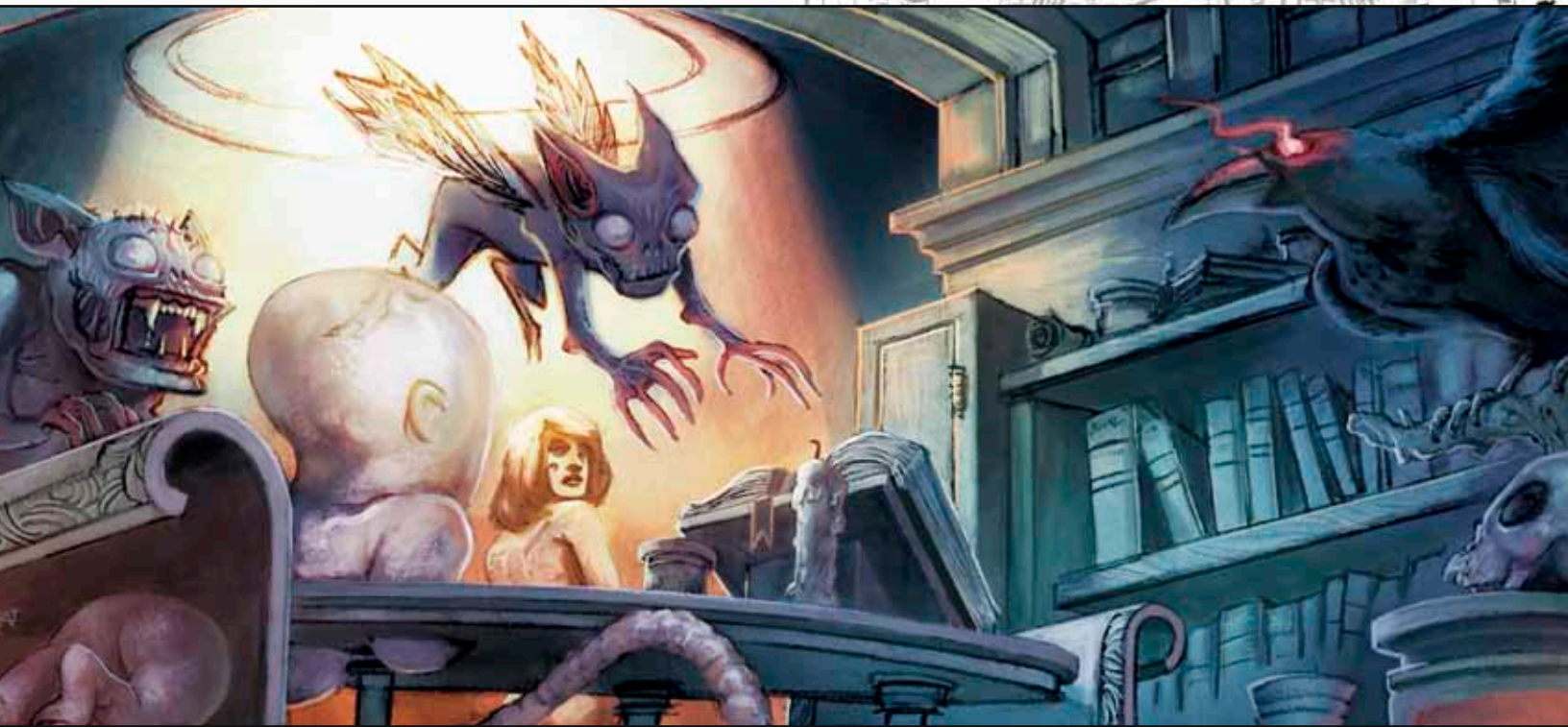
However, he is alien and will not pass as anything natural to any sane person. Your Character needs to remain hidden or the authorities are on their way. He is probably not bound by his summoning sorcerer, as your Character naturally likes him. While loyal, he will test the boundaries of the relationship unless properly dominated. Fetches can be lifelong friends and companions, though with a warped idea of right and wrong. If your Character is not properly managed and guided by a sorcerer, he will get into trouble.

### RE-SUMMONABLE (4)

*Prerequisites: Fetch or Superior Fetch Asset*

Your Character has let his close friends know his true name – an important part of the summoning ritual. Normally, sorcerers reach out and draw in any random fetch. Not so when one knows the fetch they are attempting to summon. This means that sorcerers can call your Character specifically to the World of Elements. Thus, if your fetch Character dies in the lower dimensions, he can be re-summoned back within 1-10 weeks (1 die). He will return with all of his previous abilities and it will be as if he were never gone at all.





## SUPERIOR FETCH (1)

*Prerequisites: Fetch Asset*

Your Character shares most of the traits of a regular fetch, but is larger, smarter, and more vicious than his lesser cousins. Still clever and sneaky, he is hardly cowardly. Unlike regular fetches, your Character is not naturally predisposed to liking the magician that summoned him. He is mostly loyal, but is a willful creature with a warped idea of right and wrong. Without binding or a skillfully negotiated and managed deal, your Character will eventually get into trouble.

## UNBOUND (1)

Your Character is no longer in the service of the sorcerer that summoned him. Perhaps his master died of natural causes or of foul play, perhaps your Character orchestrated his demise, or perhaps his master simply set your Character free because the sorcerer was giving up the magical life. Whatever the reason, your Character is free to do whatever it is he wishes, just like any other free-willed creature.

## PLAYING FETCHES

Fetches are an interesting Character type. They are unruly little alien creatures of magic that can easily find a place in the normal World of Elements. However, one needs to be playing the type of *CthulhuTech* game that affords for fetch Characters. Those types of games that involve heavy New Earth Government involvement won't, in most cases, work. It is unlikely

that fetches will find a place fighting in the Aeon War or on the streets of the Strange Aeon. One could argue that there may be a few fetches working for the Office of Internal Security to aid in their policing of the arcane underground – though this is more them trying not to be killed by that authority. Special Services may also likewise employ a few fetches to help with their investigations, and be more forgiving than the OIS. Not that that's hard.

However, games that naturally lurk on the fringes of society are those where fetches will be at home. Any game that involves Characters of the dark side of the arcane underground will be a good fit for fetch Characters, as will those involving the Eldritch Society. If you're playing a cult game, fetches are a given.

One of the most important parts of playing a fetch is figuring out how to disguise yourself, so that you can maneuver in "polite society." Standard fetches have a harder time of this, as they are so small that the best they can hope for is to be mistaken for young children. However, young children without adult supervision are exactly the kind of thing that attract attention. Learning to deceive is a key part of a standard fetches' repertoire. Learning to say, "That's my dad, right over there," can work wonders when hidden in the folds of a hoodie.

Speaking of, hoodies and baseball caps are a fetches' best friends. They cover and conceal, giving people the opportunity to pretend that all they're seeing are

kids or teenagers. Not that they help when trying to enter or exit an arcology, but there are always other ways in or out.

That said, superior fetches have an easier time than their smaller counterparts. Their size and attitude lends towards the assumption that they are teenagers, which works with the attire. They do not have to concern themselves with pretending that they are near adult supervision and can slouch, stick their hands in their pockets, and drag their feet moodily along, and no one will ask any questions.

This assumes that you're playing in an arcology. Outside of the havens of civilization all bets are off – as long as you stay out of sight of the military.

In the end, playing a fetch is a bit like playing a ghoul Character. You'll need to be clever about how you keep yourself concealed, so that you don't find yourself in the sights of the authorities. However, there's lots of fun to be found playing the shadows of *CthulhuTech*.

## AS UNSPEAKABLE HORRORS

### FETCHES

Fetches are unnatural creatures. Feel free to make them as weird as you want, as long as they are bipedal, smart, and agile. Though a fetch is an Outsider, he manifests his Ruach instead of storing it like a familiar, so he's less of a cosmic battery. Here are a few sample fetches:

#### Typical Carnivorous Amphibian Fetch

**Attributes:** Agility 8, Intellect 6, Perception 6, Presence 5, Strength 3, Tenacity 6

**Secondary Attributes:** Actions 2, Orgone 11, Reflex 6

**General Skills:** Athletics: Adept (3), Education: Student (1), Languages (half-dozen, including R'lyehan and Tsath-yo): Adept (3), Occult: Novice (2), Observation: Novice (2), Research: Student (1), Survival: Novice (2)

**Combat Skills:** Dodge: Novice (2), Fighting: Novice (2)

**Weapons:** Claws (-1), Bite (0)

**Damage Bonus:** -1

**Vitality:** 5

**Fear Factor:** 12

**Senses:** Acute Vision, Nightvision

**Movement & Speed:** Land [11 mph (27/6 ypt)], Swimming [23 mph (57/13 ypt)]

#### Typical Fanged Dwarf Fetch

**Attributes:** Agility 7, Intellect 6, Perception 5, Presence 5, Strength 5, Tenacity 6

**Secondary Attributes:** Actions 1, Orgone 11, Reflex 6

**General Skills:** Athletics: Adept (3), Education: Student (1), Languages (half-dozen, including R'lyehan and Tsath-yo): Adept (3), Occult: Novice (2), Observation: Novice (2), Research: Student (1), Survival: Novice (2)

**Combat Skills:** Dodge: Novice (2), Fighting: Novice (2)

**Weapons:** Claws (-1), Bite (0)

**Damage Bonus:** 0

**Vitality:** 7

**Fear Factor:** 12

**Senses:** Nightvision, Thermal

**Movement & Speed:** Climbing [11 mph (27/6 ypt)], Land [11 mph (27/6 ypt)]

#### Typical Flying Imp Fetch

**Attributes:** Agility 9, Intellect 6, Perception 6, Presence 5, Strength 3, Tenacity 5

**Secondary Attributes:** Actions 2, Orgone 10, Reflex 7

**General Skills:** Athletics: Adept (3), Education: Student (1), Languages (half-dozen, including R'lyehan and Tsath-yo): Adept (3), Occult: Novice (2), Observation: Novice (2), Research: Student (1), Survival: Novice (2)

**Combat Skills:** Dodge: Novice (2), Fighting: Novice (2)

**Weapons:** Claws (-1), Bite (0)

**Damage Bonus:** -1

**Vitality:** 5

**Fear Factor:** 12

**Senses:** Acute Vision, Nightvision

**Movement & Speed:** Land [11 mph (27/6 ypt)], Flight [23 mph (57/13 ypt)]

## SUPERIOR FETCHES

Superior fetches are unnatural creatures. Feel free to make them as weird as you want, as long as they are bipedal, smart, agile, and about three feet tall. Though a superior fetch is an Outsider, he manifests his Ruach instead of storing it like a familiar, so he's less of a cosmic battery. Here are a few sample superior fetches.

#### Typical Amphibious Monster Superior Fetch

**Attributes:** Agility 8, Intellect 6, Perception 7, Presence 5, Strength 6, Tenacity 8

**Secondary Attributes:** Actions 2, Orgone 12, Reflex 7

**General Skills:** Athletics: Adept (3), Education: Nov-

ice (2), Languages (half-dozen, including R'yehan and Tsath-yo): Adept (3), Observation: Novice (2), Occult: Adept (3), Research: Novice (2), Survival: Novice (2)

**Combat Skills:** Dodge: Adept (3), Fighting: Adept (3)

**Weapons:** Claws (0), Bite (+1)

**Damage Bonus:** 0

**Vitality:** 11

**Fear Factor:** 12

**Senses:** Acute Hearing, Nightvision, Sonar

**Movement & Speed:** Land [13 mph (32/8 ypt)], Swimming [26 mph (64/16 ypt)]

### Typical Gargoyle-Like Superior Fetch

**Attributes:** Agility 9, Intellect 7, Perception 6, Presence 5, Strength 6, Tenacity 7

**Secondary Attributes:** Actions 2, Orgone 12, Reflex 8

**General Skills:** Athletics: Adept (3), Education: Novice (2), Languages (half-dozen, including R'yehan and Tsath-yo): Adept (3), Observation: Novice (2), Occult: Adept (3), Research: Novice (2), Survival: Novice (2)

**Combat Skills:** Dodge: Adept (3), Fighting: Adept (3)

**Weapons:** Claws (0), Bite (+1)

**Damage Bonus:** 0

**Vitality:** 11

**Fear Factor:** 12

**Senses:** Acute Vision, Nightvision

**Movement & Speed:** Land [13 mph (32/8 ypt)], Flight [26 mph (64/16 ypt)]

### Typical Vicious Gremlin Superior Fetch

**Attributes:** Agility 7, Intellect 6, Perception 7, Presence 5, Strength 8, Tenacity 7

**Secondary Attributes:** Actions 2, Orgone 11, Reflex 6

**General Skills:** Athletics: Adept (3), Education: Novice (2), Languages (half-dozen, including R'yehan and Tsath-yo): Adept (3), Observation: Novice (2), Occult: Adept (3), Research: Novice (2), Survival: Novice (2)

**Combat Skills:** Dodge: Adept (3), Fighting: Adept (3)

**Weapons:** Claws (0), Bite (+1)

**Damage Bonus:** +1

**Vitality:** 12

**Fear Factor:** 12

**Senses:** Acute Smell & Taste, Nightvision, Thermal

**Movement & Speed:** Climbing [11 mph (27/6 ypt)], Land [13 mph (32/8 ypt)]

THE  
VOID

## The stars were never meant for us.

**The Void Core Book is a Free-to-Play PDF!  
Quick-Start Rules also available.**

2159 AD. It is a good time to be alive. The nations of the world still exist, but they have become more civilized, and we have expanded into the rest of our solar system. But, alas, it is not to be our time. Something approaches, a thing on an orbit from far away. Seemingly a large shard of dark matter, this object is known in obscure prophecy as the Chthonian Star. It is awakening things long thought lost or dead, things that have slumbered awaiting its return. The Unified World Council sends out special teams of sanctioned Wardens, whose job it is to ascertain the new threats to human life, to learn everything they can about them, and fight them wherever they are found.

*The Void* is a new roleplaying game from WildFire, which combines elements of hard sci-fi with Lovecraftian horror. Become a Warden and seek out the dark things in the solar system, trying to stem the rising tide.

*The Void Core Book* features:

- An exploration of our fully colonized solar system, only a few hundred years in the future.
- A complete introductory adventure, ready to get you playing within an hour.
- Presentation and mechanics designed with accessibility in mind.
- New simple yet flavorful game mechanics, utilizing six-sided dice pools.
- Rich full-color art, visualizing a dark world.



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